

## Aboleth, L

10

NAME

AC 17 HP 135 PASSIVE PERCEPTION 20 SPEED 10/40s

STR 5 DEX -1 CON 2 INT 4 WIS 2 CHA 4

SKILLS / TRAITS

Darkvision 120', History +12, Perception +10

**Amphibious:** Breathe air & water

**Mucous Cloud:** If touch/hit, DC 14 Con save or can only breathe water, lasts 1d4 hours

**Probing Telepathy:** Learn greatest desires if telepathic communication

4 PROF

ACTIONS

**Multitack:** 3 tentacle

**Tentacle:** 10', +9, 2d6+5b, DC 14 Con save or 1 min later can only regain HP underwater\*

**Tail:** 10', +9, 3d6+5b

**Enslave (3/day):** DC 14 Wis save or charmed & under aboleth's control, save again if damaged

## Acolyte, M

1/4

NAME

AC 10 HP 9 PASSIVE PERCEPTION 12 SPEED 30

STR 0 DEX 0 CON 0 INT 0 WIS 2 CHA 0

SKILLS / TRAITS

Medicine +4, Religion +2

**Spellcasting:** 1st lvl, DC 12, +4, at will: *light, sacred flame, thaumaturgy*, 1st (3): *bless, cure wounds, sanctuary*

2 PROF

ACTIONS

**Club:** +2, 1d4b

## Adult Black Dragon, H

14

NAME

AC 19 HP 195 PASSIVE PERCEPTION 21 SPEED 40/80f/40s

STR 6 DEX 2 CON 5 INT 2 WIS 1 CHA 3

SKILLS / TRAITS

Darkvision 120', blindsight 60', Perception +11, Stealth +7, immune: acid

**Amphibious:** Breathe air & water

**Legendary Resistance (3/day):** Pass a failed save

5 PROF

ACTIONS

**Multitack:** Frightful Presence, 1 bite, 2 claws

**Bite:** 10', +11, 2d10+6p & 1d8 acid

**Claw:** +11, 2d6+6s

**Tail:** 15', +11, 2d8+6b

**Frightful Presence:** 120' DC 16 Wis save or fright 1min/untill save

**Acid Breath (5-6):** 60'x5' line, DC 18 Dex save, 12d8 acid, save half

## Adult Blue Dragon, H

16

NAME

AC 19 HP 225 PASSIVE PERCEPTION 22 SPEED 40/80f/30b

STR 7 DEX 0 CON 6 INT 3 WIS 2 CHA 4

SKILLS / TRAITS

Darkvision 120', blindsight 60', Perception +12, Stealth +5, immune: lightning

**Legendary Resistance (3/day):** Pass a failed save

5 PROF

ACTIONS

**Multitack:** Frightful Presence, 1 bite, 2 claws

**Bite:** 10', +12, 2d10+7p & 1d10 lightning

**Claw:** +12, 2d6+7s

**Tail:** 15', +12, 2d8+7b

**Frightful Presence:** 120' DC 17 Wis save or fright 1min/untill save

**Lightning Breath (5-6):** 90'x5' line, DC 19 Dex save, 12d10 lightning, save half

## Adult Brass Dragon, H

13

NAME

AC 18 HP 172 PASSIVE PERCEPTION 21 SPEED 40/80f/30b

STR 6 DEX 0 CON 5 INT 2 WIS 1 CHA 3

SKILLS / TRAITS

Darkvision 120', blindsight 60', History +7, Perception +11, Persuasion +8, Stealth +5', immune: fire

**Legendary Resistance (3/day):** Pass a failed save

5 PROF

ACTIONS

**Multitack:** Frightful Presence, 1 bite, 2 claws

**Bite:** 10', +11, 2d10+6p

**Claw:** +11, 2d6+6s

**Tail:** 15', +11, 2d8+6b

**Frightful Presence:** 120' DC 16 Wis save or fright 1min/untill save

**Fire Breath (5-6):** 60'x5' line, DC 18 Dex save, 13d6 fire, save half

## Adult Bronze Dragon, H

15

NAME

AC 19 HP 212 PASSIVE PERCEPTION 22 SPEED 40/80f/40s

STR 7 DEX 0 CON 6 INT 3 WIS 2 CHA 4

SKILLS / TRAITS

Darkvision 120', blindsight 60', Insight +7, Perception +12, Stealth +5, immune: lightning

**Amphibious:** Breathe air & water

**Legendary Resistance (3/day):** Pass a failed save

5 PROF

ACTIONS

**Multitack:** Frightful Presence, 1 bite, 2 claws

**Bite:** 10', +12, 2d10+7p

**Claw:** +12, 2d6+7s

**Tail:** 15', +12, 2d8+7b

**Frightful Presence:** 120' DC 17 Wis save or fright 1min/untill save

**Lightning Breath (5-6):** 90'x5' line, DC 19 Dex save, 12d10 lightning, save half

**Repulsion Breath (5-6):** 30' cone, DC 19 Str save or 60' push

**Change Shape:** Polymorph human/beast CR no higher than own

## Adult Copper Dragon, H

14

NAME

AC 18 HP 184 PASSIVE PERCEPTION 22 SPEED 40/40c/80f

STR 6 DEX 1 CON 5 INT 4 WIS 2 CHA 3

SKILLS / TRAITS

Darkvision 120', blindsight 60', Deception +8, Perception +12, Stealth +6, immune: acid

**Legendary Resistance (3/day):** Pass a failed save

5 PROF

ACTIONS

**Multitack:** Frightful Presence, 1 bite, 2 claws

**Bite:** 10', +11, 2d10+6p

**Claw:** +11, 2d6+6s

**Tail:** 15', +11, 2d8+6b

**Frightful Presence:** 120' DC 16 Wis save or fright 1min/untill save

**Acid Breath (5-6):** 60'x5' line, DC 18 Dex save, 12d8 acid, save half

**Slowing Breath (5-6):** 60' cone, DC 18 Con save or 1 attack, 1 action type, speed halved, no reactions 1min/untill save

## Adult Gold Dragon, H

17

NAME

AC 19 HP 256 PASSIVE PERCEPTION 24 SPEED 40/80f/40s

STR 8 DEX 2 CON 7 INT 3 WIS 2 CHA 7

SKILLS / TRAITS

Darkvision 120', blindsight 60', Insight +8, Perception +14, Persuasion +13, Stealth +8, immune: fire

**Amphibious:** Breathe air & water

**Legendary Resistance (3/day):** Pass a failed save

6 PROF

ACTIONS

**Multitack:** Frightful Presence, 1 bite, 2 claws

**Bite:** 10', +14, 2d10+8p

**Claw:** +14, 2d6+8s

**Tail:** 15', +14, 2d8+8b

**Frightful Presence:** 120' DC 21 Wis save or fright 1min/untill save

**Fire Breath (5-6):** 60' cone, DC 21 Dex save, 12d10 fire, save half

**Weakening Breath (5-6):** 60' cone, DC 21 Str save or disad Str checks, saves, & attack rolls 1min/untill save

**Change Shape:** Polymorph human/beast CR no higher than own

**Adult Green Dragon, H****15**

NAME

CR

**SKILLS / TRAITS**

Darkvision 120', blindsight 60', Deception +8, Insight +7, Perception +12, Persuasion +8, Stealth +6, immune: poison  
**Amphibious:** Breathe air & water  
**Legendary Resistance (3/day):** Pass a failed save

**5**  
PROF**ACTIONS**

**Multiattack:** Frightful Presence, 1 bite, 2 claws  
**Bite:** 10', +11, 2d10+6p & 2d6 poison  
**Claw:** +11, 2d6+6s  
**Tail:** 15', +11, 2d8+6b  
**Frightful Presence:** 120' DC 16 Wis save or fright 1min/untill save  
**Poison Breath (5-6):** 60' cone, DC 18 Con save, **16d6** poison, save half

**Adult Red Dragon, H****17**

NAME

CR

**SKILLS / TRAITS**

Darkvision 120', blindsight 60', Perception +13, Stealth +6, immune: fire  
**Legendary Resistance (3/day):** Pass a failed save

**6**  
PROF**ACTIONS**

**Multiattack:** Frightful Presence, 1 bite, 2 claws  
**Bite:** 10', +14, 2d10+8p & 2d6 fire  
**Claw:** +14, 2d6+8s  
**Tail:** 15', +14, 2d8+8b  
**Frightful Presence:** 120' DC 19 Wis save or fright 1min/untill save  
**Fire Breath (5-6):** 60' cone, DC 21 Dex save, **18d6** fire, save half

**Adult Silver Dragon, H****16**

NAME

CR

**SKILLS / TRAITS**

Darkvision 120', blindsight 60', Arcana +8, History +8, Perception +11, Stealth +5, immune: cold  
**Legendary Resistance (3/day):** Pass a failed save

**5**  
PROF**ACTIONS**

**Multiattack:** Frightful Presence, 1 bite, 2 claws  
**Bite:** 10', +13, 2d10+8p  
**Claw:** +13, 2d6+8s  
**Tail:** 15', +13, 2d8+8b  
**Frightful Presence:** 120' DC 18 Wis save or fright 1min/untill save  
**Cold Breath (5-6):** 60' cone, DC 20 Con save, **13d8** cold, save half  
**Paralyzing Breath (5-6):** 60' cone, DC 20 Con save or paralyzed 1min/untill save  
**Change Shape:** Polymorph human/beast CR no higher than own

**Adult White Dragon, H****13**

NAME

CR

**SKILLS / TRAITS**

Darkvision 120', blindsight 60', Perception +11, Stealth +5, immune: cold  
**Ice Walk:** Move/climb no penalty ice/snow  
**Legendary Resistance (3/day):** Pass a failed save

**5**  
PROF**ACTIONS**

**Multiattack:** Frightful Presence, 1 bite, 2 claws  
**Bite:** 10', +11, 2d10+6p & 1d8 cold  
**Claw:** +11, 2d6+6s  
**Tail:** 15', +11, 2d8+6b  
**Frightful Presence:** 120' DC 14 Wis save or fright 1min/untill save  
**Cold Breath (5-6):** 60' cone, DC 19 Con save, **12d8** cold, save half

**Air Elemental, L****5**

NAME

CR

**SKILLS / TRAITS**

Darkvision 120', blindsight 60', resist: lightning, thunder, bps nonmagic, immune: exhaust, grapple, paralyze, petrify, poison, prone, restrain, unconscious  
**Air Form:** Enter hostile creature's space

**3**  
PROF**ACTIONS**

**Multiattack:** 2 slam  
**Slam:** +8, 2d8+5b  
**Whirlwind (5-6):** DC 13 Str save or 20' random direction & prone, **3d8b**, save half no throw, **1d6b** per 10'. If hit creature, DC 13 Dex save or same damage & prone

**Ancient Black Dragon, G****21**

NAME

CR

**SKILLS / TRAITS**

Darkvision 120', blindsight 60', Perception +16, Stealth +9, immune: acid  
**Amphibious:** Breathe air & water  
**Legendary Resistance (3/day):** Pass a failed save

**7**  
PROF**ACTIONS**

**Multiattack:** Frightful Presence, 1 bite, 2 claws  
**Bite:** 15', +15, 2d10+8p & 2d8 acid  
**Claw:** 10', +15, 2d6+8s  
**Tail:** 20', +15, 2d8+8b  
**Frightful Presence:** 120' DC 19 Wis save or fright 1min/untill save  
**Acid Breath (5-6):** 90'x10' line, DC 22 Dex save, **15d8** acid, save half

**Ancient Blue Dragon, G****23**

NAME

CR

**SKILLS / TRAITS**

Darkvision 120', blindsight 60', Perception +17, Stealth +7, immune: lightning  
**Legendary Resistance (3/day):** Pass a failed save

**7**  
PROF**ACTIONS**

**Multiattack:** Frightful Presence, 1 bite, 2 claws  
**Bite:** 15', +16, 2d10+9p & 2d10 lightning  
**Claw:** 10', +16, 2d6+9s  
**Tail:** 20', +16, 2d8+9b  
**Frightful Presence:** 120' DC 20 Wis save or fright 1min/untill save  
**Lightning Breath (5-6):** 120'x10' line, DC 23 Dex save, **16d10** lightning, save half

**Ancient Brass Dragon, G****20**

NAME

CR

**SKILLS / TRAITS**

Darkvision 120', blindsight 60', History +9, Perception +14, Persuasion +10, Stealth +6, immune: fire  
**Legendary Resistance (3/day):** Pass a failed save

**6**  
PROF**ACTIONS**

**Multiattack:** Frightful Presence, 1 bite, 2 claws  
**Bite:** 15', +14, 2d10+8p  
**Claw:** 10', +14, 2d6+8s  
**Tail:** 20', +14, 2d8+8b  
**Frightful Presence:** 120' DC 18 Wis save or fright 1min/untill save  
**Fire Breath (5-6):** 90'x10' line, DC 21 Dex save, **16d6** fire, save half  
**Sleep Breath (5-6):** 90' cone, DC 21 Con save or unconscious



### Ancient Bronze Dragon, G

22

NAME

CR

22 AC 444 HP 27 PASSIVE PERCEPTION 40/80f/40s SPEED

STR 9 DEX 0 CON 8 INT 4 WIS 3 CHA 5

#### SKILLS / TRAITS

Insight +10, Perception +17, Stealth +7, immune: lightning, blindsight 60', darkvision 120'  
**Amphibious:** Breathe air & water  
**Legendary Resistance** (3/day): Pass a failed save

#### ACTIONS

**Multiattack:** Frightful Presence, 1 bite, 2 claws  
**Bite:** 15', +16, 2d10+9p  
**Claw:** 10', +16, 2d6+9s  
**Tail:** 20', +16, 2d8+9b  
**Frightful Presence:** 120' DC 20 Wis save or fright 1min/untill save  
**Lightning Breath** (5-6): 120'x10' line, DC 23 Dex save, 16d10 lightning, save half  
**Repulsion Breath** (5-6): 30' cone, DC 23 Str save or 60' push  
**Change Shape:** Polymorph human/beast CR no higher than own

### Ancient Copper Dragon, G

21

NAME

CR

21 AC 350 HP 27 PASSIVE PERCEPTION 40/40c/80f SPEED

STR 3 DEX 3 CON 3 INT 3 WIS 3 CHA 3

#### SKILLS / TRAITS

Deception +11, Perception +17, Stealth +8, immune: acid, blindsight 60', darkvision 120'  
**Legendary Resistance** (3/day): Pass a failed save

#### ACTIONS

**Multiattack:** Frightful Presence, 1 bite, 2 claws  
**Bite:** 15', +15, 2d10+8p  
**Claw:** 10', +15, 2d6+8s  
**Tail:** 20', +15, 2d8+8b  
**Frightful Presence:** 120' DC 19 Wis save or fright 1min/untill save  
**Acid Breath** (5-6): 90'x10' line, DC 22 Dex save, 14d8 acid, save half  
**Slowing Breath** (5-6): 90' cone, DC 18 Con save or 1 attack, 1 action type, speed halved, no reactions 1min/untill save  
**Change Shape:** Polymorph human/beast CR no higher than own

### Ancient Gold Dragon, G

24

NAME

CR

22 AC 546 HP 27 PASSIVE PERCEPTION 40/80f/40s SPEED

STR 10 DEX 2 CON 9 INT 4 WIS 3 CHA 9

#### SKILLS / TRAITS

Insight +10, Perception +17, Persuasion +16, Stealth +9, immune: fire, blindsight 60', darkvision 120'  
**Amphibious:** Breathe air & water  
**Legendary Resistance** (3/day): Pass a failed save

#### ACTIONS

**Multiattack:** Frightful Presence, 1 bite, 2 claws  
**Bite:** 15', +17, 2d10+10p  
**Claw:** 10', +17, 2d6+10s  
**Tail:** 20', +17, 2d8+10b  
**Frightful Presence:** 120' DC 24 Wis save or fright 1min/untill save  
**Fire Breath** (5-6): 90' cone, DC 24 Dex save, 13d10 fire, save half  
**Weakening Breath** (5-6): 90' cone, DC 24 Str save or disadv Str checks, saves, & attack rolls 1min/untill save  
**Change Shape:** Polymorph human/beast CR no higher than own

### Ancient Green Dragon, G

22

NAME

CR

21 AC 385 HP 27 PASSIVE PERCEPTION 40/80f/40s SPEED

STR 8 DEX 1 CON 7 INT 5 WIS 3 CHA 4

#### SKILLS / TRAITS

Deception +11, Insight +10, Perception +17, Persuasion +11, Stealth +8, immune: poison, blindsight 60', darkvision 120'  
**Amphibious:** Breathe air & water  
**Legendary Resistance** (3/day): Pass a failed save

#### ACTIONS

**Multiattack:** Frightful Presence, 1 bite, 2 claws  
**Bite:** 15', +15, 2d10+8p & 3d6 poison  
**Claw:** 10', +15, 2d6+8s  
**Tail:** 20', +15, 2d8+8b  
**Frightful Presence:** 120' DC 19 Wis save or fright 1min/untill save  
**Poison Breath** (5-6): 90' cone, DC 22 Con save, 22d6 poison, save half

### Ancient Red Dragon, G

24

NAME

CR

22 AC 546 HP 26 PASSIVE PERCEPTION 40/40c/80f SPEED

STR 10 DEX 0 CON 9 INT 4 WIS 2 CHA 6

#### SKILLS / TRAITS

Darkvision 120', blindsight 60', Perception +16, Stealth +7, immune: fire  
**Legendary Resistance** (3/day): Pass a failed save

#### ACTIONS

**Multiattack:** Frightful Presence, 1 bite, 2 claws  
**Bite:** 15', +17, 2d10+10p & 4d6 fire  
**Claw:** 10', +17, 2d6+10s  
**Tail:** 20', +17, 2d8+10b  
**Frightful Presence:** 120' DC 21 Wis save or fright 1min/untill save  
**Fire Breath** (5-6): 90' cone, DC 21 Dex save, 26d6 fire, save half

### Ancient Silver Dragon, G

23

NAME

CR

22 AC 487 HP 26 PASSIVE PERCEPTION 40/80f SPEED

STR 3 DEX 3 CON 3 INT 3 WIS 3 CHA 3

#### SKILLS / TRAITS

Darkvision 120', blindsight 60', Arcana +11, History +11, Perception +16, Stealth +7, immune: cold  
**Legendary Resistance** (3/day): Pass a failed save

#### ACTIONS

**Multiattack:** Frightful Presence, 1 bite, 2 claws  
**Bite:** 15', +17, 2d10+10p  
**Claw:** 10', +17, 2d6+10s  
**Tail:** 20', +17, 2d8+10b  
**Frightful Presence:** 120' DC 21 Wis save or fright 1min/untill save  
**Cold Breath** (5-6): 90' cone, DC 24 Con save, 15d8 cold, save half  
**Paralyzing Breath** (5-6): 90' cone, DC 24 Con save or paralyzed 1min/untill save  
**Change Shape:** Polymorph human/beast CR no higher than own

### Ancient White Dragon, G

20

NAME

CR

20 AC 333 HP 23 PASSIVE PERCEPTION 40/40b/80f/40s SPEED

STR 8 DEX 0 CON 8 INT 0 WIS 1 CHA 2

#### SKILLS / TRAITS

Darkvision 120', blindsight 60', Perception +13, Stealth +6, immune: cold  
**Ice Walk:** Move/climb no penalty ice/snow  
**Legendary Resistance** (3/day): Pass a failed save

#### ACTIONS

**Multiattack:** Frightful Presence, 1 bite, 2 claws  
**Bite:** 15', +14, 2d10+8p & 2d8 cold  
**Claw:** 10', +14, 2d6+8s  
**Tail:** 20', +14, 2d8+8b  
**Frightful Presence:** 120' DC 16 Wis save or fright 1min/untill save  
**Cold Breath** (5-6): 90' cone, DC 22 Con save, 16d8 cold, save half

### Androsphinx, L

17

NAME

CR

17 AC 199 HP 20 PASSIVE PERCEPTION 40/60f SPEED

STR 6 DEX 0 CON 5 INT 3 WIS 4 CHA 6

#### SKILLS / TRAITS

Truesight 120', Arcana +9, Perception +10, Religion +15, immune: divination/thought reading, psychic, bps nonmagic, charm, fright  
**Spellcasting:** See spell card\*

#### ACTIONS

**Multiattack:** 2 claw  
**Claw:** +12, 2d6+6s (magic)  
**Roar** (3/day): 500'; 1st DC 18 Wis save or frightened 1min/untill save, 2nd DC 18 Wis save or deafened, frightened & paralyzed 1min/untill save, 3rd DC 18 Con save or 8d10 thunder & prone, save half no prone

**Animated Armor, M****1**

NAME

18 AC 33 HP 6 PASSIVE PERCEPTION 25 SPEED

STR 2 DEX 0 CON 1 INT -5 WIS -4 CHA -5

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SKILLS / TRAITS  
Blindsight 60', immune: blind, charm, deaf, exhaust, fright, paralyze, petrify, poison, psychic  
**Antimagic Susceptibility:** Incapacitated in antimagic field, Con save vs spell if *dispel magic* or unconscious 1min  
**False Appearance:** Looks like armor

2 PROF

ACTIONS  
**Multiattack:** 2 melee  
**Slam:** +4, 1d6+2b

**Ankheg, L****2**

NAME

14/11 prone AC 39 HP 11 PASSIVE PERCEPTION 30/10b SPEED

STR 3 DEX 0 CON 1 INT -5 WIS 1 CHA -2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS  
Darkvision 60', tremorsense 60'

ACTIONS  
**Bite:** +5, 2d6+3s & 1d6 acid, L or smaller grappled DC 13 & adv bite & no acid spray  
**Acid Spray** (R 6): 30'x5' line, DC 13 Dex save, 3d6 acid, save half

2 PROF

**Ape, M****1/2**

NAME

12 AC 19 HP 13 PASSIVE PERCEPTION 30/30c SPEED

STR 3 DEX 2 CON 2 INT -2 WIS 1 CHA -2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS  
Athletics +5, Perception +3

ACTIONS  
**Multiattack:** 2 fist  
**Fist:** +5, 1d6+3b  
**Rock:** 25/50, +5, 1d6+3b

2 PROF

**Archmage, M****12**

NAME

12/15\* AC 99 HP 12 PASSIVE PERCEPTION 30 SPEED

STR 0 DEX 2 CON 1 INT 5 WIS 2 CHA 3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS  
Arcana +13, History +13, resist: spell damage, bps nonmagic\*

**Magic Resistance:** Adv saves vs magic  
**Spellcasting:** See spell card\*

4 PROF

ACTIONS  
**Dagger:** 20/60, +6, 1d4+2p

**Assassin, M****8**

NAME

15 AC 78 HP 13 PASSIVE PERCEPTION 30 SPEED

STR 0 DEX 3 CON 2 INT 1 WIS 0 CHA 0

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS  
Acrobatics +6, Deception +3, Perception +3, Stealth +9, resist: poison  
**Assassinate:** Crit vs surprised, adv if target hasn't gone yet  
**Evasion:** Failed Dex save half damage, success none  
**Sneak Attack** (1/turn): +4d6 damage if advantage/ally within 5' of target

3 PROF

ACTIONS  
**Multiattack:** 2 shortsword  
**Shortsword:** +6, 1d6+3, DC 15 Con save, 7d6 poison, save half  
**Light Crossbow:** 80/320, +6, 1d8+3p, DC 15 Con save, 7d6 poison, save half

**Awakened Shrub, S****0**

NAME

9 AC 10 HP 10 PASSIVE PERCEPTION 20 SPEED

STR -4 DEX -1 CON 0 INT 0 WIS 0 CHA -2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS  
Vuln: fire, resist: p

**False Appearance:** Looks like plant

2 PROF

ACTIONS  
**Rake:** +1, 1d4-1s

**Awakened Tree, H****2**

NAME

13 AC 59 HP 10 PASSIVE PERCEPTION 20 SPEED

STR 4 DEX -2 CON 2 INT 0 WIS 0 CHA -2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS  
Vuln: fire, resist: bp

**False Appearance:** Looks like tree

2 PROF

ACTIONS  
**Slam:** 10', +6, 3d6+4b

**Axe Beak, L****1/4**

NAME

11 AC 19 HP 10 PASSIVE PERCEPTION 50 SPEED

STR 2 DEX 1 CON 1 INT -4 WIS 0 CHA -3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

ACTIONS  
**Beak:** +4, 1d8+2s



|                                                     |       |                    |       |       |       |    |
|-----------------------------------------------------|-------|--------------------|-------|-------|-------|----|
| Azer, M                                             |       |                    |       |       |       | 2  |
| NAME                                                |       |                    |       |       |       | CR |
| 17                                                  | 39    | 11                 | 30    |       |       |    |
| AC                                                  | HP    | PASSIVE PERCEPTION | SPEED |       |       |    |
| STR                                                 | DEX   | CON                | INT   | WIS   | CHA   |    |
| 3                                                   | 1     | 2                  | 1     | 1     | 0     |    |
| BONUS                                               | BONUS | BONUS              | BONUS | BONUS | BONUS |    |
| SKILLS / TRAITS                                     |       |                    |       |       |       |    |
| Immune: fire, poison                                |       |                    |       |       |       |    |
| Heated Body: Touch/hit within 5', 1d10 fire         |       |                    |       |       |       |    |
| Heated Weapons: +1d6 fire w/metal weapon (included) |       |                    |       |       |       |    |
| Illumination: Bright light 10', dim 10'             |       |                    |       |       |       |    |
| 2                                                   |       |                    |       |       |       |    |
| PROF                                                |       |                    |       |       |       |    |
| ACTIONS                                             |       |                    |       |       |       |    |
| Warhammer: +5, 1d8+3b/1d10+3b 2-hands & 1d6 fire    |       |                    |       |       |       |    |

|                 |       |                    |       |       |       |    |
|-----------------|-------|--------------------|-------|-------|-------|----|
|                 |       |                    |       |       |       |    |
| NAME            |       |                    |       |       |       | CR |
|                 |       |                    |       |       |       |    |
| AC              | HP    | PASSIVE PERCEPTION | SPEED |       |       |    |
| STR             | DEX   | CON                | INT   | WIS   | CHA   |    |
|                 |       |                    |       |       |       |    |
| BONUS           | BONUS | BONUS              | BONUS | BONUS | BONUS |    |
| SKILLS / TRAITS |       |                    |       |       |       |    |
|                 |       |                    |       |       |       |    |
| PROF            |       |                    |       |       |       |    |
| ACTIONS         |       |                    |       |       |       |    |
|                 |       |                    |       |       |       |    |

|                 |       |                    |       |       |       |    |
|-----------------|-------|--------------------|-------|-------|-------|----|
|                 |       |                    |       |       |       |    |
| NAME            |       |                    |       |       |       | CR |
|                 |       |                    |       |       |       |    |
| AC              | HP    | PASSIVE PERCEPTION | SPEED |       |       |    |
| STR             | DEX   | CON                | INT   | WIS   | CHA   |    |
|                 |       |                    |       |       |       |    |
| BONUS           | BONUS | BONUS              | BONUS | BONUS | BONUS |    |
| SKILLS / TRAITS |       |                    |       |       |       |    |
|                 |       |                    |       |       |       |    |
| PROF            |       |                    |       |       |       |    |
| ACTIONS         |       |                    |       |       |       |    |
|                 |       |                    |       |       |       |    |

|                 |       |                    |       |       |       |    |
|-----------------|-------|--------------------|-------|-------|-------|----|
|                 |       |                    |       |       |       |    |
| NAME            |       |                    |       |       |       | CR |
|                 |       |                    |       |       |       |    |
| AC              | HP    | PASSIVE PERCEPTION | SPEED |       |       |    |
| STR             | DEX   | CON                | INT   | WIS   | CHA   |    |
|                 |       |                    |       |       |       |    |
| BONUS           | BONUS | BONUS              | BONUS | BONUS | BONUS |    |
| SKILLS / TRAITS |       |                    |       |       |       |    |
|                 |       |                    |       |       |       |    |
| PROF            |       |                    |       |       |       |    |
| ACTIONS         |       |                    |       |       |       |    |
|                 |       |                    |       |       |       |    |

|                 |       |                    |       |       |       |    |
|-----------------|-------|--------------------|-------|-------|-------|----|
|                 |       |                    |       |       |       |    |
| NAME            |       |                    |       |       |       | CR |
|                 |       |                    |       |       |       |    |
| AC              | HP    | PASSIVE PERCEPTION | SPEED |       |       |    |
| STR             | DEX   | CON                | INT   | WIS   | CHA   |    |
|                 |       |                    |       |       |       |    |
| BONUS           | BONUS | BONUS              | BONUS | BONUS | BONUS |    |
| SKILLS / TRAITS |       |                    |       |       |       |    |
|                 |       |                    |       |       |       |    |
| PROF            |       |                    |       |       |       |    |
| ACTIONS         |       |                    |       |       |       |    |
|                 |       |                    |       |       |       |    |

|                 |       |                    |       |       |       |    |
|-----------------|-------|--------------------|-------|-------|-------|----|
|                 |       |                    |       |       |       |    |
| NAME            |       |                    |       |       |       | CR |
|                 |       |                    |       |       |       |    |
| AC              | HP    | PASSIVE PERCEPTION | SPEED |       |       |    |
| STR             | DEX   | CON                | INT   | WIS   | CHA   |    |
|                 |       |                    |       |       |       |    |
| BONUS           | BONUS | BONUS              | BONUS | BONUS | BONUS |    |
| SKILLS / TRAITS |       |                    |       |       |       |    |
|                 |       |                    |       |       |       |    |
| PROF            |       |                    |       |       |       |    |
| ACTIONS         |       |                    |       |       |       |    |
|                 |       |                    |       |       |       |    |

|                 |       |                    |       |       |       |    |
|-----------------|-------|--------------------|-------|-------|-------|----|
|                 |       |                    |       |       |       |    |
| NAME            |       |                    |       |       |       | CR |
|                 |       |                    |       |       |       |    |
| AC              | HP    | PASSIVE PERCEPTION | SPEED |       |       |    |
| STR             | DEX   | CON                | INT   | WIS   | CHA   |    |
|                 |       |                    |       |       |       |    |
| BONUS           | BONUS | BONUS              | BONUS | BONUS | BONUS |    |
| SKILLS / TRAITS |       |                    |       |       |       |    |
|                 |       |                    |       |       |       |    |
| PROF            |       |                    |       |       |       |    |
| ACTIONS         |       |                    |       |       |       |    |
|                 |       |                    |       |       |       |    |

|                 |       |                    |       |       |       |    |
|-----------------|-------|--------------------|-------|-------|-------|----|
|                 |       |                    |       |       |       |    |
| NAME            |       |                    |       |       |       | CR |
|                 |       |                    |       |       |       |    |
| AC              | HP    | PASSIVE PERCEPTION | SPEED |       |       |    |
| STR             | DEX   | CON                | INT   | WIS   | CHA   |    |
|                 |       |                    |       |       |       |    |
| BONUS           | BONUS | BONUS              | BONUS | BONUS | BONUS |    |
| SKILLS / TRAITS |       |                    |       |       |       |    |
|                 |       |                    |       |       |       |    |
| PROF            |       |                    |       |       |       |    |
| ACTIONS         |       |                    |       |       |       |    |
|                 |       |                    |       |       |       |    |

Baboon, S

0

NAME

CR

12

3

11

30/30c

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-1

2

0

-3

1

-2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Pack Tactics: Adv on attack if ally within 5' of target

2

ACTIONS

Bite: +1, 1d4-1p

Badger, T

0

NAME

CR

10

3

11

20/5b

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-3

0

1

-4

1

-3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 30'

Keen Smell: Adv on Perception for smell

2

ACTIONS

Bite: +2, 1p

Balor, H

19

NAME

CR

19

262

13

40/80f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

8

2

6

5

3

6

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Truesight 120', resist: cold, lightning, bps nonmagic, immune: fire, poison

Death Throes: On death, DC 20 Dex save, 20d6 fire, save half

Fire Aura: If touch/hit or within 5' of balor on its turn, 3d6 fire

Magic Resistance: Adv on saves vs magic

6

ACTIONS

Multiattack: 1 longsword, 1 whip

Longsword: 10', +14, 3d8+8s & 3d8 lightning, magic, crit x3

Whip: 30', +14, 2d6+8s & 3d6 fire (magic), DC 20 Str save or 25' pull

Teleport: Teleport 120'

Bandit, M

1/8

NAME

CR

12

11

10

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

3

3

3

3

3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

2

ACTIONS

Scimitar: +3, 1d6+1s

Light Crossbow: 80/320, +3, 1d8+1p

Bandit Captain, M

2

NAME

CR

15

65

10

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

2

3

2

2

0

2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Athletics +4, Deception +4

2

ACTIONS

Multiattack: 2 scimitar, 1 dagger or 2 ranged dagger

Scimitar: +5, 1d6+3s

Dagger: 20/60, +5, 1d4+3p

Parry (react): +2 AC vs melee

Barbed Devil, M

5

NAME

CR

15

110

18

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

3

4

1

2

2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 120', Deception +5, Insight +5, Perception +8, resist: cold, bps nonmagic/nonsilver, immune: fire, poison

Barbed Hide: On turn, 1d10p to grappler

Devil's Sight: See in magical darkness

Magic Resistance: Adv on saves vs magic

3

ACTIONS

Multiattack: 1 tail, 2 claws or 2 Hurl Flame

Claw: +6, 1d6+3p

Tail: +6, 2d6+3p

Hurl Flame: 150', +5, 3d6 fire (spell)

Basilisk, M

3

NAME

CR

15

52

9

20

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

-1

2

-4

-1

-2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60'

Petrifying Gaze: If creature starts turn within 30' & can see basilisk, DC 12 Con save or restrained. Repeat or petrified

2

ACTIONS

Bite: +5, 2d6+3p & 2d6 poison

Bat, T

0

NAME

CR

12

1

11

5/30f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-4

2

-1

-4

1

-3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Blindsight 60'

Echolocation: No blindsight while deaf

Keen Hearing: Adv Perception for hearing

2

ACTIONS

Bite: +0, 1p



**Bearded Devil, M****3**

NAME

CR



## SKILLS / TRAITS

Darkvision 120', resist: cold, bps  
nonmagic/nonsilver, immune: fire, poison  
**Devil's Sight:** Can see in magical darkness  
**Magic Resistance:** Adv vs magic  
**Steadfast:** If ally in 30', immune fright

**2**  
PROF

## ACTIONS

**Multiattack:** 1 beard, 1 glaive  
**Beard:** +5, 1d8+2p, DC 12 Con save or poison  
1min/until save  
**Glaive:** 10', +5, 1d10+3s, DC 12 Con save or lose  
cumulative 1d10 HP ongoing (DC 12  
Medicine/magic healing ends)

**Behir, H****11**

NAME

CR



## SKILLS / TRAITS

Darkvision 90', Perception +6, Stealth +7,  
immune: lightning

**4**  
PROF

## ACTIONS

**Multiattack:** 1 bite, 1 constrict  
**Bite:** 10', +10, 3d10+6p  
**Constrict:** <H, +10, 2d10+6s & 2d10+6s, grappled & restrained  
escape DC 16  
**Lightning Breath (5-6):** 20'x5', DC 16 Dex save, 12d10 lightning,  
save half  
**Swallow:** <L, grappled target, if bite hits, blinded & restrained, 6d6  
acid ongoing, 1 creature. If target deals 30+ damage 1 turn, behir  
DC 14 Con save or exit

**Berserker, M****2**

NAME

CR



## SKILLS / TRAITS

**Reckless:** Can have adv on melee attacks,  
grants adv to others' attacks that target  
berserker until start of its next turn

**2**  
PROF

## ACTIONS

**Greataxe:** +5, 1d13+3s

**Black Dragon Wyrmling, M****2**

NAME

CR



## SKILLS / TRAITS

Darkvision 60', blindsight 10', Perception  
+4, Stealth +4, immune: acid

**Amphibious:** Breathe air & water

**2**  
PROF

## ACTIONS

**Bite:** +4, 1d10+2p & 1d4 acid  
**Acid Breath (5-6):** 15'x5' line, DC 11  
Dex save, 5d8 acid, save half

**Black Pudding, L****4**

NAME

CR



## SKILLS / TRAITS

Blindsight 60', immune: blind, acid, charm, cold, deaf,  
exhaust, fright, lightning, prone, slashing  
**Amorphous:** >1" no squeezing  
**Corrosive Form:** Touch/hit 1d8 acid,  
nonmagic weapon cumulative -1 damage (-5  
destroys)  
**Spider Climb:** Climb difficult surfaces no check

**2**  
PROF

## ACTIONS

**Pseudopod:** +5, 1d6+3b & 4d8 acid,  
nonmagic armor cumulative -1 AC (AC 10  
destroys)  
**Split (react):** If >S pudding dealt lightning  
or slashing & has 10 HP, split into 2 smaller

**Black Bear, M****1/2**

NAME

CR



## SKILLS / TRAITS

Perception +3

**Keen Smell:** Adv on Perception for smell

**2**  
PROF

## ACTIONS

**Multiattack:** 1 bite, 1 claws

**Bite:** +3, 1d5+2p  
**Claws:** +3, 2d4+2s

**Blink Dog, M****1/4**

NAME

CR



## SKILLS / TRAITS

Perception +3, Stealth +5

**Keen Hearing & Smell:** Adv on Perception  
for hearing & smell

**2**  
PROF

## ACTIONS

**Bite:** +3, 1d6+1p  
**Teleport (4-6):** 1 bite, teleport 40'

**Blood Hawk, S****1/8**

NAME

CR



## SKILLS / TRAITS

Perception +4

**Keen Sight:** Adv on Perception for sight  
**Pack Tactics:** Adv on attack if ally  
within 5' of target

**2**  
PROF

## ACTIONS

**Beak:** +4, 1d4+2p

### Blue Dragon Wyrmling, M

3

NAME

CR

|                   |                   |                          |                         |
|-------------------|-------------------|--------------------------|-------------------------|
| 17<br>AC          | 52<br>HP          | 14<br>PASSIVE PERCEPTION | 30/15b/<br>60f<br>SPEED |
| STR<br>3<br>BONUS | DEX<br>0<br>BONUS | CON<br>2<br>BONUS        | INT<br>1<br>BONUS       |
| WIS<br>0<br>BONUS | CHA<br>2<br>BONUS |                          |                         |

#### SKILLS / TRAITS

Darkvision 60', blindsight 10', Perception +4, Stealth +2, immune: lightning

2

PROF

#### ACTIONS

**Bite:** +5, 1d10+3p & 1d6 lightning  
**Lightning Breath** (5-6): 30'x5' line, DC 12 Dex save, 4d10 lightning, save half

### Boar, M

1/4

NAME

CR

|                    |                    |                         |                    |
|--------------------|--------------------|-------------------------|--------------------|
| 11<br>AC           | 11<br>HP           | 9<br>PASSIVE PERCEPTION | 40<br>SPEED        |
| STR<br>1<br>BONUS  | DEX<br>0<br>BONUS  | CON<br>1<br>BONUS       | INT<br>-4<br>BONUS |
| WIS<br>-1<br>BONUS | CHA<br>-3<br>BONUS |                         |                    |

#### SKILLS / TRAITS

**Charge:** If 20' toward target and hit, +1d6s & DC 11 Str save or prone  
**Relentless** (R short/long rest): If <8 damage reduces to 0 HP, reduce to 1 HP instead

2

PROF

#### ACTIONS

**Tusk:** +3, 1d6+1s

### Bone Devil, L

9

NAME

CR

|                   |                   |                          |                   |
|-------------------|-------------------|--------------------------|-------------------|
| 19<br>AC          | 142<br>HP         | 12<br>PASSIVE PERCEPTION | 40/40f<br>SPEED   |
| STR<br>4<br>BONUS | DEX<br>3<br>BONUS | CON<br>4<br>BONUS        | INT<br>1<br>BONUS |
| WIS<br>2<br>BONUS | CHA<br>3<br>BONUS |                          |                   |

#### SKILLS / TRAITS

Darkvision 120', Deception +7, Insight +6, resist: cold, bps nonmagic/nonsilver, immune: fire, poison  
**Devil's Sight:** See in magical darkness  
**Magic Resistance:** Adv on saves vs magic

4

PROF

#### ACTIONS

**Multitattack:** 2 claw, 1 sting

**Claw:** 10', +8, 1d8+4s  
**Sting:** 10', +8, 2d8+4p & 5d6 poison, DC 14 Con save or poisoned 1min/until save

### Brass Dragon Wyrmling, M

1

NAME

CR

|                   |                   |                          |                         |
|-------------------|-------------------|--------------------------|-------------------------|
| 16<br>AC          | 16<br>HP          | 14<br>PASSIVE PERCEPTION | 30/15b/<br>60f<br>SPEED |
| STR<br>2<br>BONUS | DEX<br>0<br>BONUS | CON<br>1<br>BONUS        | INT<br>0<br>BONUS       |
| WIS<br>0<br>BONUS | CHA<br>1<br>BONUS |                          |                         |

#### SKILLS / TRAITS

Darkvision 120', blindsight 10', Perception +4, Stealth +2, immune: fire

2

PROF

#### ACTIONS

**Bite:** +4, 1d10+2p  
**Fire Breath** (5-6): 20'x5' line, DC 11 Dex save, 4d6 fire, save half  
**Sleep Breath** (5-6): 15' cone, DC 11 Con save or unconscious 1min

### Bronze Dragon Wyrmling, M

2

NAME

CR

|                   |                   |                          |                         |
|-------------------|-------------------|--------------------------|-------------------------|
| 17<br>AC          | 32<br>HP          | 14<br>PASSIVE PERCEPTION | 30/60f/<br>30s<br>SPEED |
| STR<br>3<br>BONUS | DEX<br>3<br>BONUS | CON<br>3<br>BONUS        | INT<br>3<br>BONUS       |
| WIS<br>3<br>BONUS | CHA<br>3<br>BONUS |                          |                         |

#### SKILLS / TRAITS

Darkvision 60', blindsight 10', Perception +4, Stealth +2, immune: lightning

**Amphibious:** Breathe air & water

2

PROF

#### ACTIONS

**Bite:** +5, 1d10+3p  
**Lightning Breath** (5-6): 40'x5' line, DC 12 Dex save, 3d10 lightning, save half  
**Repulsion Breath** (5-6): 30' cone, DC 12 Str save or pushed 30'

### Brown Bear, L

1

NAME

CR

|                   |                    |                          |                    |
|-------------------|--------------------|--------------------------|--------------------|
| 11<br>AC          | 34<br>HP           | 13<br>PASSIVE PERCEPTION | 40/30c<br>SPEED    |
| STR<br>4<br>BONUS | DEX<br>0<br>BONUS  | CON<br>3<br>BONUS        | INT<br>-4<br>BONUS |
| WIS<br>1<br>BONUS | CHA<br>-2<br>BONUS |                          |                    |

#### SKILLS / TRAITS

Perception +3

**Keen Smell:** Adv on Perception for smell

2

PROF

#### ACTIONS

**Multitattack:** 1 bite, 1 claws

**Bite:** +5, 1d8+4p  
**Claws:** +5, 2d6+4s

### Bugbear, M

1

NAME

CR

|                   |                    |                          |                    |
|-------------------|--------------------|--------------------------|--------------------|
| 16<br>AC          | 27<br>HP           | 10<br>PASSIVE PERCEPTION | 30<br>SPEED        |
| STR<br>2<br>BONUS | DEX<br>2<br>BONUS  | CON<br>1<br>BONUS        | INT<br>-1<br>BONUS |
| WIS<br>0<br>BONUS | CHA<br>-1<br>BONUS |                          |                    |

#### SKILLS / TRAITS

Darkvision 60', Stealth +6, Survival +2

**Brute:** Extra die of melee damage (included)  
**Surprise Attack:** If surprises and hits, +2d6 damage

2

PROF

#### ACTIONS

**Morningstar:** +4, 2d8+2p  
**Javelin:** 30/120, +4, 2d6+2p/1d6+2p R

### Bulette, L

5

NAME

CR

|                   |                    |                          |                    |
|-------------------|--------------------|--------------------------|--------------------|
| 17<br>AC          | 94<br>HP           | 16<br>PASSIVE PERCEPTION | 40/40b<br>SPEED    |
| STR<br>4<br>BONUS | DEX<br>0<br>BONUS  | CON<br>5<br>BONUS        | INT<br>-4<br>BONUS |
| WIS<br>0<br>BONUS | CHA<br>-3<br>BONUS |                          |                    |

#### SKILLS / TRAITS

Darkvision 60', tremorsense 60', Perception +6

**Standing Leap:** 30' long jump, 15' high jump

3

PROF

#### ACTIONS

**Bite:** +7, 4d12+4p  
**Deadly Leap:** If jump at least 15', land in space of creatures. DC 16 Str/Dex save or prone & 3d6+4b & 3d6+4s. Save half & no prone, pushed 5' away



|                       |       |                    |       |       |       |  |            |
|-----------------------|-------|--------------------|-------|-------|-------|--|------------|
| <b>Camel, L</b>       |       |                    |       |       |       |  | <b>1/8</b> |
| NAME                  |       |                    |       |       |       |  | CR         |
| 9                     | 15    | 9                  | 50    |       |       |  |            |
| AC                    | HP    | PASSIVE PERCEPTION | SPEED |       |       |  |            |
| STR                   | DEX   | CON                | INT   | WIS   | CHA   |  |            |
| 3                     | -1    | 2                  | -4    | -1    | -3    |  |            |
| BONUS                 | BONUS | BONUS              | BONUS | BONUS | BONUS |  |            |
| SKILLS / TRAITS       |       |                    |       |       |       |  | 2<br>PROF  |
|                       |       |                    |       |       |       |  |            |
| ACTIONS               |       |                    |       |       |       |  |            |
| <b>Bite: +5, 1d4b</b> |       |                    |       |       |       |  |            |

|                                                |       |                    |        |       |       |  |           |
|------------------------------------------------|-------|--------------------|--------|-------|-------|--|-----------|
| <b>Cat, T</b>                                  |       |                    |        |       |       |  | <b>0</b>  |
| NAME                                           |       |                    |        |       |       |  | CR        |
| 12                                             | 2     | 13                 | 40/30c |       |       |  |           |
| AC                                             | HP    | PASSIVE PERCEPTION | SPEED  |       |       |  |           |
| STR                                            | DEX   | CON                | INT    | WIS   | CHA   |  |           |
| -4                                             | 2     | 0                  | -4     | 1     | -2    |  |           |
| BONUS                                          | BONUS | BONUS              | BONUS  | BONUS | BONUS |  |           |
| SKILLS / TRAITS                                |       |                    |        |       |       |  | 2<br>PROF |
| Perception +3, Stealth +4                      |       |                    |        |       |       |  |           |
| <b>Keen Smell:</b> Adv on Perception for smell |       |                    |        |       |       |  |           |
| ACTIONS                                        |       |                    |        |       |       |  |           |
| <b>Claws: +0, 1s</b>                           |       |                    |        |       |       |  |           |

|                                                   |       |                    |       |       |       |  |           |
|---------------------------------------------------|-------|--------------------|-------|-------|-------|--|-----------|
| <b>Centaur, L</b>                                 |       |                    |       |       |       |  | <b>2</b>  |
| NAME                                              |       |                    |       |       |       |  | CR        |
| 12                                                | 45    | 13                 | 50    |       |       |  |           |
| AC                                                | HP    | PASSIVE PERCEPTION | SPEED |       |       |  |           |
| STR                                               | DEX   | CON                | INT   | WIS   | CHA   |  |           |
| 4                                                 | 2     | 2                  | -1    | 1     | 0     |  |           |
| BONUS                                             | BONUS | BONUS              | BONUS | BONUS | BONUS |  |           |
| SKILLS / TRAITS                                   |       |                    |       |       |       |  | 2<br>PROF |
| Athletics +6, Perception +3, Survival +3          |       |                    |       |       |       |  |           |
| <b>Charge:</b> If 30' toward target & hits, +3d6p |       |                    |       |       |       |  |           |
| ACTIONS                                           |       |                    |       |       |       |  |           |
| <b>Multiattack:</b> 1 pike, 1 hooves or 2 longbow |       |                    |       |       |       |  |           |
| <b>Pike:</b> 10', +6, 1d10+4p                     |       |                    |       |       |       |  |           |
| <b>Hooves:</b> +6, 2d6+4b                         |       |                    |       |       |       |  |           |
| <b>Longbow:</b> 150/600, +4, 1d8+2p               |       |                    |       |       |       |  |           |

|                                                                                                         |       |                    |       |       |       |  |           |
|---------------------------------------------------------------------------------------------------------|-------|--------------------|-------|-------|-------|--|-----------|
| <b>Chain Devil, M</b>                                                                                   |       |                    |       |       |       |  | <b>8</b>  |
| NAME                                                                                                    |       |                    |       |       |       |  | CR        |
| 16                                                                                                      | 85    | 11                 | 30    |       |       |  |           |
| AC                                                                                                      | HP    | PASSIVE PERCEPTION | SPEED |       |       |  |           |
| STR                                                                                                     | DEX   | CON                | INT   | WIS   | CHA   |  |           |
| 4                                                                                                       | 2     | 4                  | 0     | 1     | 2     |  |           |
| BONUS                                                                                                   | BONUS | BONUS              | BONUS | BONUS | BONUS |  |           |
| SKILLS / TRAITS                                                                                         |       |                    |       |       |       |  | 3<br>PROF |
| Darkvision 120', resist: cold, bps nonmagic/nonsilver, immune: fire, poison                             |       |                    |       |       |       |  |           |
| <b>Devil's Sight:</b> See in magical darkness                                                           |       |                    |       |       |       |  |           |
| <b>Magic Resistance:</b> Adv on saves vs magic                                                          |       |                    |       |       |       |  |           |
| ACTIONS                                                                                                 |       |                    |       |       |       |  |           |
| <b>Multiattack:</b> 2 chains & all animated chains                                                      |       |                    |       |       |       |  |           |
| <b>Chain:</b> 10', +8, 2d6+4s, grappled & restrained & 2d6p each turn, escape DC 14                     |       |                    |       |       |       |  |           |
| <b>Animate Chains</b> (R short/long rest): 60'; animate 4 chains, additional attack & grapple per chain |       |                    |       |       |       |  |           |
| <b>Unnerving Mask</b> (react): 30'; DC 14 Wis save or frightened until end of its turn                  |       |                    |       |       |       |  |           |

|                                                                                 |       |                    |        |       |       |  |           |
|---------------------------------------------------------------------------------|-------|--------------------|--------|-------|-------|--|-----------|
| <b>Chimera, L</b>                                                               |       |                    |        |       |       |  | <b>6</b>  |
| NAME                                                                            |       |                    |        |       |       |  | CR        |
| 14                                                                              | 114   | 18                 | 30/60f |       |       |  |           |
| AC                                                                              | HP    | PASSIVE PERCEPTION | SPEED  |       |       |  |           |
| STR                                                                             | DEX   | CON                | INT    | WIS   | CHA   |  |           |
| 4                                                                               | 0     | 4                  | -4     | 2     | 0     |  |           |
| BONUS                                                                           | BONUS | BONUS              | BONUS  | BONUS | BONUS |  |           |
| SKILLS / TRAITS                                                                 |       |                    |        |       |       |  | 3<br>PROF |
| Darkvision 60', Perception +8                                                   |       |                    |        |       |       |  |           |
| ACTIONS                                                                         |       |                    |        |       |       |  |           |
| <b>Multiattack:</b> 1 bite, 1 horns, 1 claws or replace bite/horn w/Fire Breath |       |                    |        |       |       |  |           |
| <b>Bite:</b> +7, 2d6+4p                                                         |       |                    |        |       |       |  |           |
| <b>Horns:</b> +7, 1d12+4b                                                       |       |                    |        |       |       |  |           |
| <b>Claws:</b> +7, 2d6+4s                                                        |       |                    |        |       |       |  |           |
| <b>Fire Breath</b> (5-6): 15' cone, DC 15 Dex save, 7d8 fire, save half         |       |                    |        |       |       |  |           |

|                                                                                          |       |                    |        |       |       |  |           |
|------------------------------------------------------------------------------------------|-------|--------------------|--------|-------|-------|--|-----------|
| <b>Chuul, L</b>                                                                          |       |                    |        |       |       |  | <b>4</b>  |
| NAME                                                                                     |       |                    |        |       |       |  | CR        |
| 16                                                                                       | 93    | 14                 | 30/30s |       |       |  |           |
| AC                                                                                       | HP    | PASSIVE PERCEPTION | SPEED  |       |       |  |           |
| STR                                                                                      | DEX   | CON                | INT    | WIS   | CHA   |  |           |
| 4                                                                                        | 0     | 3                  | -3     | 0     | -3    |  |           |
| BONUS                                                                                    | BONUS | BONUS              | BONUS  | BONUS | BONUS |  |           |
| SKILLS / TRAITS                                                                          |       |                    |        |       |       |  | 2<br>PROF |
| Darkvision 60', Perception +4, immune: poison                                            |       |                    |        |       |       |  |           |
| <b>Amphibious:</b> Breathe air & water                                                   |       |                    |        |       |       |  |           |
| <b>Sense Magic:</b> Sense magic 120'                                                     |       |                    |        |       |       |  |           |
| ACTIONS                                                                                  |       |                    |        |       |       |  |           |
| <b>Multiattack:</b> 2 pincer & 1 tentacle if grappling                                   |       |                    |        |       |       |  |           |
| <b>Pincer:</b> 10', +6, 2d6+4b, <H grappled DC 14                                        |       |                    |        |       |       |  |           |
| <b>Tentacles:</b> Grappled target DC 13 Con save or poisoned & paralyzed 1min/until save |       |                    |        |       |       |  |           |

|                                                                                                                                       |       |                    |       |       |       |  |           |
|---------------------------------------------------------------------------------------------------------------------------------------|-------|--------------------|-------|-------|-------|--|-----------|
| <b>Clay Golem, L</b>                                                                                                                  |       |                    |       |       |       |  | <b>9</b>  |
| NAME                                                                                                                                  |       |                    |       |       |       |  | CR        |
| 14                                                                                                                                    | 133   | 9                  | 20    |       |       |  |           |
| AC                                                                                                                                    | HP    | PASSIVE PERCEPTION | SPEED |       |       |  |           |
| STR                                                                                                                                   | DEX   | CON                | INT   | WIS   | CHA   |  |           |
| 5                                                                                                                                     | -1    | 4                  | -4    | -1    | -5    |  |           |
| BONUS                                                                                                                                 | BONUS | BONUS              | BONUS | BONUS | BONUS |  |           |
| SKILLS / TRAITS                                                                                                                       |       |                    |       |       |       |  | 4<br>PROF |
| Darkvision 60', immune: form alteration, acid, charm, exhaust, fright, paralyze, petrify, poison, psychic, bps nonmagic/nonadamantine |       |                    |       |       |       |  |           |
| <b>Acid Absorption:</b> Acid damage heals                                                                                             |       |                    |       |       |       |  |           |
| <b>Berserk:</b> If <61 HP, roll d6. 6 = berserk, attack creatures within 20' or objects if no creatures                               |       |                    |       |       |       |  |           |
| <b>Magic Resistance:</b> Adv on saves vs magic                                                                                        |       |                    |       |       |       |  |           |
| ACTIONS                                                                                                                               |       |                    |       |       |       |  |           |
| <b>Multiattack:</b> 2 slam                                                                                                            |       |                    |       |       |       |  |           |
| <b>Slam:</b> +8, 2d10+5b (magic), DC 15 Con save or HP max reduced by damage, die at 0 HP, greater restoration ends                   |       |                    |       |       |       |  |           |
| <b>Haste</b> (5-6): +2 AC, adv Dex saves, slam as bonus action until end of its next turn                                             |       |                    |       |       |       |  |           |

|                                                                                                                        |       |                    |        |       |       |  |           |
|------------------------------------------------------------------------------------------------------------------------|-------|--------------------|--------|-------|-------|--|-----------|
| <b>Cloaker, L</b>                                                                                                      |       |                    |        |       |       |  | <b>8</b>  |
| NAME                                                                                                                   |       |                    |        |       |       |  | CR        |
| 14                                                                                                                     | 78    | 11                 | 10/40f |       |       |  |           |
| AC                                                                                                                     | HP    | PASSIVE PERCEPTION | SPEED  |       |       |  |           |
| STR                                                                                                                    | DEX   | CON                | INT    | WIS   | CHA   |  |           |
| 3                                                                                                                      | 2     | 1                  | 1      | 1     | 2     |  |           |
| BONUS                                                                                                                  | BONUS | BONUS              | BONUS  | BONUS | BONUS |  |           |
| SKILLS / TRAITS                                                                                                        |       |                    |        |       |       |  | 3<br>PROF |
| Darkvision 60', Stealth +5                                                                                             |       |                    |        |       |       |  |           |
| <b>Damage Transfer:</b> When attached, half damage to target instead of cloaker                                        |       |                    |        |       |       |  |           |
| <b>False Appearance:</b> Looks like leather cloak                                                                      |       |                    |        |       |       |  |           |
| <b>Light Sensitivity:</b> Disadv attacks and Perception for sight in bright light                                      |       |                    |        |       |       |  |           |
| ACTIONS                                                                                                                |       |                    |        |       |       |  |           |
| <b>Multiattack:</b> 1 bite, 1 tail                                                                                     |       |                    |        |       |       |  |           |
| <b>Bite:</b> +6, 2d6+3p, if <H & adv, attach. Adv to attack, target blind & suffocating. Str check DC 16 escape        |       |                    |        |       |       |  |           |
| <b>Tail:</b> 10', +6, 1d8+3s                                                                                           |       |                    |        |       |       |  |           |
| <b>Moan:</b> 60', DC 13 Wis save or frightened 1 round                                                                 |       |                    |        |       |       |  |           |
| <b>Phantasms</b> (R short/long rest): 3 illusory duplicates. Roll randomly for targeting. Damage/bright light destroys |       |                    |        |       |       |  |           |

### Cloud Giant, H

9

|            |            |            |                              |                              |                                         |             |
|------------|------------|------------|------------------------------|------------------------------|-----------------------------------------|-------------|
| NAME       |            |            |                              |                              |                                         | CR          |
| 14<br>AC   |            | 200<br>HP  |                              | 17<br>PASSIVE PERCEPTION     |                                         | 40<br>SPEED |
| STR        | DEX        | CON        | INT <input type="checkbox"/> | WIS <input type="checkbox"/> | CHA <input checked="" type="checkbox"/> |             |
| 8<br>BONUS | 0<br>BONUS | 6<br>BONUS | 1<br>BONUS                   | 3<br>BONUS                   | 3<br>BONUS                              |             |

#### SKILLS / TRAITS

Insight +7, Perception +7

**Keen Smell:** Adv on Perception for smell

**Innate Spellcasting:** At will: *detect magic*, *fog cloud*, *light*, 3/day each: *feather fall*, *fly*, *misty step*, *telekinesis*, 1/day each: *control weather*, *gaseous form*

4

PROF

#### ACTIONS

**Multiattack:** 2 morningstar

**Morningstar:** 10', +12, 3d8+8p

**Rock:** 60/240, +12, 4d10+8b

### Cockatrice, S

1/2

|                    |                   |                          |                    |                   |                    |    |
|--------------------|-------------------|--------------------------|--------------------|-------------------|--------------------|----|
| NAME               |                   |                          |                    |                   |                    | CR |
| 11<br>AC           | 27<br>HP          | 11<br>PASSIVE PERCEPTION | 20/40f<br>SPEED    |                   |                    |    |
| STR<br>-2<br>BONUS | DEX<br>1<br>BONUS | CON<br>1<br>BONUS        | INT<br>-4<br>BONUS | WIS<br>1<br>BONUS | CHA<br>-2<br>BONUS |    |

#### SKILLS / TRAITS

Darkvision 60'

2

PROF

#### ACTIONS

**Bite:** +3, 1d4+1p, DC 11 Con save or restrained, save again or petrified

### Commoner, M

0

|            |            |                          |             |            |            |    |
|------------|------------|--------------------------|-------------|------------|------------|----|
| NAME       |            |                          |             |            |            | CR |
| 10<br>AC   | 4<br>HP    | 10<br>PASSIVE PERCEPTION | 30<br>SPEED |            |            |    |
| STR        | DEX        | CON                      | INT         | WIS        | CHA        |    |
| 0<br>BONUS | 0<br>BONUS | 0<br>BONUS               | 0<br>BONUS  | 0<br>BONUS | 0<br>BONUS |    |

#### SKILLS / TRAITS

2

PROF

#### ACTIONS

**Club:** +2, 1d4b

### Constrictor Snake, L

1/4

|                   |                   |                          |                    |                   |                    |    |
|-------------------|-------------------|--------------------------|--------------------|-------------------|--------------------|----|
| NAME              |                   |                          |                    |                   |                    | CR |
| 12<br>AC          | 13<br>HP          | 10<br>PASSIVE PERCEPTION | 30/30s<br>SPEED    |                   |                    |    |
| STR<br>2<br>BONUS | DEX<br>2<br>BONUS | CON<br>1<br>BONUS        | INT<br>-5<br>BONUS | WIS<br>0<br>BONUS | CHA<br>-4<br>BONUS |    |

#### SKILLS / TRAITS

Blindsight 10'

2

PROF

#### ACTIONS

**Bite:** +4, 1d6+2p

**Constrict:** +4, 1d8+2b, grappled & restrained, escape DC 14

### Copper Dragon Wyrmling, M

1

|            |            |                          |                         |            |            |    |
|------------|------------|--------------------------|-------------------------|------------|------------|----|
| NAME       |            |                          |                         |            |            | CR |
| 16<br>AC   | 22<br>HP   | 14<br>PASSIVE PERCEPTION | 30/30c/<br>60f<br>SPEED |            |            |    |
| STR        | DEX        | CON                      | INT                     | WIS        | CHA        |    |
| 3<br>BONUS | 3<br>BONUS | 3<br>BONUS               | 3<br>BONUS              | 3<br>BONUS | 3<br>BONUS |    |

#### SKILLS / TRAITS

Darkvision 60', blindsight 10', Perception +4, Stealth +3, immune: acid

2

PROF

#### ACTIONS

**Bite:** +4, 1d10+2p

**Acid Breath** (5-6): 20'x5', DC 11 Dex save, 4d8 acid, save half

**Slowing Breath** (5-6): 15' cone, DC 11 Con save or no reactions, speed halved, 1 attack, 1 action per turn, 1min/until save

### Couatl, M

4

|          |       |          |       |                          |       |                 |  |
|----------|-------|----------|-------|--------------------------|-------|-----------------|--|
| NAME     |       |          |       |                          |       | CR              |  |
| 19<br>AC |       | 97<br>HP |       | 15<br>PASSIVE PERCEPTION |       | 30/90f<br>SPEED |  |
| STR      | DEX   | CON      | INT   | WIS                      | CHA   |                 |  |
| 3        | 3     | 3        | 3     | 3                        | 3     |                 |  |
| BONUS    | BONUS | BONUS    | BONUS | BONUS                    | BONUS |                 |  |

#### SKILLS / TRAITS

Truesight 120', resist: radiant, immune: scrying, effect to sense emotions/thoughts/location, psychic, bps nonmagic

**Innate Spellcasting:** See spell card\*

2

PROF

#### ACTIONS

**Bite:** +8, 1d6+5p, DC 13 Con save or poisoned & unconscious 24 hours

**Constrict:** 10', +6, 2d6+3b & <L grappled & restrained, max 1 target, escape DC 15

**Change Shape:** Polymorph human/beast CR no higher than own

### Crab, T

0

|                    |                   |                   |                    |                         |                    |                |    |
|--------------------|-------------------|-------------------|--------------------|-------------------------|--------------------|----------------|----|
| NAME               |                   |                   |                    |                         |                    |                | CR |
| 11<br>AC           |                   | 2<br>HP           |                    | 9<br>PASSIVE PERCEPTION |                    | 20/20<br>SPEED |    |
| STR<br>-4<br>BONUS | DEX<br>0<br>BONUS | CON<br>0<br>BONUS | INT<br>-5<br>BONUS | WIS<br>-1<br>BONUS      | CHA<br>-4<br>BONUS |                |    |

#### SKILLS / TRAITS

Blindsight 30', Stealth +2

**Amphibious:** Breathe air & water

2

PROF

#### ACTIONS

**Claw:** +0, 1b

### Crocodile, L

1/2

|            |            |                          |                 |            |             |  |
|------------|------------|--------------------------|-----------------|------------|-------------|--|
| NAME       |            |                          |                 |            | CR          |  |
| 12<br>AC   | 19<br>HP   | 10<br>PASSIVE PERCEPTION | 20/30s<br>SPEED |            |             |  |
| STR        | DEX        | CON                      | INT             | WIS        | CHA         |  |
| 2<br>BONUS | 0<br>BONUS | 1<br>BONUS               | -4<br>BONUS     | 0<br>BONUS | -3<br>BONUS |  |

#### SKILLS / TRAITS

Stealth +2

**Hold Breath:** 15min

2

PROF

#### ACTIONS

**Bite:** +4, 1d10+2p, grappled & restrained, can't bite another target, escape DC 12



Cult Fanatic, M

2

NAME

CR

13

33

11

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

0

2

1

0

1

2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Deception +4, Persuasion +4, Religion +2  
**Dark Devotion:** Adv on saves vs. charm & fright  
**Spellcasting:** 4th lvl, DC 11, +3, at will: *light, sacred flame, thaumaturgy*, 1st (4): *command, inflict wounds, shield of faith*, 2nd (3): *hold person, spiritual weapon*

2

PROF

ACTIONS

**Multiattack:** 2 melee  
  
**Dagger:** 20/60, +4, 1d4+2p

Cultist, M

1/8

NAME

CR

12

9

10

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

0

1

0

0

0

0

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Deception +2, Religion +2  
  
**Dark Devotion:** Adv on saves vs. charm & fright

2

PROF

ACTIONS

**Scimitar:** +3, 1d6+1s

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

ACTIONS

## Darkmantle, S

1/2

|       |       |       |       |                    |       |        |
|-------|-------|-------|-------|--------------------|-------|--------|
| NAME  |       |       |       |                    |       |        |
| AC    | 11    | HP    | 22    | PASSIVE PERCEPTION | 10    | SPEED  |
|       |       |       |       |                    |       | 10/30f |
| STR   | DEX   | CON   | INT   | WIS                | CHA   |        |
| 3     | 1     | 1     | -4    | 0                  | -3    |        |
| BONUS | BONUS | BONUS | BONUS | BONUS              | BONUS |        |

### SKILLS / TRAITS

Blindsight 60', Stealth +3

**Echolocation:** Blind while deaf  
**False Appearance:** Looks like cave formation

2  
PROF

### ACTIONS

**Crush:** +5, 1d6+3b, if <L & adv, attach. Adv to attack, target blind & suffocating, Str check DC 13 escape

**Darkness Aura** (1/day): 15' radius magical darkness on darkmantle (concentrate 10min)

## Death Dog, M

1

|       |       |       |       |                    |       |       |
|-------|-------|-------|-------|--------------------|-------|-------|
| NAME  |       |       |       |                    |       |       |
| AC    | 12    | HP    | 39    | PASSIVE PERCEPTION | 15    | SPEED |
|       |       |       |       |                    |       | 40    |
| STR   | DEX   | CON   | INT   | WIS                | CHA   |       |
| 2     | 2     | 2     | -4    | 1                  | -2    |       |
| BONUS | BONUS | BONUS | BONUS | BONUS              | BONUS |       |

### SKILLS / TRAITS

Darkvision 120', Perception +5, Stealth +4

**Two-Headed:** Adv on Perception checks & saves vs blind, charm, deaf, fright, stun, unconscious

2  
PROF

### ACTIONS

**Multitattack:** 2 bite

**Bite:** +4, 1d6+2p, DC 12 Con or poisoned & HP max reduced 5 until save (1/day).

## Deer, M

0

|       |       |       |       |                    |       |       |
|-------|-------|-------|-------|--------------------|-------|-------|
| NAME  |       |       |       |                    |       |       |
| AC    | 13    | HP    | 4     | PASSIVE PERCEPTION | 12    | SPEED |
|       |       |       |       |                    |       | 50    |
| STR   | DEX   | CON   | INT   | WIS                | CHA   |       |
| 0     | 3     | 0     | -4    | 2                  | -3    |       |
| BONUS | BONUS | BONUS | BONUS | BONUS              | BONUS |       |

### SKILLS / TRAITS

2  
PROF

### ACTIONS

**Bite:** +2, 1d4+2p

## Deva, M

10

|       |       |       |       |                    |       |        |
|-------|-------|-------|-------|--------------------|-------|--------|
| NAME  |       |       |       |                    |       |        |
| AC    | 17    | HP    | 136   | PASSIVE PERCEPTION | 19    | SPEED  |
|       |       |       |       |                    |       | 30/90f |
| STR   | DEX   | CON   | INT   | WIS                | CHA   |        |
| 4     | 4     | 4     | 3     | 5                  | 5     |        |
| BONUS | BONUS | BONUS | BONUS | BONUS              | BONUS |        |

### SKILLS / TRAITS

Darkvision 120', Insight +9, Perception +9, resist: radiant, bps nonmagic, immune: charm, exhaust, fright

**Innate Spellcasting:** DC 17, at will: detect evil and good, 1/day each: commune, raise dead

**Magic Resistance:** Adv on saves vs magic

4  
PROF

### ACTIONS

**Multitattack:** 2 melee

**Mace:** +8, 1d6+4b (magic) & 4d8 radiant

**Healing Touch** (3/day): Target regain 4d8+2 HP; end curse, disease, poison, blind, deaf

**Change Shape:** Polymorph into creature CR no greater than own

## Dire Wolf, L

1

|       |       |       |       |                    |       |       |
|-------|-------|-------|-------|--------------------|-------|-------|
| NAME  |       |       |       |                    |       |       |
| AC    | 14    | HP    | 37    | PASSIVE PERCEPTION | 13    | SPEED |
|       |       |       |       |                    |       | 50    |
| STR   | DEX   | CON   | INT   | WIS                | CHA   |       |
| 3     | 2     | 2     | -4    | 1                  | -2    |       |
| BONUS | BONUS | BONUS | BONUS | BONUS              | BONUS |       |

### SKILLS / TRAITS

Perception +3, Stealth +4

**Keen Hearing & Smell:** Adv on Perception for hearing & smell

**Pack Tactics:** Adv on attacks if target within 5' of ally

2  
PROF

### ACTIONS

**Bite:** +5, 2d6+3p, DC 13 Str save or prone

## Djinni, L

11

|       |       |       |       |                    |       |        |
|-------|-------|-------|-------|--------------------|-------|--------|
| NAME  |       |       |       |                    |       |        |
| AC    | 17    | HP    | 161   | PASSIVE PERCEPTION | 13    | SPEED  |
|       |       |       |       |                    |       | 30/90f |
| STR   | DEX   | CON   | INT   | WIS                | CHA   |        |
| 3     | 3     | 3     | 3     | 3                  | 3     |        |
| BONUS | BONUS | BONUS | BONUS | BONUS              | BONUS |        |

### SKILLS / TRAITS

Darkvision 120', immune: lightning, thunder  
**Innate Spellcasting:** DC 17, +9, at will: detect evil and good, detect magic, thunderwave, 3/day each: create food and water, tongues, wind walk, 1/day each: conjure elemental (air elemental only), creation, gaseous form, invisibility, major image, plane shift

4  
PROF

### ACTIONS

**Multitattack:** 3 scimitar

**Scimitar:** +9, 2d6+5s & 1d6 lightning or thunder

**Create Whirlwind:** In in 120', 5'x30' cylinder, concentration, DC 18 Str save or restrained. Can move cylinder 60'. DC 18 Str check escape

## Doppelganger, M

3

|       |       |       |       |                    |       |       |
|-------|-------|-------|-------|--------------------|-------|-------|
| NAME  |       |       |       |                    |       |       |
| AC    | 14    | HP    | 52    | PASSIVE PERCEPTION | 11    | SPEED |
|       |       |       |       |                    |       | 30    |
| STR   | DEX   | CON   | INT   | WIS                | CHA   |       |
| 0     | 4     | 2     | 0     | 1                  | 2     |       |
| BONUS | BONUS | BONUS | BONUS | BONUS              | BONUS |       |

### SKILLS / TRAITS

Darkvision 60', Deception +6, Insight +3, immune: charm

**Shapechanger:** Polymorph into S/M humanoid

**Ambusher:** Adv on attacks vs surprised

**Surprise Attack:** If surprise & hits, +3d6

2  
PROF

### ACTIONS

**Multitattack:** 2 melee

**Slam:** +6, 1d6+4b

**Read Thoughts:** 60' read surface thoughts, concentration. Adv on Insight, Deception, Intimidation & Persuasion vs target

## Draft Horse, L

1/4

|       |       |       |       |                    |       |       |
|-------|-------|-------|-------|--------------------|-------|-------|
| NAME  |       |       |       |                    |       |       |
| AC    | 10    | HP    | 19    | PASSIVE PERCEPTION | 10    | SPEED |
|       |       |       |       |                    |       | 40    |
| STR   | DEX   | CON   | INT   | WIS                | CHA   |       |
| 4     | 0     | 1     | -4    | 0                  | -2    |       |
| BONUS | BONUS | BONUS | BONUS | BONUS              | BONUS |       |

### SKILLS / TRAITS

2  
PROF

### ACTIONS

**Hooves:** +6, 2d4+4b



## Dragon Turtle, G

17

NAME CR

20 341 11 20/40s

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

7 0 5 0 1 1

BONUS BONUS BONUS BONUS BONUS BONUS

### SKILLS / TRAITS

Resist: fire, darkvision 120'

**Amphibious:** Breathe air & water

6

### ACTIONS

**Multiaattack:** 1 bite, 2 claws/1 tail  
**Bite:** 15', +13, 3d12+7p  
**Claw:** 10', +13, 2d8+7s  
**Tail:** 15', +13, 3d12+7b, DC 20 Str save or pushed 10' & prone  
**Steam Breath** (5-6): 60' cone, DC 18 Con save, 15d6 fire, save half

## Dretch, S

1/4

NAME CR

11 18 9 20

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

0 0 1 -3 -1 -4

BONUS BONUS BONUS BONUS BONUS BONUS

### SKILLS / TRAITS

Resist: cold, fire, lightning, immune: poison, darkvision 60'

2

### ACTIONS

**Multiaattack:** 1 bite, 1 claws  
**Bite:** +2, 1d6p  
**Claws:** +2, 2d4s  
**Fetid Cloud** (1/day): 10' radius, light obscure, 1min, DC 11 Con save or poisoned 1 round & no reactions & either action/bonus action

## Drider, L

6

NAME CR

19 123 15 30/30c

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

3 3 4 1 2 1

BONUS BONUS BONUS BONUS BONUS BONUS

### SKILLS / TRAITS

Perception +5, Stealth +9, darkvision 120'  
**Fey Ancestry:** Adv vs charm, immune sleep  
**Innate Spellcasting:** DC 13, at will: *dancing lights*, 1/day each: *darkness*, *faerie fire*  
**Spider Climb:** Climb difficult surfaces no check  
**Sunlight Sensitivity:** In sunlight, disadv on attacks & Perception for sight  
**Web Walker:** Move normally in webbing

3

### ACTIONS

**Multiaattack:** 3 longsword/3 longbow. Can replace 1 w/bite  
**Bite:** +6, 1d4p & 2d8 poison  
**Longsword:** +6, 1d8+3s/1d10+3s 2-hands  
**Longbow:** 150/600, +6, 1d8+3p & 1d8 poison

## Druid, M

2

NAME CR

11/16\* 27 14 30

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

0 1 1 1 2 0

BONUS BONUS BONUS BONUS BONUS BONUS

### SKILLS / TRAITS

Medicine +4, Nature +3, Perception +4  
**Spellcasting:** 4th lvl, DC 12, +4, at will: *druidcraft*, *produce flame*, *shillelagh*, 1st (4): *entangle*, *longstrider*, *spek with animals*, *thunderwave*, 2nd (3): *animal messenger*, *barkskin*\*

2

### ACTIONS

**Quarterstaff:** +2 (+4 shillelagh), 1d6b/1d8b 2-hands, 1d8+2b shillelagh

## Dryad, M

1

NAME CR

11/16\* 22 14 30

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

3 3 3 3 3 3

BONUS BONUS BONUS BONUS BONUS BONUS

### SKILLS / TRAITS

Darkvision 60', Perception +4, Stealth +5  
**Innate Spellcasting:** DC 14, at will: *druidcraft*, 3/day each: *entangle*, *goodberry*, 1/day each: *barkskin*\*, *pass without trace*, *shillelagh*  
**Magic Resistance:** Adv on saves vs magic  
**Speak w/Beasts & Plants:** Communicate with beasts/plants  
**Tree Stride:** 1/turn, magically move 60' thru trees

2

### ACTIONS

**Club:** +2 (+6 shillelagh), 1d4b/1d8b+4 shillelagh  
**Fey Charm:** 30', DC 14 Wis save or charmed 24 hours, repeat save if dryad harms

## Duergar, M

1

NAME CR

16 26 10 25

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

2 0 2 0 0 -1

BONUS BONUS BONUS BONUS BONUS BONUS

### SKILLS / TRAITS

Darkvision 120', resist: poison  
**Duergar Resilience:** Adv on saves vs poison, spells, illusions, charm, paralyze  
**Sunlight Sensitivity:** Disadv on attacks & Perception for sight in sunlight

2

### ACTIONS

**Enlarge** (R short/long rest): 1min, size L, adv on Str checks & saves  
**War Pick:** +4, 1d8+2p/2d8+2p Enlarge  
**Javelin:** 30/120, +4, 1d6+2p/2d6+2p Enlarge  
**Invisibility** (R short/long rest): Invisible as per spell or until Enlarge, concentrate, 1 hour

## Dust Mephit, S

1/2

NAME CR

12 17 12 30/30f

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

-3 2 0 -1 0 0

BONUS BONUS BONUS BONUS BONUS BONUS

### SKILLS / TRAITS

Darkvision 60', Perception +2, Stealth +4, vuln: fire, immune: poison

**Death Burst:** On death, 5' DC 10 Con save or blinded 1min/until save  
**Innate Spellcasting:** 1/day: *sleep*

2

### ACTIONS

**Claws:** +4, 1d4+2s  
**Blinding Breath** (R 6): 15' cone, DC 10 Dex save, blind 1min/until save

## Eagle, S

0

|       |       |       |       |                    |       |        |
|-------|-------|-------|-------|--------------------|-------|--------|
| NAME  |       |       |       |                    |       |        |
| AC    | 12    | HP    | 3     | PASSIVE PERCEPTION | 14    | SPEED  |
|       |       |       |       |                    |       | 10/60f |
| STR   | DEX   | CON   | INT   | WIS                | CHA   |        |
| -2    | 2     | 0     | -4    | 2                  | -2    |        |
| BONUS | BONUS | BONUS | BONUS | BONUS              | BONUS |        |

### SKILLS / TRAITS

Perception +4

**Keen Sight:** Adv on Perception for sight

2

### ACTIONS

**Talons:** +4, 1d4+2s

## Earth Elemental, L

5

|       |       |       |       |                    |       |        |
|-------|-------|-------|-------|--------------------|-------|--------|
| NAME  |       |       |       |                    |       |        |
| AC    | 17    | HP    | 126   | PASSIVE PERCEPTION | 10    | SPEED  |
|       |       |       |       |                    |       | 30/30b |
| STR   | DEX   | CON   | INT   | WIS                | CHA   |        |
| 5     | -1    | 5     | -3    | 0                  | -3    |        |
| BONUS | BONUS | BONUS | BONUS | BONUS              | BONUS |        |

### SKILLS / TRAITS

Darkvision 60', tremorsense 60', vuln: thunder, resist: bps nonmagic, immune: exhaust, paralyze, petrify, poison, unconscious  
**Earth Glide:** Burrow through earth/stone w/no trace  
**Siege Monster:** Double damage to objects

3

### ACTIONS

**Multiattack:** 2 slam

**Slam:** 10', +8, 2d8+5b

## Efreeti, L

11

|       |       |       |       |                    |       |        |
|-------|-------|-------|-------|--------------------|-------|--------|
| NAME  |       |       |       |                    |       |        |
| AC    | 17    | HP    | 200   | PASSIVE PERCEPTION | 12    | SPEED  |
|       |       |       |       |                    |       | 40/60f |
| STR   | DEX   | CON   | INT   | WIS                | CHA   |        |
| 6     | 1     | 7     | 3     | 2                  | 3     |        |
| BONUS | BONUS | BONUS | BONUS | BONUS              | BONUS |        |

### SKILLS / TRAITS

Darkvision 60', immune: fire  
**Innate Spellcasting:** DC 15, +7, at will: *detect magic*, 3/day: *enlarge/reduce, tongues*, 1/day each: *conjure elemental* (fire elemental only), *gaseous form, invisibility, major image, plane shift, wall of fire*

4

### ACTIONS

**Multiattack:** 2 scimitar/2 Hurl Flame

**Scimitar:** +10, 2d6+6s & 2d6 fire  
**Hurl Flame:** 120', +7, 5d6 fire (spell)

## Elephant, H

4

|       |       |       |       |                    |       |       |
|-------|-------|-------|-------|--------------------|-------|-------|
| NAME  |       |       |       |                    |       |       |
| AC    | 12    | HP    | 76    | PASSIVE PERCEPTION | 10    | SPEED |
|       |       |       |       |                    |       | 40    |
| STR   | DEX   | CON   | INT   | WIS                | CHA   |       |
| 6     | -1    | 3     | -4    | 0                  | -2    |       |
| BONUS | BONUS | BONUS | BONUS | BONUS              | BONUS |       |

### SKILLS / TRAITS

**Trampling Charge:** If 20' toward target & hit w/gore, DC 12 Str save or prone & bonus action stomp

2

### ACTIONS

**Gore:** +8, 3d8+6p  
**Stomp:** +8, 3d10+6b

## Elf, Drow, M

1/4

|       |       |       |       |                    |       |       |
|-------|-------|-------|-------|--------------------|-------|-------|
| NAME  |       |       |       |                    |       |       |
| AC    | 15    | HP    | 13    | PASSIVE PERCEPTION | 12    | SPEED |
|       |       |       |       |                    |       | 30    |
| STR   | DEX   | CON   | INT   | WIS                | CHA   |       |
| 0     | 2     | 0     | 0     | 0                  | 1     |       |
| BONUS | BONUS | BONUS | BONUS | BONUS              | BONUS |       |

### SKILLS / TRAITS

Darkvision 120', Perception +2, Stealth +4  
**Fey Ancestry:** Adv vs charm, immune sleep  
**Innate Spellcasting:** DC 11, at will: *dancing lights*, 1/day each: *darkness, faerie fire*  
**Sunlight Sensitivity:** In sunlight, disadv on attacks & Perception for sight

2

### ACTIONS

**Shortsword:** +4, 1d6+2p  
**Hand Crossbow:** 30/120, +4, 1d6+2p, DC 13 Con save or poisoned 1 hour. Fail >4, also unconscious

## Elk, L

1/4

|       |       |       |       |                    |       |       |
|-------|-------|-------|-------|--------------------|-------|-------|
| NAME  |       |       |       |                    |       |       |
| AC    | 10    | HP    | 13    | PASSIVE PERCEPTION | 10    | SPEED |
|       |       |       |       |                    |       | 50    |
| STR   | DEX   | CON   | INT   | WIS                | CHA   |       |
| 3     | 0     | 1     | -4    | 0                  | -2    |       |
| BONUS | BONUS | BONUS | BONUS | BONUS              | BONUS |       |

### SKILLS / TRAITS

**Charge:** If 20' toward target & hit w/ram, +2d6 & DC 13 Str save or prone

2

### ACTIONS

**Ram:** +5, 1d6+3b  
**Hooves:** Prone target, +5, 2d4+3b

## Erinyes, M

12

|       |       |       |       |                    |       |        |
|-------|-------|-------|-------|--------------------|-------|--------|
| NAME  |       |       |       |                    |       |        |
| AC    | 18    | HP    | 153   | PASSIVE PERCEPTION | 12    | SPEED  |
|       |       |       |       |                    |       | 30/60f |
| STR   | DEX   | CON   | INT   | WIS                | CHA   |        |
| 4     | 3     | 4     | 2     | 2                  | 4     |        |
| BONUS | BONUS | BONUS | BONUS | BONUS              | BONUS |        |

### SKILLS / TRAITS

Truesight 120', resist: cold, bps nonmagic/nonsilver, immune: fire, poison

**Magic Resistance:** Adv on saves vs magic

4

### ACTIONS

**Multiattack:** 3 attacks  
**Longsword:** +8, 1d8+4s/1d10+4s 2-hands & 3d8 poison  
**Longbow:** 150/600, +7, 1d8+3p & 3d8 poison, DC 14 Con save or poisoned, lesser restoration ends  
**Parry** (react): +4 AC vs melee

## Ettercap, M

2

|       |       |       |       |                    |       |        |
|-------|-------|-------|-------|--------------------|-------|--------|
| NAME  |       |       |       |                    |       |        |
| AC    | 13    | HP    | 44    | PASSIVE PERCEPTION | 34    | SPEED  |
|       |       |       |       |                    |       | 30/30c |
| STR   | DEX   | CON   | INT   | WIS                | CHA   |        |
| 2     | 2     | 1     | -2    | 1                  | -1    |        |
| BONUS | BONUS | BONUS | BONUS | BONUS              | BONUS |        |

### SKILLS / TRAITS

Darkvision 60', Perception +3, Stealth +4, Survival +3  
**Spider Climb:** Climb difficult surfaces no check  
**Web Sense:** Know location of creatures if on same web  
**Web Walker:** Move normally in webbing

2

### ACTIONS

**Multiattack:** 1 bite, 1 claws  
**Bite:** +4, 1d8+2p, & 1d8 poison, DC 11 Con save or poisoned 1min/until save  
**Claws:** +4, 2d4+2s  
**Web** (5-6): 30/60, <H, +4, restrained, DC 11 Str check escape or burn/cut web\*



|                                                                                              |       |                    |       |       |       |  |    |
|----------------------------------------------------------------------------------------------|-------|--------------------|-------|-------|-------|--|----|
| Ettin, L                                                                                     |       |                    |       |       |       |  | 4  |
| NAME                                                                                         |       |                    |       |       |       |  | CR |
| 12                                                                                           | 85    | 14                 | 40    |       |       |  |    |
| AC                                                                                           | HP    | PASSIVE PERCEPTION | SPEED |       |       |  |    |
| STR                                                                                          | DEX   | CON                | INT   | WIS   | CHA   |  |    |
| 5                                                                                            | -1    | 3                  | -2    | 0     | -1    |  |    |
| BONUS                                                                                        | BONUS | BONUS              | BONUS | BONUS | BONUS |  |    |
| SKILLS / TRAITS                                                                              |       |                    |       |       |       |  |    |
| Darkvision 60', Perception +4                                                                |       |                    |       |       |       |  |    |
| Two Heads: Adv on Perception checks & saves vs blind, charm, deaf, fright, stun, unconscious |       |                    |       |       |       |  |    |
| Wakeful: 1 head awake while other asleep                                                     |       |                    |       |       |       |  |    |
| 2                                                                                            |       |                    |       |       |       |  |    |
| PROF                                                                                         |       |                    |       |       |       |  |    |
| ACTIONS                                                                                      |       |                    |       |       |       |  |    |
| Multiattack: 1 battleaxe, 1 morningstar                                                      |       |                    |       |       |       |  |    |
| Battleaxe: +7, 2d8+5s                                                                        |       |                    |       |       |       |  |    |
| Morningstar: +7, 2d8+5p                                                                      |       |                    |       |       |       |  |    |

|                 |       |                    |       |       |       |  |    |
|-----------------|-------|--------------------|-------|-------|-------|--|----|
|                 |       |                    |       |       |       |  |    |
| NAME            |       |                    |       |       |       |  | CR |
|                 |       |                    |       |       |       |  |    |
| AC              | HP    | PASSIVE PERCEPTION | SPEED |       |       |  |    |
| STR             | DEX   | CON                | INT   | WIS   | CHA   |  |    |
|                 |       |                    |       |       |       |  |    |
| BONUS           | BONUS | BONUS              | BONUS | BONUS | BONUS |  |    |
| SKILLS / TRAITS |       |                    |       |       |       |  |    |
|                 |       |                    |       |       |       |  |    |
| PROF            |       |                    |       |       |       |  |    |
| ACTIONS         |       |                    |       |       |       |  |    |
|                 |       |                    |       |       |       |  |    |

|                 |       |                    |       |       |       |  |    |
|-----------------|-------|--------------------|-------|-------|-------|--|----|
|                 |       |                    |       |       |       |  |    |
| NAME            |       |                    |       |       |       |  | CR |
|                 |       |                    |       |       |       |  |    |
| AC              | HP    | PASSIVE PERCEPTION | SPEED |       |       |  |    |
| STR             | DEX   | CON                | INT   | WIS   | CHA   |  |    |
|                 |       |                    |       |       |       |  |    |
| BONUS           | BONUS | BONUS              | BONUS | BONUS | BONUS |  |    |
| SKILLS / TRAITS |       |                    |       |       |       |  |    |
|                 |       |                    |       |       |       |  |    |
| PROF            |       |                    |       |       |       |  |    |
| ACTIONS         |       |                    |       |       |       |  |    |
|                 |       |                    |       |       |       |  |    |

|                 |       |                    |       |       |       |  |    |
|-----------------|-------|--------------------|-------|-------|-------|--|----|
|                 |       |                    |       |       |       |  |    |
| NAME            |       |                    |       |       |       |  | CR |
|                 |       |                    |       |       |       |  |    |
| AC              | HP    | PASSIVE PERCEPTION | SPEED |       |       |  |    |
| STR             | DEX   | CON                | INT   | WIS   | CHA   |  |    |
|                 |       |                    |       |       |       |  |    |
| BONUS           | BONUS | BONUS              | BONUS | BONUS | BONUS |  |    |
| SKILLS / TRAITS |       |                    |       |       |       |  |    |
|                 |       |                    |       |       |       |  |    |
| PROF            |       |                    |       |       |       |  |    |
| ACTIONS         |       |                    |       |       |       |  |    |
|                 |       |                    |       |       |       |  |    |

|                 |       |                    |       |       |       |  |    |
|-----------------|-------|--------------------|-------|-------|-------|--|----|
|                 |       |                    |       |       |       |  |    |
| NAME            |       |                    |       |       |       |  | CR |
|                 |       |                    |       |       |       |  |    |
| AC              | HP    | PASSIVE PERCEPTION | SPEED |       |       |  |    |
| STR             | DEX   | CON                | INT   | WIS   | CHA   |  |    |
|                 |       |                    |       |       |       |  |    |
| BONUS           | BONUS | BONUS              | BONUS | BONUS | BONUS |  |    |
| SKILLS / TRAITS |       |                    |       |       |       |  |    |
|                 |       |                    |       |       |       |  |    |
| PROF            |       |                    |       |       |       |  |    |
| ACTIONS         |       |                    |       |       |       |  |    |
|                 |       |                    |       |       |       |  |    |

|                 |       |                    |       |       |       |  |    |
|-----------------|-------|--------------------|-------|-------|-------|--|----|
|                 |       |                    |       |       |       |  |    |
| NAME            |       |                    |       |       |       |  | CR |
|                 |       |                    |       |       |       |  |    |
| AC              | HP    | PASSIVE PERCEPTION | SPEED |       |       |  |    |
| STR             | DEX   | CON                | INT   | WIS   | CHA   |  |    |
|                 |       |                    |       |       |       |  |    |
| BONUS           | BONUS | BONUS              | BONUS | BONUS | BONUS |  |    |
| SKILLS / TRAITS |       |                    |       |       |       |  |    |
|                 |       |                    |       |       |       |  |    |
| PROF            |       |                    |       |       |       |  |    |
| ACTIONS         |       |                    |       |       |       |  |    |
|                 |       |                    |       |       |       |  |    |

|                 |       |                    |       |       |       |  |    |
|-----------------|-------|--------------------|-------|-------|-------|--|----|
|                 |       |                    |       |       |       |  |    |
| NAME            |       |                    |       |       |       |  | CR |
|                 |       |                    |       |       |       |  |    |
| AC              | HP    | PASSIVE PERCEPTION | SPEED |       |       |  |    |
| STR             | DEX   | CON                | INT   | WIS   | CHA   |  |    |
|                 |       |                    |       |       |       |  |    |
| BONUS           | BONUS | BONUS              | BONUS | BONUS | BONUS |  |    |
| SKILLS / TRAITS |       |                    |       |       |       |  |    |
|                 |       |                    |       |       |       |  |    |
| PROF            |       |                    |       |       |       |  |    |
| ACTIONS         |       |                    |       |       |       |  |    |
|                 |       |                    |       |       |       |  |    |

|                 |       |                    |       |       |       |  |    |
|-----------------|-------|--------------------|-------|-------|-------|--|----|
|                 |       |                    |       |       |       |  |    |
| NAME            |       |                    |       |       |       |  | CR |
|                 |       |                    |       |       |       |  |    |
| AC              | HP    | PASSIVE PERCEPTION | SPEED |       |       |  |    |
| STR             | DEX   | CON                | INT   | WIS   | CHA   |  |    |
|                 |       |                    |       |       |       |  |    |
| BONUS           | BONUS | BONUS              | BONUS | BONUS | BONUS |  |    |
| SKILLS / TRAITS |       |                    |       |       |       |  |    |
|                 |       |                    |       |       |       |  |    |
| PROF            |       |                    |       |       |       |  |    |
| ACTIONS         |       |                    |       |       |       |  |    |
|                 |       |                    |       |       |       |  |    |

## Fire Elemental, L

5

|                          |             |
|--------------------------|-------------|
| NAME                     | CR          |
| 13<br>AC                 | 102<br>HP   |
| 10<br>PASSIVE PERCEPTION | 50<br>SPEED |
| STR 0                    | DEX 3       |
| CON 3                    | INT -2      |
| WIS 0                    | CHA -2      |

**SKILLS / TRAITS**  
Darkvision 60', resist: bps nonmagic, immune: exhaust, fire, grapple, paralyze, petrify, poison, prone, restrain, unconscious  
**Fire Form:** >1" no squeezing, touch/hit 1d10 fire, can enter space & deal 1d10 fire ongoing  
**Illumination:** Bright light 30', dim 30'  
**Water Susceptibility:** 5/1 gallon water = 1 cold

3

### ACTIONS

**Multiattack:** 2 touch

**Touch:** +6, 2d6+3 fire, 1d10 fire ongoing until douse

## Fire Giant, H

9

|                          |             |
|--------------------------|-------------|
| NAME                     | CR          |
| 18<br>AC                 | 162<br>HP   |
| 16<br>PASSIVE PERCEPTION | 30<br>SPEED |
| STR 7                    | DEX -1      |
| CON 6                    | INT 0       |
| WIS 2                    | CHA 1       |

**SKILLS / TRAITS**  
Athletics +11, Perception +6, immune: fire

4

### ACTIONS

**Multiattack:** 2 greatsword

**Greatsword:** 10', +11, 6d6+7s  
**Rock:** 60/240, +11, 4d10+7b

## Flesh Golem, M

5

|                          |             |
|--------------------------|-------------|
| NAME                     | CR          |
| 9<br>AC                  | 93<br>HP    |
| 10<br>PASSIVE PERCEPTION | 30<br>SPEED |
| STR 4                    | DEX -1      |
| CON 4                    | INT -2      |
| WIS 0                    | CHA -3      |

**SKILLS / TRAITS**  
Darkvision 60', immune: form alteration, charm, exhaust, fright, lightning, paralyze, petrify, poison  
**Berserk:** If <41 HP, roll d6, 6 = berserk, attack creatures within 20' or objects if no creatures. If creator in 60', calm DC 15  
Persuasion  
**Aversion to Fire:** If fire damage, disadv on attacks/checks until end next turn  
**Lightning Absorption:** Lightning damage heals  
**Magic Resistance:** Adv on saves vs magic

3

### ACTIONS

**Multiattack:** 2 slam

**Slam:** +7, 2d8+4b

## Flying Snake, T

1/8

|                          |                         |
|--------------------------|-------------------------|
| NAME                     | CR                      |
| 14<br>AC                 | 5<br>HP                 |
| 11<br>PASSIVE PERCEPTION | 30/60f/<br>30s<br>SPEED |
| STR -3                   | DEX 4                   |
| CON 0                    | INT -4                  |
| WIS 1                    | CHA -3                  |

**SKILLS / TRAITS**  
Blindsight 10'

**Flyby:** Flying doesn't provoke opportunity attacks

2

### ACTIONS

**Bite:** +6, 1p & 3d4 poison

## Flying Sword, S

1/4

|                         |              |
|-------------------------|--------------|
| NAME                    | CR           |
| 17<br>AC                | 17<br>HP     |
| 7<br>PASSIVE PERCEPTION | 50f<br>SPEED |
| STR 1                   | DEX 2        |
| CON 0                   | INT -5       |
| WIS -3                  | CHA -5       |

**SKILLS / TRAITS**  
Blindsight 60', immune: blind, charm, deaf, fright, paralyze, petrify, poison, psychic  
**Antimagic Susceptibility:** Con save vs spell if *dispel magic* or unconscious 1min  
**False Appearance:** Looks like sword

2

### ACTIONS

**Longsword:** +3, 1d8+1s

## Frog, T

0

|                          |                 |
|--------------------------|-----------------|
| NAME                     | CR              |
| 11<br>AC                 | 1<br>HP         |
| 34<br>PASSIVE PERCEPTION | 20/20s<br>SPEED |
| STR -5                   | DEX 1           |
| CON -1                   | INT -5          |
| WIS -1                   | CHA -4          |

**SKILLS / TRAITS**  
Darkvision 30', Perception +1, Stealth +3

**Amphibious:** Breathe air & water  
**Standing Leap:** Long jump 10', high jump 5'

2

### ACTIONS

## Frost Giant, H

8

|                          |             |
|--------------------------|-------------|
| NAME                     | CR          |
| 15<br>AC                 | 138<br>HP   |
| 13<br>PASSIVE PERCEPTION | 40<br>SPEED |
| STR 3                    | DEX 3       |
| CON 3                    | INT 3       |
| WIS 3                    | CHA 3       |

**SKILLS / TRAITS**  
Athletics +9, Perception +3, immune: cold

3

### ACTIONS

**Multiattack:** 2 greataxe

**Greataxe:** 10', +9, 3d12+6s  
**Rock:** 60/240, +9, 4d10+6b





### Giant Boar, L

2

NAME

CR



#### SKILLS / TRAITS

**Charge:** If 20' toward target and hit, +2d6s & DC 13 Str save or prone  
**Relentless** (R short/long rest): If <11 damage reduces to 0 HP, reduce to 1 HP instead

2  
PROF

#### ACTIONS

**Tusk:** +5, 2d5+3s

### Giant Centipede, S

1/4

NAME

CR



#### SKILLS / TRAITS

Blindsight 30'

2  
PROF

#### ACTIONS

**Bite:** +4, 1d4+2p & DC 11 Con save or 3d6 poison

### Giant Constrictor Snake, H

2

NAME

CR



#### SKILLS / TRAITS

Blindsight 10', Perception +2

2  
PROF

#### ACTIONS

**Bite:** 10', +6, 2d6+4p  
**Constrict:** +6, 2d8+4b, grappled & restrained, max 1 target, escape DC 16

### Giant Crab, M

1/8

NAME

CR



#### SKILLS / TRAITS

Blindsight 30', Stealth +4

2  
PROF

**Amphibious:** Breathe air & water

#### ACTIONS

**Claw:** +3, 1d6+1b & grappled, max 2 targets, escape DC 11

### Giant Crocodile, H

5

NAME

CR



#### SKILLS / TRAITS

Stealth +5

**Hold Breath:** 30min

3  
PROF

#### ACTIONS

**Multiattack:** 1 bite, 1 tail  
**Bite:** +8, 3d10+5p, grappled & restrained, can't bite another target, escape DC 16  
**Tail:** 10', non-grappled target, +8, 2d8+5b, DC 16 Str save or prone

### Giant Eagle, L

1

NAME

CR



#### SKILLS / TRAITS

Perception +4

**Keen Sight:** Adv on Perception for sight

2  
PROF

#### ACTIONS

**Multiattack:** 1 beak, 1 talons

**Beak:** +5, 1d5+3p  
**Talons:** +5, 2d6+3s

### Giant Elk, H

2

NAME

CR



#### SKILLS / TRAITS

Perception +4

**Charge:** If 20' toward target & hit w/ram, +2d6 & DC 14 Str save or prone

2  
PROF

#### ACTIONS

**Ram:** 10', +6, 2d6+4b  
**Hooves:** Prone target, +5, 4d8+4b

### Giant Fire Beetle, S

0

NAME

CR



#### SKILLS / TRAITS

Blindsight 30'

**Illumination:** Bright light 10', dim 10'

2  
PROF

#### ACTIONS

**Bite:** +1, 1d6-1s



## Giant Frog, M

1/4

|       |       |                    |        |       |       |
|-------|-------|--------------------|--------|-------|-------|
| NAME  | CR    |                    |        |       |       |
| 11    | 18    | 12                 | 30/30s |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED  |       |       |
| STR   | DEX   | CON                | INT    | WIS   | CHA   |
| 1     | 1     | 0                  | -4     | 0     | -4    |
| BONUS | BONUS | BONUS              | BONUS  | BONUS | BONUS |

### SKILLS / TRAITS

Darkvision 30', Perception +2, Stealth +3

**Amphibious:** Breathe air & water  
**Standing Leap:** Long jump 20', high jump 10'

2  
PROF

### ACTIONS

**Bite:** +3, 1d6+1p, grappled & restrained, escape DC 11, can't bite another target  
**Swallow:** <M grappled target, if bite hits, blinded & restrained, 2d4 acid on frog's turn, 1 target only

## Giant Goat, L

1/2

|       |       |                    |       |       |       |
|-------|-------|--------------------|-------|-------|-------|
| NAME  | CR    |                    |       |       |       |
| 11    | 19    | 11                 | 40    |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED |       |       |
| STR   | DEX   | CON                | INT   | WIS   | CHA   |
| 3     | 0     | 1                  | -4    | 1     | -2    |
| BONUS | BONUS | BONUS              | BONUS | BONUS | BONUS |

### SKILLS / TRAITS

**Charge:** If 20' toward target & hit w/ram, +2d4b & DC 13 Str save or prone  
**Sure-Footed:** Adv on Str & Dex saves vs prone

2  
PROF

### ACTIONS

**Ram:** +5, 2d4+3b

## Giant Hyena, L

1

|       |       |                    |       |       |       |
|-------|-------|--------------------|-------|-------|-------|
| NAME  | CR    |                    |       |       |       |
| 12    | 45    | 13                 | 50    |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED |       |       |
| STR   | DEX   | CON                | INT   | WIS   | CHA   |
| 3     | 2     | 2                  | -4    | 1     | -2    |
| BONUS | BONUS | BONUS              | BONUS | BONUS | BONUS |

### SKILLS / TRAITS

Perception +3

**Rampage:** If reduce target to 0 HP on turn, bonus action move half speed & bite

2  
PROF

### ACTIONS

**Bite:** +5, 2d6+3p

## Giant Lizard, L

1/4

|       |       |                    |        |       |       |
|-------|-------|--------------------|--------|-------|-------|
| NAME  | CR    |                    |        |       |       |
| 12    | 19    | 10                 | 30/30c |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED  |       |       |
| STR   | DEX   | CON                | INT    | WIS   | CHA   |
| 2     | 1     | 1                  | -4     | 0     | -3    |
| BONUS | BONUS | BONUS              | BONUS  | BONUS | BONUS |

### SKILLS / TRAITS

Darkvision 30'

2  
PROF

### ACTIONS

**Bite:** +4, 1d8+2p

## Giant Octopus, L

1

|       |       |                    |        |       |       |
|-------|-------|--------------------|--------|-------|-------|
| NAME  | CR    |                    |        |       |       |
| 11    | 52    | 14                 | 10/60s |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED  |       |       |
| STR   | DEX   | CON                | INT    | WIS   | CHA   |
| 3     | 1     | 1                  | -3     | 0     | -3    |
| BONUS | BONUS | BONUS              | BONUS  | BONUS | BONUS |

### SKILLS / TRAITS

Darkvision 60', Perception +4, Stealth +5  
**Hold Breath:** 1 hour out of water  
**Underwater Camouflage:** Adv on Stealth underwater  
**Water Breathing:** Breathe only underwater

2  
PROF

### ACTIONS

**Tentacles:** 15', +5, 2d6+3b, grappled & restrained, escape DC 16, can't use tentacles on other target  
**Ink Cloud** (R short/long rest): 20' radius, heavily obscured 1min, Dash bonus action

## Giant Owl, L

1/4

|       |       |                    |       |       |       |
|-------|-------|--------------------|-------|-------|-------|
| NAME  | CR    |                    |       |       |       |
| 12    | 19    | 15                 | 5/60f |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED |       |       |
| STR   | DEX   | CON                | INT   | WIS   | CHA   |
| 1     | 2     | 1                  | -1    | 1     | 0     |
| BONUS | BONUS | BONUS              | BONUS | BONUS | BONUS |

### SKILLS / TRAITS

Darkvision 120', Perception +5, Stealth +4

**Flyby:** Flying doesn't provoke opportunity attacks  
**Keen Hearing & Sight:** Adv on Perception checks for sight

2  
PROF

### ACTIONS

**Talons:** +3, 2d6+1s

## Giant Poisonous Snake, M

1/4

|       |       |                    |        |       |       |
|-------|-------|--------------------|--------|-------|-------|
| NAME  | CR    |                    |        |       |       |
| 14    | 11    | 12                 | 30/30s |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED  |       |       |
| STR   | DEX   | CON                | INT    | WIS   | CHA   |
| 0     | 4     | 1                  | -4     | 0     | -4    |
| BONUS | BONUS | BONUS              | BONUS  | BONUS | BONUS |

### SKILLS / TRAITS

Blindsight 10', Perception +2

2  
PROF

### ACTIONS

**Bite:** 10', +6, 1d4+4p & DC 11 Con save, 3d6 poison, save half

## Giant Rat, S

1/8

|       |       |                    |       |       |       |
|-------|-------|--------------------|-------|-------|-------|
| NAME  | CR    |                    |       |       |       |
| 12    | 7     | 10                 | 30    |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED |       |       |
| STR   | DEX   | CON                | INT   | WIS   | CHA   |
| -2    | 2     | 0                  | -4    | 0     | -3    |
| BONUS | BONUS | BONUS              | BONUS | BONUS | BONUS |

### SKILLS / TRAITS

Darkvision 60'

**Keen Smell:** Adv on Perception for smell  
**Pack Tactics:** Adv on attacks if ally within 5' of target

2  
PROF

### ACTIONS

**Bite:** +4, 1d4+2p

### Giant Rat, Diseased, S

1/8

NAME

CR



#### SKILLS / TRAITS

Darkvision 60'

**Keen Smell:** Adv on Perception for smell  
**Pack Tactics:** Adv on attacks if ally within 5' of target

2

#### ACTIONS

**Bite:** +4, 1d4+2p, DC 10 Con save or diseased: can't regain HP except w/magic, HP max decrease 3/day (die at 0 HP)

### Giant Scorpion, L

3

NAME

CR



#### SKILLS / TRAITS

Blindsight 60'

2

#### ACTIONS

**Multiattack:** 2 claws, 1 sting  
**Claw:** +4, 1d6+2b, grappled, escape DC 12, 2 targets max  
**Sting:** +5, 1d10+2p, & DC 12 Con save, 4d10 poison, save half

### Giant Sea Horse, L

1/2

NAME

CR



#### SKILLS / TRAITS

**Charge:** If 20' toward target and hit w/ram, +2d6b & DC 11 Str save or prone  
**Water Breathing:** Breathe only underwater

2

#### ACTIONS

**Ram:** +3, 1d6+1b

### Giant Shark, H

5

NAME

CR



#### SKILLS / TRAITS

Blindsight 60', Perception +3

**Blood Frenzy:** Adv on attacks vs wounded  
**Water Breathing:** Breathe only underwater

3

#### ACTIONS

**Bite:** +9, 3d10+6p

### Giant Spider, L

1

NAME

CR



#### SKILLS / TRAITS

Darkvision 60', blindsight 10', Stealth +7  
**Spider Climb:** Climb difficult surfaces no check  
**Web Sense:** Know location of creatures if on same web  
**Web Walker:** Move normally in webbing

2

#### ACTIONS

**Bite:** +5, 1d8+3p, DC 11 Con save, 2d8 poison, save half. If 0 HP from poison, stable, paralyzed, poisoned 1 hour  
**Web** (5-6): 30/60, +5, restrained, DC 12 Str check escape or burn/cut web\*

### Giant Toad, L

1

NAME

CR



#### SKILLS / TRAITS

Darkvision 30'

**Amphibious:** Breathe air & water  
**Standing Leap:** 20' long jump, 10' high jump

2

#### ACTIONS

**Bite:** +4, 1d10+2p & 1d10 poison, grappled & restrained, escape DC 13, can't bite another target  
**Swallow:** <L, if bite hits, blinded & restrained, 3d6 acid on toad's turn, 1 creature

### Giant Vulture, L

1

NAME

CR



#### SKILLS / TRAITS

Perception +3  
**Keen Sight & Smell:** Adv on Perception checks for sight & smell  
**Pack Tactics:** Adv on attacks if ally within 5' of target

2

#### ACTIONS

**Multiattack:** 1 beak, 1 talons

**Beak:** +4, 2d4+2p  
**Talons:** +4, 2d6+2s

### Giant Wasp, M

1/2

NAME

CR



#### SKILLS / TRAITS

2

#### ACTIONS

**Sting:** +4, 1d6+2p, DC 11 Con save, 3d6 poison, save half. If 0 HP from poison, stable, paralyzed, poisoned 1 hour



**Giant Weasel, M** 1/8

NAME CR

13 AC 9 HP 13 PASSIVE PERCEPTION 40 SPEED

STR 0 DEX 3 CON 0 INT -3 WIS 1 CHA -3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS  
Darkvision 60', Perception +3, Stealth +5

**Keen Hearing & Smell:** Adv on Perception for hearing & smell

2 PROF

ACTIONS  
**Bite:** +5, 1d4+3p

**Giant Wolf Spider, M** 1/4

NAME CR

13 AC 11 HP 13 PASSIVE PERCEPTION 40/40c SPEED

STR 1 DEX 3 CON 1 INT -4 WIS 1 CHA -3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS  
Darkvision 60', blindsight 10', Perception +3, Stealth +7  
**Spider Climb:** Climb difficult surfaces no check  
**Web Sense:** Know location of creatures if on same web  
**Web Walker:** Move normally in webbing

2 PROF

ACTIONS  
**Bite:** +3, 1d6+1p, DC 11 Con save, 2d6 poison, save half. If 0 HP from poison, stable, paralyzed, poisoned 1 hour

**Gibbering Mouther, M** 2

NAME CR

9 AC 67 HP 10 PASSIVE PERCEPTION 10/10s SPEED

STR 0 DEX -1 CON 3 INT -4 WIS 0 CHA -2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS  
Darkvision 60', immune: prone  
**Aberrant Ground:** 10' radius difficult terrain, DC 10 Str save or speed 0 until next turn  
**Gibbering:** 20' DC 10 Wis save at start of turn or no reactions & d8: 1-4 no action, 5-6 no action & random move, 7-8 melee random target

2 PROF

ACTIONS  
**Multitask:** 1 bite, 1 Blinding Spittle

**Bite:** +2, 5d6p, <L DC 10 Str save or prone  
**Blinding Spittle** (5-6): 15', 5' radius DC 13 Dex save or blind until moulder's turn

**Glabrezu, L** 9

NAME CR

17 AC 157 HP 13 PASSIVE PERCEPTION 40 SPEED

STR 5 DEX 2 CON 5 INT 4 WIS 3 CHA 3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS  
Truesight 120', resist: cold, fire, lightning, bps nonmagic, immune: poison  
**Innate Spellcasting:** DC 16, at will: *darkness*, *detect magic*, *dispel magic*, 1/day each: *confusion*, *fly*, *power word stun*  
**Magic Resistance:** Adv on saves vs magic

4 PROF

ACTIONS  
**Multitask:** 2 pincers, 2 fists, or 2 pincers, 1 spell  
**Pincer:** 10', +9, 2d10+5b, <L grappled, escape DC 15, 2 creatures  
**Fist:** +9, 2d4+2b

**Gladiator, M** 5

NAME CR

16 AC 112 HP 11 PASSIVE PERCEPTION 30 SPEED

STR 4 DEX 2 CON 3 INT 0 WIS 1 CHA 2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS  
Athletics +10, Intimidation +5

**Brave:** Adv on saves vs frightened  
**Brute:** Extra damage die melee weapons (included)

3 PROF

ACTIONS  
**Multitask:** 3 melee or 2 ranged  
**Spear:** 20/60, +7, 2d6+4p/2d8+4p 2-hands  
**Shield Bash:** +7, 2d4+4b, <L DC 15 Str save or prone  
**Parry** (react): +3 AC vs melee

**Gnoll, M** 1/2

NAME CR

15 AC 22 HP 10 PASSIVE PERCEPTION 30 SPEED

STR 2 DEX 1 CON 0 INT -2 WIS 0 CHA -2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS  
Darkvision 60'

**Rampage:** If reduce melee target to 0 HP on turn, bonus action half speed & bite

2 PROF

ACTIONS  
**Bite:** +4, 1d4+2p  
**Spear:** 20/60, +4, 1d6+2p/1d8+2p 2-hands  
**Longbow:** 150/600, +3, 1d8+1p

**Gnome, Deep, S** 1/2

NAME CR

15 AC 16 HP 12 PASSIVE PERCEPTION 20 SPEED

STR 2 DEX 2 CON 2 INT 1 WIS 0 CHA -1

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS  
Darkvision 120', Investigation +3, Perception +2, Stealth +4  
**Stone Camouflage:** Adv on Stealth in rocks  
**Gnome Cunning:** Adv on Int, Wis, Int saves vs magic  
**Innate Spellcasting:** DC 11, at will: *non-detection* (self only), 1/day each: *blindness/deafness*, *blur*, *disguise self*

2 PROF

ACTIONS  
**War Pick:** +4, 1d8+2p  
**Poisoned Dart:** 30/120, +4, 1d4+2p, DC 12 Con save or poisoned 1min/until save

**Goat, M** 0

NAME CR

10 AC 4 HP 10 PASSIVE PERCEPTION 40 SPEED

STR 1 DEX 0 CON 0 INT -4 WIS 0 CHA -3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS  
**Charge:** If 20' toward target & hit w/ram, +1d4b & DC 10 Str save or prone  
**Sure-Footed:** Adv on Str & Dex saves vs prone

2 PROF

ACTIONS  
**Ram:** +3, 1d4+1b

### Goblin, S

1/4

|       |       |                    |       |       |       |
|-------|-------|--------------------|-------|-------|-------|
| NAME  | CR    |                    |       |       |       |
| 15    | 7     | 9                  | 30    |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED |       |       |
| STR   | DEX   | CON                | INT   | WIS   | CHA   |
| -1    | 2     | 0                  | 0     | -1    | -1    |
| BONUS | BONUS | BONUS              | BONUS | BONUS | BONUS |

#### SKILLS / TRAITS

Darkvision 60', Stealth +6

**Nimble Escape:** Bonus action  
Disengage/Hide

2  
PROF

#### ACTIONS

**Scimitar:** +4, 1d6+2s  
**Shortbow:** 80/320, +4, 1d6+2p

### Gorgon, L

5

|       |       |                    |       |       |       |
|-------|-------|--------------------|-------|-------|-------|
| NAME  | CR    |                    |       |       |       |
| 19    | 114   | 14                 | 40    |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED |       |       |
| STR   | DEX   | CON                | INT   | WIS   | CHA   |
| 5     | 0     | 4                  | -4    | 1     | -2    |
| BONUS | BONUS | BONUS              | BONUS | BONUS | BONUS |

#### SKILLS / TRAITS

Darkvision 60', Perception +4, immune: petrify

**Trampling Charge:** If 20' toward target & hit w/gore, DC 16 Str save or prone. If prone, bonus action hooves

3  
PROF

#### ACTIONS

**Gore:** +8, 2d12+5p  
**Hooves:** +8, 2d10+5b  
**Petrifying Breath** (5-6): 30' cone, DC 13 Con save or restrained. Save again or petrified, *greater restoration* ends

### Gray Ooze, M

1/2

|       |       |                    |        |       |       |
|-------|-------|--------------------|--------|-------|-------|
| NAME  | CR    |                    |        |       |       |
| 8     | 22    | 8                  | 10/10c |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED  |       |       |
| STR   | DEX   | CON                | INT    | WIS   | CHA   |
| 1     | -2    | 3                  | -5     | -2    | -4    |
| BONUS | BONUS | BONUS              | BONUS  | BONUS | BONUS |

#### SKILLS / TRAITS

Blindsight 60', Stealth +2, resist: acid, cold, fire, immune: blind, charm, deaf, exhaust, fright, prone  
**Amorphous:** >1" no squeezing  
**Corrode Metal:** Nonmagic metal weapon -1 cumulative damage if hits (-5 destroys)  
**False Appearance:** Looks like oil pool/wet rock

2  
PROF

#### ACTIONS

**Pseudopod:** +3, 1d6+1b & 2d6 acid, nonmagic armor cumulative -1 AC (AC 10 destroys)

### Green Hag, M

3

|       |       |                    |       |       |       |
|-------|-------|--------------------|-------|-------|-------|
| NAME  | CR    |                    |       |       |       |
| 17    | 82    | 14                 | 30    |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED |       |       |
| STR   | DEX   | CON                | INT   | WIS   | CHA   |
| 4     | 1     | 3                  | 1     | 2     | 2     |
| BONUS | BONUS | BONUS              | BONUS | BONUS | BONUS |

#### SKILLS / TRAITS

Darkvision 60', Arcana +3, Deception +4, Perception +4, Stealth +3

**Amphibious:** Breathe air & water  
**Innate Spellcasting:** DC 12, at will: *dancing lights*, *minor illusion*, *vicious mockery*  
**Mimicry:** Mimic sound/voice, DC 14 Insight

2  
PROF

#### ACTIONS

**Claws:** +6, 2d8+4s  
**Illusory Appearance:** Magical illusion, creature of same general size, DC 20 Investigation discern  
**Invisible Passage:** Turn invisible until attack/cast a spell, concentrate, no evidence of passage

### Grick, M

2

|       |       |                    |        |       |       |
|-------|-------|--------------------|--------|-------|-------|
| NAME  | CR    |                    |        |       |       |
| 14    | 27    | 12                 | 30/30c |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED  |       |       |
| STR   | DEX   | CON                | INT    | WIS   | CHA   |
| 2     | 2     | 0                  | -4     | 2     | -3    |
| BONUS | BONUS | BONUS              | BONUS  | BONUS | BONUS |

#### SKILLS / TRAITS

Darkvision 60', resist: bps nonmagic

**Stone Camouflage:** Adv on Stealth in rocks

2  
PROF

#### ACTIONS

**Multiattack:** 1 tentacles, if hit, 1 beak same target  
**Tentacles:** +4, 2d6+2s  
**Beak:** +4, 1d6+2p

### Griffon, L

2

|       |       |                    |        |       |       |
|-------|-------|--------------------|--------|-------|-------|
| NAME  | CR    |                    |        |       |       |
| 12    | 59    | 15                 | 30/80f |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED  |       |       |
| STR   | DEX   | CON                | INT    | WIS   | CHA   |
| 4     | 2     | 3                  | -4     | 1     | -1    |
| BONUS | BONUS | BONUS              | BONUS  | BONUS | BONUS |

#### SKILLS / TRAITS

Darkvision 60', Perception +5

**Keen Sight:** Adv on Perception for sight

2  
PROF

#### ACTIONS

**Multiattack:** 1 beak, 1 claws  
**Beak:** +6, 1d8+4p  
**Claws:** +6, 2d6+4s

### Green Dragon Wyrmling, M

2

|       |       |                    |            |       |       |
|-------|-------|--------------------|------------|-------|-------|
| NAME  | CR    |                    |            |       |       |
| 17    | 38    | 14                 | 30/60f/30s |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED      |       |       |
| STR   | DEX   | CON                | INT        | WIS   | CHA   |
| 2     | 1     | 1                  | 2          | 0     | 1     |
| BONUS | BONUS | BONUS              | BONUS      | BONUS | BONUS |

#### SKILLS / TRAITS

Darkvision 60', blindsight 10', Perception +4, Stealth +3, immune: poison

**Amphibious:** Breathe air & water

2  
PROF

#### ACTIONS

**Bite:** +4, 1d10+2p & 1d6 poison  
**Poison Breath** (5-6): 15' cone, DC 11 Con save, 6d6 poison, save half



|                                                              |                   |                          |                   |                   |                   |           |
|--------------------------------------------------------------|-------------------|--------------------------|-------------------|-------------------|-------------------|-----------|
| <b>Guard, M</b>                                              |                   |                          |                   |                   |                   | 1/8       |
| NAME                                                         |                   |                          |                   |                   |                   | CR        |
| 16<br>AC                                                     | 11<br>HP          | 12<br>PASSIVE PERCEPTION | 30<br>SPEED       |                   |                   |           |
| STR<br>1<br>BONUS                                            | DEX<br>1<br>BONUS | CON<br>1<br>BONUS        | INT<br>0<br>BONUS | WIS<br>0<br>BONUS | CHA<br>0<br>BONUS |           |
| SKILLS / TRAITS<br>Perception +2                             |                   |                          |                   |                   |                   | 2<br>PROF |
| ACTIONS<br><b>Spear:</b> 20/60, +3, 1d6+1p/1d8+1p<br>2-hands |                   |                          |                   |                   |                   |           |

|                                                                                                                                                                     |                   |                          |                   |                   |                   |           |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------|--------------------------|-------------------|-------------------|-------------------|-----------|
| <b>Guardian Naga, L</b>                                                                                                                                             |                   |                          |                   |                   |                   | 10        |
| NAME                                                                                                                                                                |                   |                          |                   |                   |                   | CR        |
| 18<br>AC                                                                                                                                                            | 127<br>HP         | 14<br>PASSIVE PERCEPTION | 40<br>SPEED       |                   |                   |           |
| STR<br>4<br>BONUS                                                                                                                                                   | DEX<br>4<br>BONUS | CON<br>3<br>BONUS        | INT<br>3<br>BONUS | WIS<br>4<br>BONUS | CHA<br>4<br>BONUS |           |
| SKILLS / TRAITS<br>Darkvision 60', immune: charm, poison<br><br><b>Rejuvenation:</b> If dies, return to life 1d6 days later<br><b>Spellcasting:</b> See spell card* |                   |                          |                   |                   |                   | 4<br>PROF |
| ACTIONS<br><b>Bite:</b> 10', +8, 1d8+4p, DC 15 Con save, 10d8 poison, save half<br><b>Spit Poison:</b> 15/30, +8, DC 15 Con save, 10d8 poison, save half            |                   |                          |                   |                   |                   |           |

|                                                                                                                                                                                                                  |                   |                          |                   |                   |                   |           |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------|--------------------------|-------------------|-------------------|-------------------|-----------|
| <b>Gynosphinx, L</b>                                                                                                                                                                                             |                   |                          |                   |                   |                   | 11        |
| NAME                                                                                                                                                                                                             |                   |                          |                   |                   |                   | CR        |
| 17<br>AC                                                                                                                                                                                                         | 136<br>HP         | 18<br>PASSIVE PERCEPTION | 40/60f<br>SPEED   |                   |                   |           |
| STR<br>4<br>BONUS                                                                                                                                                                                                | DEX<br>2<br>BONUS | CON<br>3<br>BONUS        | INT<br>4<br>BONUS | WIS<br>4<br>BONUS | CHA<br>4<br>BONUS |           |
| SKILLS / TRAITS<br>Truesight 120', Arcana +12, History +12, Perception +8, Religion +8, resist: bps nonmagic, immune: read thoughts/emotions, charm, fright, psychic<br><br><b>Spellcasting:</b> See spell card* |                   |                          |                   |                   |                   | 4<br>PROF |
| ACTIONS<br><b>Multiattack:</b> 2 claw<br><br><b>Claw:</b> +8, 2d8+4s                                                                                                                                             |                   |                          |                   |                   |                   |           |

|                 |              |              |              |              |              |      |
|-----------------|--------------|--------------|--------------|--------------|--------------|------|
|                 |              |              |              |              |              |      |
| NAME            |              |              |              |              |              | CR   |
|                 |              |              |              |              |              |      |
|                 |              |              |              |              |              |      |
| STR<br>BONUS    | DEX<br>BONUS | CON<br>BONUS | INT<br>BONUS | WIS<br>BONUS | CHA<br>BONUS |      |
| SKILLS / TRAITS |              |              |              |              |              | PROF |
| ACTIONS         |              |              |              |              |              |      |

|                 |              |              |              |              |              |      |
|-----------------|--------------|--------------|--------------|--------------|--------------|------|
|                 |              |              |              |              |              |      |
| NAME            |              |              |              |              |              | CR   |
|                 |              |              |              |              |              |      |
|                 |              |              |              |              |              |      |
| STR<br>BONUS    | DEX<br>BONUS | CON<br>BONUS | INT<br>BONUS | WIS<br>BONUS | CHA<br>BONUS |      |
| SKILLS / TRAITS |              |              |              |              |              | PROF |
| ACTIONS         |              |              |              |              |              |      |

|                 |              |              |              |              |              |      |
|-----------------|--------------|--------------|--------------|--------------|--------------|------|
|                 |              |              |              |              |              |      |
| NAME            |              |              |              |              |              | CR   |
|                 |              |              |              |              |              |      |
|                 |              |              |              |              |              |      |
| STR<br>BONUS    | DEX<br>BONUS | CON<br>BONUS | INT<br>BONUS | WIS<br>BONUS | CHA<br>BONUS |      |
| SKILLS / TRAITS |              |              |              |              |              | PROF |
| ACTIONS         |              |              |              |              |              |      |

|                 |              |              |              |              |              |      |
|-----------------|--------------|--------------|--------------|--------------|--------------|------|
|                 |              |              |              |              |              |      |
| NAME            |              |              |              |              |              | CR   |
|                 |              |              |              |              |              |      |
|                 |              |              |              |              |              |      |
| STR<br>BONUS    | DEX<br>BONUS | CON<br>BONUS | INT<br>BONUS | WIS<br>BONUS | CHA<br>BONUS |      |
| SKILLS / TRAITS |              |              |              |              |              | PROF |
| ACTIONS         |              |              |              |              |              |      |

|                 |              |              |              |              |              |      |
|-----------------|--------------|--------------|--------------|--------------|--------------|------|
|                 |              |              |              |              |              |      |
| NAME            |              |              |              |              |              | CR   |
|                 |              |              |              |              |              |      |
|                 |              |              |              |              |              |      |
| STR<br>BONUS    | DEX<br>BONUS | CON<br>BONUS | INT<br>BONUS | WIS<br>BONUS | CHA<br>BONUS |      |
| SKILLS / TRAITS |              |              |              |              |              | PROF |
| ACTIONS         |              |              |              |              |              |      |

### Half-Red Dragon Veteran, *M*

5

NAME

CR

18 AC 65 HP 12 PASSIVE PERCEPTION 30 SPEED

STR 3 DEX 1 CON 2 INT 0 WIS 0 CHA 0

#### SKILLS / TRAITS

Darkvision 60', blindsight 10', Athletics +5, Perception +2, resist: fire

3 PROF

#### ACTIONS

**Multiattack:** 2 longsword, 1 shortsword  
**Longsword:** +5, 1d8+3s/1d10+3s 2-hands  
**Shortsword:** +5, 1d6+3p  
**Heavy Crossbow:** 100/400, +3, 1d10+1p  
**Fire Breath** (5-6): 15' cone, DC 15 Dex save, 7d6 fire, save half

### Harpy, *M*

1

NAME

CR

11 AC 38 HP 10 PASSIVE PERCEPTION 20/40f SPEED

STR 1 DEX 1 CON 1 INT -2 WIS 0 CHA 1

#### SKILLS / TRAITS

2 PROF

#### ACTIONS

**Multiattack:** 1 claws, 1 club  
**Claws:** +3, 2d4+1s  
**Club:** +3, 1d4+1b  
**Luring Song:** 300', DC 11 Wis save or charmed & move toward harpy while singing (bonus action continue)/until save, then immune

### Hawk, *T*

0

NAME

CR

13 AC 1 HP 14 PASSIVE PERCEPTION 10/60f SPEED

STR -3 DEX 3 CON -1 INT -4 WIS 2 CHA -2

#### SKILLS / TRAITS

Perception +4

**Keen Sight:** Adv on Perception for sight

2 PROF

#### ACTIONS

**Talons:** +5, 1s

### Hell Hound, *M*

3

NAME

CR

15 AC 45 HP 15 PASSIVE PERCEPTION 50 SPEED

STR 3 DEX 1 CON 2 INT -2 WIS 1 CHA -2

#### SKILLS / TRAITS

Darkvision 60', Perception +5, immune: fire  
**Keen Hearing & Smell:** Adv on Perception for hearing & smell  
**Pack Tactics:** Adv on attacks if ally within 5' of target

2 PROF

#### ACTIONS

**Bite:** +5, 1d8+3p & 2d6 fire  
**Fire Breath** (5-6): 15' cone, DC 12 Dex save, 6d6 fire, save half

### Hezrou, *L*

8

NAME

CR

16 AC 136 HP 11 PASSIVE PERCEPTION 30 SPEED

STR 4 DEX 3 CON 5 INT -3 WIS 1 CHA 1

#### SKILLS / TRAITS

Darkvision 120', resist: cold, fire, lightning, pbs nonmagic, immune: poison  
**Magic Resistance:** Adv on saves vs spells  
**Stench:** If start turn in 10', DC 14 Con save or poisoned until next turn, save immune

3 PROF

#### ACTIONS

**Multiattack:** 1 bite, 2 claws

**Bite:** +7, 2d10+4p  
**Claw:** +7, 2d6+4s

### Hill Giant, *H*

5

NAME

CR

13 AC 105 HP 12 PASSIVE PERCEPTION 40 SPEED

STR 5 DEX -1 CON 4 INT -3 WIS -1 CHA -2

#### SKILLS / TRAITS

Perception +2

3 PROF

#### ACTIONS

**Multiattack:** 2 greatclub

**Greatclub:** 10', +8, 3d8+5b  
**Rock:** 60/240, +8, 3d10+5b

### Hippogriff, *L*

1

NAME

CR

11 AC 19 HP 34 PASSIVE PERCEPTION 40/60f SPEED

STR 3 DEX 1 CON 1 INT -4 WIS 1 CHA -1

#### SKILLS / TRAITS

Perception +5

**Keen Sight:** Adv on Perception for sight

2 PROF

#### ACTIONS

**Multiattack:** 1 beak, 1 claws

**Beak:** +5, 1d10+3p  
**Claws:** +5, 2d6+3s

### Hobgoblin, *M*

1/2

NAME

CR

18 AC 11 HP 10 PASSIVE PERCEPTION 30 SPEED

STR 1 DEX 1 CON 1 INT 0 WIS 0 CHA -1

#### SKILLS / TRAITS

Darkvision 60'

**Martial Advantage:** 1/turn, +2d6 damage if target within 5' of ally

2 PROF

#### ACTIONS

**Longsword:** +3, 1d8+1s/1d10+1s 2-hands  
**Longbow:** 150/600, +3, 1d8+1p



## Homunculus, T

0

|                       |              |
|-----------------------|--------------|
| NAME                  | CR           |
| AC 13                 | HP 5         |
| PASSIVE PERCEPTION 10 | SPEED 20/40f |
| STR -3                | DEX 2        |
| CON 0                 | INT 0        |
| WIS 0                 | CHA -2       |

### SKILLS / TRAITS

Darkvision 60', immune: charm, poison

**Telepathic Bond:** Communicate telepathically with master if on same plane

2

### ACTIONS

**Bite:** +4, 1p, DC 10 Con save or poisoned 1min. Fail >4, poisoned & unconscious 1d10min

## Horned Devil, L

11

|                       |              |
|-----------------------|--------------|
| NAME                  | CR           |
| AC 18                 | HP 148       |
| PASSIVE PERCEPTION 13 | SPEED 20/60f |
| STR 6                 | DEX 3        |
| CON 5                 | INT 1        |
| WIS 3                 | CHA 3        |

### SKILLS / TRAITS

Darkvision 120', resist: cold, bps nonmagic/nonsilver, immune: fire, poison  
**Devil's Sight:** See in magical darkness  
**Magic Resistance:** Adv on saves vs magic

4

### ACTIONS

**Multiattack:** 2 fork, 1 tail, replace any w/Hurl Flame  
**Fork:** 10', +10, 2d8+6p  
**Tail:** 10', +10, 1d8+6p, DC 17 Con save or lose cumulative 3d6 HP ongoing (DC 12 Medicine/magic healing ends)  
**Hurl Flame:** 150', +7, 4d6 fire (spell)

## Hunter Shark, L

2

|                       |           |
|-----------------------|-----------|
| NAME                  | CR        |
| AC 12                 | HP 45     |
| PASSIVE PERCEPTION 12 | SPEED 40s |
| STR 4                 | DEX 1     |
| CON 2                 | INT -5    |
| WIS 0                 | CHA -3    |

### SKILLS / TRAITS

Blindsight 30', Perception +2

**Blood Frenzy:** Adv on attacks vs wounded  
**Water Breathing:** Breathe water only

2

### ACTIONS

**Bite:** +6, 2d8+4p

## Hydra, H

8

|                       |              |
|-----------------------|--------------|
| NAME                  | CR           |
| AC 15                 | HP 172       |
| PASSIVE PERCEPTION 16 | SPEED 30/30s |
| STR 5                 | DEX 1        |
| CON 5                 | INT -4       |
| WIS 0                 | CHA -2       |

### SKILLS / TRAITS

Darkvision 60', Perception +6

**Hold Breath:** 1 hour

**Multiple Heads:** 5 heads, 2+ adv vs blind, charm, deaf, fright, stun, unconscious. 1 dies if 25 damage, hydra dies if all. End of turn grow 2 unless fire & regain 10 HP/head

**Reactive Heads:** 1 opportunity attack per head  
**Wakeful:** Min. 1 head awake while others sleep

3

### ACTIONS

**Multiattack:** 1 bite per head

**Bite:** 10', +8, 1d10+5p

## Hyena, M

0

|                       |          |
|-----------------------|----------|
| NAME                  | CR       |
| AC 11                 | HP 5     |
| PASSIVE PERCEPTION 13 | SPEED 50 |
| STR 0                 | DEX 1    |
| CON 1                 | INT -4   |
| WIS 1                 | CHA -3   |

### SKILLS / TRAITS

Perception +3

**Pack Tactics:** Adv on attacks if ally within 5' of target

2

### ACTIONS

**Bite:** +2, 1d6p

|                    |       |
|--------------------|-------|
| NAME               | CR    |
| AC                 | HP    |
| PASSIVE PERCEPTION | SPEED |
| STR                | DEX   |
| CON                | INT   |
| WIS                | CHA   |

### SKILLS / TRAITS

### ACTIONS

|                    |       |
|--------------------|-------|
| NAME               | CR    |
| AC                 | HP    |
| PASSIVE PERCEPTION | SPEED |
| STR                | DEX   |
| CON                | INT   |
| WIS                | CHA   |

### SKILLS / TRAITS

### ACTIONS

|                    |       |
|--------------------|-------|
| NAME               | CR    |
| AC                 | HP    |
| PASSIVE PERCEPTION | SPEED |
| STR                | DEX   |
| CON                | INT   |
| WIS                | CHA   |

### SKILLS / TRAITS

### ACTIONS

Ice Devil, *L*

14

NAME

CR

18

180

12

40

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

5

2

4

4

2

4

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 120', blindsight 60', resist: bps nonmagic/nonsilver; immune: cold, fire, poison

Devil's Sight: See in magical darkness

Magic Resistance: Adv on saves vs magic

5

PROF

ACTIONS

Multiattack: 1 bite, 1 claws, 1 tail

Bite: +10, 2d6+5p & 3d6 cold

Claws: +10, 2d4+5s & 3d6 cold

Tail: 10', +10, 2d6+5b & 3d6 cold

Wall of Ice (R 6): 60', 30'x10'x1' wall/20' diameter dome, 1min, DC 17 Dex save, 10d6 cold, save half\*

Ice Mephit, *S*

1/2

NAME

CR

11

21

12

30/30f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-2

1

0

-1

0

1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', Perception +2, Stealth +3, vuln: b, fire, immune: cold, poison

Death Burst: On death, 5' DC 10 Dex save, 1d8s, save half

False Appearance: Looks like ice shard

Innate Spellcasting (1/day): fog cloud

2

PROF

ACTIONS

Claws: +3, 1d4+1s & 1d4 cold

Frost Breath (R 6): 15' cone, DC 10 Dex save, 2d4 cold, save half

Imp, *T*

1

NAME

CR

13

10

11

20/40f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-2

3

1

0

1

2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 120', Deception +4, Insight +3, Persuasion +4, Stealth +5, resist: bps nonmagic/nonsilver; immune: fire, poison

Shapechanger: Polymorph into rat, raven, spider

Devil's Sight: See in magical darkness

Magic Resistance: Adv on saves vs magic

2

PROF

ACTIONS

Sting: +5, 1d4+3p, DC 11 Con save, 3d6 poison, save half

Invisibility: Turn invisible until attack/concentration ends

Invisible Stalker, *M*

6

NAME

CR

14

104

18

50/50f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

4

2

0

2

0

BONUS

BONUS

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BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', Perception +8, Stealth +10, resist: bps nonmagic; immune: exhaust, grapple, paralyze, petrify, poison, prone, restrain, unconscious

Invisibility: Invisible

Faultless Tracker: Know direction/distance to quarry if on same plane

3

PROF

ACTIONS

Multiattack: 2 slam

Slam: +6, 2d6+3b

Iron Golem, *L*

16

NAME

CR

20

210

10

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

7

-1

5

-4

0

-5

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 120', immune: form alteration, charm, exhaust, fire, fright, paralyze, petrify, poison, psychic, bps nonmagic/nonadamantine

Fire Absorption: Fire damage heals

Magic Resistance: Adv on saves vs magic

5

PROF

ACTIONS

Multiattack: 2 melee

Slam: +13, 3d8+7b (magic)

Sword: 10', +13, 3d10+7s (magic)

Poison Breath (R 6): 15' cone, DC 19 Con save, 10d8 poison, save half

Jackal, *S*

0

NAME

CR

12

3

13

40

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-1

2

0

-4

1

-2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Perception +3

Keen Hearing & Smell: Adv on Perception checks for hearing & sight

Pack Tactics: Adv on attack if ally within 5' of target

2

PROF

ACTIONS

Bite: +1, 1d4-1p

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

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BONUS

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BONUS

BONUS

SKILLS / TRAITS

ACTIONS



Killer Whale, *H*

3

NAME

CR

12

90

13

60s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

0

1

-4

1

-2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Blindsight 120', Perception +3

Echolocation: No blindsight while deaf

Hold Breath: 30min

Keen Hearing: Adv on Perception for hearing

2

ACTIONS

Bite: +6, 5d6+4p

Knight, *M*

3

NAME

CR

18

52

10

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

0

2

0

0

2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Brave: Adv on saves vs frightened

2

ACTIONS

Multiaction: 2 melee

Greatsword: +5, 2d6+3s

Heavy Crossbow: 100/400, +2, 1d10p

Leadership (R short/long rest): 30', 1min, +d4 attack/save

Parry (react): +2 AC vs melee

Kobold, *S*

1/8

NAME

CR

12

5

8

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-2

2

-1

-1

-2

-1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60'

Sunlight Sensitivity: In sunlight, disady on attacks & Perception for sight

Pack Tactics: Adv on attacks if ally within 5' of target

2

ACTIONS

Dagger: +4, 1d4+2p

Sling: 30/120, +4, 1d4+2b

Kraken, *G*

23

NAME

CR

18

472

14

20/60s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

10

0

7

6

4

5

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Truesight 120', immune: fright, lightning, paralyze, bps nonmagic, magical restrain, magical speed reduce

Amphibious: Breathe air & water

Freedom of Movement: Ignore difficult terrain, 5' to escape grapple or restrain

Siege Monster: Double damage to objects

7

ACTIONS

Multiaction: 3 tentacle/Fling

Bite: +17, 3d8+10p, if <H & grappled, swallow: blind, restrain, 12d6 acid ongoing. If target 50+ damage 1 turn, kraken DC 25 Con save or exit

Tentacle: 30', +17, 3d6+10b, grapple & restrain escape DC 18 (10 max)

Fling: <H thrown 60' & prone, 1d6b/10', 2nd target DC 18 Dex save or same damage & prone

Lightning Storm: 120', 3 bolts, DC 23 Dex, 4d10 lightning, save half

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

ACTIONS

|                                                                                                                                                                                                                                                                                                       |       |                    |       |       |       |          |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|--------------------|-------|-------|-------|----------|
| <b>Lamia, L</b>                                                                                                                                                                                                                                                                                       |       |                    |       |       |       | <b>4</b> |
| NAME                                                                                                                                                                                                                                                                                                  |       |                    |       |       |       | CR       |
| 13                                                                                                                                                                                                                                                                                                    | 97    | 12                 | 30    |       |       |          |
| AC                                                                                                                                                                                                                                                                                                    | HP    | PASSIVE PERCEPTION | SPEED |       |       |          |
| STR                                                                                                                                                                                                                                                                                                   | DEX   | CON                | INT   | WIS   | CHA   |          |
| 3                                                                                                                                                                                                                                                                                                     | 1     | 2                  | 2     | 2     | 3     |          |
| BONUS                                                                                                                                                                                                                                                                                                 | BONUS | BONUS              | BONUS | BONUS | BONUS |          |
| SKILLS / TRAITS<br>Darkvision 60', Deception +7, Insight +4, Stealth +3<br><b>Innate Spellcasting:</b> DC 13, at will: <i>disguise self</i> (any humanoid form), <i>major image</i> , 3/day each: <i>charm person</i> , <i>mirror image</i> , <i>scrying</i> , <i>suggestion</i> , 1/day: <i>geas</i> |       |                    |       |       |       |          |
| ACTIONS<br><b>Multiattack:</b> 1 claws, 1 dagger/Intoxicating Touch<br><b>Claws:</b> +5, 2d10+3s<br><b>Dagger:</b> +5, 1d4+3p<br><b>Intoxicating Touch:</b> +5, disadv on Wis saves & ability checks, 1hour (spell)                                                                                   |       |                    |       |       |       |          |

|                                                                                                                                                                                                                                                   |       |                    |       |       |       |          |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|--------------------|-------|-------|-------|----------|
| <b>Lemure, M</b>                                                                                                                                                                                                                                  |       |                    |       |       |       | <b>0</b> |
| NAME                                                                                                                                                                                                                                              |       |                    |       |       |       | CR       |
| 7                                                                                                                                                                                                                                                 | 13    | 34                 | 15    |       |       |          |
| AC                                                                                                                                                                                                                                                | HP    | PASSIVE PERCEPTION | SPEED |       |       |          |
| STR                                                                                                                                                                                                                                               | DEX   | CON                | INT   | WIS   | CHA   |          |
| 0                                                                                                                                                                                                                                                 | -3    | 0                  | -5    | 0     | -4    |          |
| BONUS                                                                                                                                                                                                                                             | BONUS | BONUS              | BONUS | BONUS | BONUS |          |
| SKILLS / TRAITS<br>Darkvision 120', resist: cold, immune: charm, fire, fright, poison<br><b>Devil's Sight:</b> See in magical darkness<br><b>Hellish Rejuvenation:</b> If dies in Nine Hells, revive in 1d10 days unless <i>bless</i> /holy water |       |                    |       |       |       |          |
| ACTIONS<br><b>Fist:</b> +3, 1d4b                                                                                                                                                                                                                  |       |                    |       |       |       |          |

|                                                                                                                                                                                                                                                                                                                                                                                                      |       |                    |       |       |       |           |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|--------------------|-------|-------|-------|-----------|
| <b>Lich, M</b>                                                                                                                                                                                                                                                                                                                                                                                       |       |                    |       |       |       | <b>21</b> |
| NAME                                                                                                                                                                                                                                                                                                                                                                                                 |       |                    |       |       |       | CR        |
| 17                                                                                                                                                                                                                                                                                                                                                                                                   | 135   | 19                 | 30    |       |       |           |
| AC                                                                                                                                                                                                                                                                                                                                                                                                   | HP    | PASSIVE PERCEPTION | SPEED |       |       |           |
| STR                                                                                                                                                                                                                                                                                                                                                                                                  | DEX   | CON                | INT   | WIS   | CHA   |           |
| 0                                                                                                                                                                                                                                                                                                                                                                                                    | 3     | 3                  | 5     | 2     | 3     |           |
| BONUS                                                                                                                                                                                                                                                                                                                                                                                                | BONUS | BONUS              | BONUS | BONUS | BONUS |           |
| SKILLS / TRAITS<br>Truesight 120', Arcana +18, History +12, Insight +9, Perception +9, resist: cold, lightning, necrotic, immune: bps nonmagic, charm, exhaust, fright, paralyze, poison<br><b>Legendary Resistance</b> (3/day): Pass a failed save<br><b>Rejuvenation:</b> If phylactery, revive in 1d10 days<br><b>Spellcasting:</b> See spell card*<br><b>Turn Resistance:</b> Adv vs turn undead |       |                    |       |       |       |           |
| ACTIONS<br><b>Paralyzing Touch:</b> +12, 3d6 cold, DC 18 Con save or paralyzed 1min/until save (spell)                                                                                                                                                                                                                                                                                               |       |                    |       |       |       |           |

|                                                                                                                                                                                                                                                   |       |                    |       |       |       |          |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|--------------------|-------|-------|-------|----------|
| <b>Lion, L</b>                                                                                                                                                                                                                                    |       |                    |       |       |       | <b>1</b> |
| NAME                                                                                                                                                                                                                                              |       |                    |       |       |       | CR       |
| 12                                                                                                                                                                                                                                                | 26    | 13                 | 50    |       |       |          |
| AC                                                                                                                                                                                                                                                | HP    | PASSIVE PERCEPTION | SPEED |       |       |          |
| STR                                                                                                                                                                                                                                               | DEX   | CON                | INT   | WIS   | CHA   |          |
| 3                                                                                                                                                                                                                                                 | 2     | 1                  | -4    | 1     | -1    |          |
| BONUS                                                                                                                                                                                                                                             | BONUS | BONUS              | BONUS | BONUS | BONUS |          |
| SKILLS / TRAITS<br>Perception +3, Stealth +6<br><b>Keen Smell:</b> Adv on Perception for smell<br><b>Pounce:</b> If 20' toward target & hit w/claw, DC 13 Str save or prone & bonus action bite<br><b>Running Leap:</b> Long jump 25' w/10' start |       |                    |       |       |       |          |
| ACTIONS<br><b>Bite:</b> +5, 1d8+3p<br><b>Claw:</b> +5, 1d6+3s                                                                                                                                                                                     |       |                    |       |       |       |          |

|                                   |       |                    |        |       |       |          |
|-----------------------------------|-------|--------------------|--------|-------|-------|----------|
| <b>Lizard, T</b>                  |       |                    |        |       |       | <b>0</b> |
| NAME                              |       |                    |        |       |       | CR       |
| 10                                | 2     | 9                  | 20/20c |       |       |          |
| AC                                | HP    | PASSIVE PERCEPTION | SPEED  |       |       |          |
| STR                               | DEX   | CON                | INT    | WIS   | CHA   |          |
| -4                                | 0     | 0                  | -5     | -1    | -4    |          |
| BONUS                             | BONUS | BONUS              | BONUS  | BONUS | BONUS |          |
| SKILLS / TRAITS<br>Darkvision 30' |       |                    |        |       |       |          |
| ACTIONS<br><b>Bite:</b> +0, 1p    |       |                    |        |       |       |          |

|                                                                                                                                                                                        |       |                    |        |       |       |            |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|--------------------|--------|-------|-------|------------|
| <b>Lizardfolk, M</b>                                                                                                                                                                   |       |                    |        |       |       | <b>1/2</b> |
| NAME                                                                                                                                                                                   |       |                    |        |       |       | CR         |
| 15                                                                                                                                                                                     | 22    | 13                 | 30/30s |       |       |            |
| AC                                                                                                                                                                                     | HP    | PASSIVE PERCEPTION | SPEED  |       |       |            |
| STR                                                                                                                                                                                    | DEX   | CON                | INT    | WIS   | CHA   |            |
| 2                                                                                                                                                                                      | 0     | 1                  | -2     | 1     | -2    |            |
| BONUS                                                                                                                                                                                  | BONUS | BONUS              | BONUS  | BONUS | BONUS |            |
| SKILLS / TRAITS<br>Perception +3, Stealth +4, Survival +5<br><b>Hold Breath:</b> 15min                                                                                                 |       |                    |        |       |       |            |
| ACTIONS<br><b>Multiattack:</b> 2 different melee<br><b>Bite:</b> +4, 1d6+2p<br><b>Heavy Club:</b> +4, 1d6+2b<br><b>Javelin:</b> 30/120, +4, 1d6+2p<br><b>Spiked Shield:</b> +4, 1d6+2p |       |                    |        |       |       |            |

|                 |       |                    |       |       |       |    |
|-----------------|-------|--------------------|-------|-------|-------|----|
|                 |       |                    |       |       |       |    |
| NAME            |       |                    |       |       |       | CR |
|                 |       |                    |       |       |       |    |
| AC              | HP    | PASSIVE PERCEPTION | SPEED |       |       |    |
| STR             | DEX   | CON                | INT   | WIS   | CHA   |    |
|                 |       |                    |       |       |       |    |
| BONUS           | BONUS | BONUS              | BONUS | BONUS | BONUS |    |
| SKILLS / TRAITS |       |                    |       |       |       |    |
| ACTIONS         |       |                    |       |       |       |    |

|                 |       |                    |       |       |       |    |
|-----------------|-------|--------------------|-------|-------|-------|----|
|                 |       |                    |       |       |       |    |
| NAME            |       |                    |       |       |       | CR |
|                 |       |                    |       |       |       |    |
| AC              | HP    | PASSIVE PERCEPTION | SPEED |       |       |    |
| STR             | DEX   | CON                | INT   | WIS   | CHA   |    |
|                 |       |                    |       |       |       |    |
| BONUS           | BONUS | BONUS              | BONUS | BONUS | BONUS |    |
| SKILLS / TRAITS |       |                    |       |       |       |    |
| ACTIONS         |       |                    |       |       |       |    |



## Aboleth

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

**Phantasmal Force:** 60', cast *phantasmal force* on any number of creatures, no other lair actions while concentrating, save immune

**Water Surge:** (Can't use until uses another lair action) water pools within 90', creatures within 20' of them DC 14 Str save or pulled 20' to water & prone

**Rage:** (Can't use until uses another lair action) creatures in water 90', DC 14 Wis save or **2d6 psychic**

### LEGENDARY ACTIONS

3

ACTIONS

#### NOTES

**Detect:** Perception check

**Tail Swipe:** 1 tail

**Psychic Drain** (2 actions): 1 charmed creature **3d6 psychic** & aboleth regains HP equal to damage

## Adult Black Dragon

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

*Cannot use same effect 2x in a row:*

**Water Surge:** 120', water pools, creatures within 20' DC 15 Str save or pulled 20' to water & prone

**Insect Swarm:** 20' radius within 120', light obscure, DC 15 Con save, **3d6p**, save half, **3d6p** if end turn in cloud

**Darkness:** 15' radius within 60', magical darkness, light spells <3rd lvl dispelled, until dismiss/death/uses this action again

### LEGENDARY ACTIONS

3

ACTIONS

#### NOTES

**Detect:** Perception check

**Tail Attack:** 1 tail

**Wing Attack** (2 actions): 10', DC 19 Dex save or **2d6+6b** & prone, fly half speed

## Adult Blue Dragon

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

*Cannot use same effect 2x in a row:*

**Ceiling Collapse:** 120', 1 target, DC 15 Dex save or **3d6b** & prone, buried, restrained, suffocate, exit DC 10 Str check

**Sand Cloud:** 20' radius within 120', light obscure, DC 15 Con save or blind 1min/until save

**Lightning Arcs:** 5' line between 2 solid surfaces within 120' each other & dragon, DC 15 Dex save, **3d6 lightning**

### LEGENDARY ACTIONS

3

ACTIONS

#### NOTES

**Detect:** Perception check

**Tail Attack:** 1 tail

**Wing Attack** (2 actions): 10', DC 20 Dex save or **2d6+7b** & prone, fly half speed

## Adult Brass Dragon

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

**Wind:** 60', DC 15 Str save or pushed 15' & prone, extinguish open flames, 50% extinguish shielded flames, disperse gases

**Sand Cloud:** 20' radius within 120', DC 15 Con save or blind 1min/until save

### LEGENDARY ACTIONS

3

ACTIONS

#### NOTES

**Detect:** Perception check

**Tail Attack:** 1 tail

**Wing Attack** (2 actions): 10', DC 19 Dex save or **2d6+6b** & prone, fly half speed

## Adult Bronze Dragon

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

**Fog:** As *fog cloud* spell until initiative 20 next round

**Thunderclap:** 20' radius within 120', DC 15 Con save or **1d10 thunder** & deaf until end of creature's next turn

### LEGENDARY ACTIONS

3

ACTIONS

#### NOTES

**Detect:** Perception check

**Tail Attack:** 1 tail

**Wing Attack** (2 actions): 10', DC 20 Dex save or **2d6+7b** & prone, fly half speed

## Adult Copper Dragon

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

**Stone Spikes:** 20' radius within 120', as *spike growth* spell until death/uses this action again

**Create Mud:** 10' square within 120', DC 15 Dex save or restrained, DC 15 Str check as action exit, difficult terrain. Mud hardens initiative 20 next round & exit DC becomes 20

### LEGENDARY ACTIONS

3

ACTIONS

#### NOTES

**Detect:** Perception check

**Tail Attack:** 1 tail

**Wing Attack** (2 actions): 10', DC 19 Dex save or **2d6+6b** & prone, fly half speed

## Adult Gold Dragon

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

*Cannot use same effect 2x in a row:*

**Glimpse Future:** Adv on attacks, ability checks & saves until initiative 20 next round

**Banish:** 120', 1 target, DC 15 Cha save or banished to dream plane, contested Cha check vs dragon as action to exit, ends initiative 20 next round, reappear in space or nearest unoccupied

### LEGENDARY ACTIONS

3

ACTIONS

#### NOTES

**Detect:** Perception check

**Tail Attack:** 1 tail

**Wing Attack** (2 actions): 10', DC 22 Dex save or **2d6+8b** & prone, fly half speed

## Adult Green Dragon

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

*Cannot use same effect 2x in a row:*

**Grasping Roots:** 20' radius within 120', difficult terrain, DC 15 Str save or restrained, DC 15 Str check as action exit, until death/uses this action again

**Thorn Wall:** 60'x10'x5' within 120', DC 15 Dex save. **4d8p** & pushed 5' out of wall's space. 1' move costs 4'; DC 15 Dex save if contact, **4d8p**, save half. Per 10': AC 5, 15 HP, resist bps, vuln fire, immune psychic. Until death/uses this action again

**Beguiling Fog:** 120', 1 target, DC 15 Wis save or charm until initiative 20 next round

### LEGENDARY ACTIONS

3

ACTIONS

#### NOTES

**Detect:** Perception check

**Tail Attack:** 1 tail

**Wing Attack** (2 actions): 10', DC 19 Dex save or **2d6+6b** & prone, fly half speed



## Adult Red Dragon

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

*Cannot use same effect 2x in a row:*

**Magma Geyser:** 20'x5' geyser within 120', DC 15 Dex save, **6d6 fire**, save half

**Tremor:** 60' radius, creatures on ground DC 15 Dex save or prone

**Volcanic Gases:** 20' radius within 120', light obscure, if start turn in cloud DC 13 Con save or poisoned & incapacitated until end of creature's next turn, cloud lasts until initiative 20 next round

### LEGENDARY ACTIONS

3

ACTIONS

#### NOTES

**Detect:** Perception check

**Tail Attack:** 1 tail

**Wing Attack** (2 actions): 10', DC 22 Dex save or **2d6+8b** & prone, fly half speed

## Adult Silver Dragon

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

**Fog:** As *fog cloud* spell until initiative 20 next round

**Icy Wind:** 120', DC 15 Con save or **1d10 cold**, extinguish open flames, 50% extinguish shielded flames, disperse gases

### LEGENDARY ACTIONS

3

ACTIONS

#### NOTES

**Detect:** Perception check

**Tail Attack:** 1 tail

**Wing Attack** (2 actions): 10', DC 21 Dex save or **2d6+8b** & prone, fly half speed

## Adult White Dragon

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

*Cannot use same effect 2x in a row:*

**Freezing Fog:** 20' radius within 120', heavy obscure, DC 10 Con save, **3d6 cold**, save half, **3d6 cold** if end turn in cloud, until death/uses this action again/wind disperses

**Ice Shards:** 3 targets within 120', **+7, 3d6p**

**Wall of Ice:** 30'x30'x1' within 120', creatures pushed 5' out of space. Per 10': AC 5, 30 HP, vuln fire, immune acid, cold, necrotic, poison, psychic. Lasts until death/uses this action again

### LEGENDARY ACTIONS

3

ACTIONS

#### NOTES

**Detect:** Perception check

**Tail Attack:** 1 tail

**Wing Attack** (2 actions): 10', DC 19 Dex save or **2d6+6b** & prone, fly half speed

## Ancient Black Dragon

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

*Cannot use same effect 2x in a row:*

**Water Surge:** 120', water pools, creatures within 20' DC 15 Str save or pulled 20' to water & prone

**Insect Swarm:** 20' radius within 120', light obscure, DC 15 Con save, **3d6p**, save half, **3d6p** if end turn in cloud

**Darkness:** 15' radius within 60', magical darkness, light spells <3rd lvl dispelled, until dismiss/death/uses this action again

### LEGENDARY ACTIONS

3

ACTIONS

#### NOTES

**Detect:** Perception check

**Tail Attack:** 1 tail

**Wing Attack** (2 actions): 15', DC 23 Dex save or **2d6+8b** & prone, fly half speed

## Ancient Blue Dragon

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

*Cannot use same effect 2x in a row:*

**Ceiling Collapse:** 120', 1 target, DC 15 Dex save or **3d6b** & prone, buried, restrained, suffocate, exit DC 10 Str check

**Sand Cloud:** 20' radius within 120', light obscure, DC 15 Con save or blind 1min/until save

**Lightning Arcs:** 5' line between 2 solid surfaces within 120' each other & dragon, DC 15 Dex save, **3d6 lightning**

### LEGENDARY ACTIONS

3

ACTIONS

#### NOTES

**Detect:** Perception check

**Tail Attack:** 1 tail

**Wing Attack** (2 actions): 15', DC 24 Dex save or **2d6+9b** & prone, fly half speed

## Ancient Brass Dragon

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

**Wind:** 60', DC 15 Str save or pushed 15' & prone, extinguish open flames, 50% extinguish shielded flames, disperse gases

**Sand Cloud:** 20' radius within 120', DC 15 Con save or blind 1min/until save

### LEGENDARY ACTIONS

3

ACTIONS

#### NOTES

**Detect:** Perception check

**Tail Attack:** 1 tail

**Wing Attack** (2 actions): 15', DC 22 Dex save or **2d6+8b** & prone, fly half speed

## Ancient Bronze Dragon

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

**Fog:** As *fog cloud* spell until initiative 20 next round

**Thunderclap:** 20' radius within 120', DC 15 Con save or **1d10 thunder** & deaf until end of creature's next turn

### LEGENDARY ACTIONS

3

ACTIONS

#### NOTES

**Detect:** Perception check

**Tail Attack:** 1 tail

**Wing Attack** (2 actions): 15', DC 24 Dex save or **2d6+9b** & prone, fly half speed

## Ancient Copper Dragon

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

**Stone Spikes:** 20' radius within 120', as *spike growth* spell until death/uses lair action again

**Create Mud:** 10' square within 120', DC 15 Dex save or restrained, DC 15 Str check as action exit, difficult terrain. Mud hardens initiative 20 next round & exit DC becomes 20

### LEGENDARY ACTIONS

3

ACTIONS

#### NOTES

**Detect:** Perception check

**Tail Attack:** 1 tail

**Wing Attack** (2 actions): 15', DC 23 Dex save or **2d6+8b** & prone, fly half speed



## Ancient Gold Dragon

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

*Cannot use same effect 2x in a row:*

**Glimpse Future:** Adv on attacks, ability checks & saves until initiative 20 next round

**Banish:** 120', 1 target, DC 15 Cha save or banished to dream plane, contested Cha check vs dragon as action to exit, ends initiative 20 next round, reappear in space or nearest unoccupied

### LEGENDARY ACTIONS

3

ACTIONS

#### NOTES

**Detect:** Perception check

**Tail Attack:** 1 tail

**Wing Attack** (2 actions): 15', DC 25 Dex save or **2d6+10b** & prone, fly half speed

## Ancient Green Dragon

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

*Cannot use same effect 2x in a row:*

**Grasping Roots:** 20' radius within 120', difficult terrain, DC 15 Str save or restrained, DC 15 Str check as action exit, until death/uses this action again

**Thorn Wall:** 60'x10'x5' within 120', DC 15 Dex save, **4d8p** & pushed 5' out of wall's space. 1' move costs 4; DC 15 Dex save if contact, **4d8p**, save half. Per 10': AC 5, 15 HP, resist bps, vuln fire, immune psychic. Until death/uses this action again

**Beguiling Fog:** 120', 1 target, DC 15 Wis save or charm until initiative 20 next round

### LEGENDARY ACTIONS

3

ACTIONS

#### NOTES

**Detect:** Perception check

**Tail Attack:** 1 tail

**Wing Attack** (2 actions): 15', DC 23 Dex save or **2d6+8b** & prone, fly half speed

## Ancient Red Dragon

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

*Cannot use same effect 2x in a row:*

**Magma Geyser:** 20'x5' geyser within 120', DC 15 Dex save, **6d6** fire, save half

**Tremor:** 60' radius, creatures on ground DC 15 Dex save or prone

**Volcanic Gases:** 20' radius within 120', light obscure, if start turn in cloud DC 13 Con save or poisoned & incapacitated until end of creature's next turn, cloud lasts until initiative 20 next round

### LEGENDARY ACTIONS

3

ACTIONS

#### NOTES

**Detect:** Perception check

**Tail Attack:** 1 tail

**Wing Attack** (2 actions): 15', DC 25 Dex save or **2d6+10b** & prone, fly half speed

## Ancient Silver Dragon

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

**Fog:** As fog cloud spell until initiative 20 next round

**Icy Wind:** 120', DC 15 Con save or **1d10** cold, extinguish open flames, 50% extinguish shielded flames, disperse gases

### LEGENDARY ACTIONS

3

ACTIONS

#### NOTES

**Detect:** Perception check

**Tail Attack:** 1 tail

**Wing Attack** (2 actions): 15', DC 25 Dex save or **2d6+10b** & prone, fly half speed

## Ancient White Dragon

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

*Cannot use same effect 2x in a row:*

**Freezing Fog:** 20' radius within 120', heavy obscure, DC 10 Con save, **3d6** cold, save half, **3d6** cold if end turn in cloud, until death/uses this action again/wind disperses

**Ice Shards:** 3 targets within 120', +7, **3d6p**

**Wall of Ice:** 30'x30'x1' within 120', creatures pushed 5' out of space. Per 10': AC 5, 30 HP, vuln fire, immune acid, cold, necrotic, poison, psychic. Lasts until death/uses this action again

### LEGENDARY ACTIONS

3

ACTIONS

#### NOTES

**Detect:** Perception check

**Tail Attack:** 1 tail

**Wing Attack** (2 actions): 15', DC 22 Dex save or **2d6+8b** & prone, fly half speed

## Androsphinx

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

*Use each effect 1x per short/long rest:*

**Alter Time:** All creatures reroll initiative, sphinx may choose to reroll

**Change Age:** All creatures DC 15 Con save or 1d20 years younger/older (sphinx chooses, min. 1 year old), greater restoration ends

**Leap Time:** Everything 10 years forward/backward (sphinx's choice), only sphinx aware, wish ends for <9 creatures

**Plane Shift:** Self & <8 targets plane shift, bonus action return

### LEGENDARY ACTIONS

3

ACTIONS

#### NOTES

**Claw Attack:** 1 claw

**Teleport** (2 actions): Teleport 120'

**Cast a Spell** (3 actions): Cast a spell

## Gynosphinx

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

*Use each effect 1x per short/long rest:*

**Alter Time:** All creatures reroll initiative, sphinx may choose to reroll

**Change Age:** All creatures DC 15 Con save or 1d20 years younger/older (sphinx chooses, min. 1 year old), greater restoration ends

**Leap Time:** Everything 10 years forward/backward (sphinx's choice), only sphinx aware, wish ends for <9 creatures

**Plane Shift:** Self & <8 targets plane shift, bonus action return

### LEGENDARY ACTIONS

3

ACTIONS

#### NOTES

**Claw Attack:** 1 claw

**Teleport** (2 actions): Teleport 120'

**Cast a Spell** (3 actions): Cast a spell

## Kraken

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

**Current:** 60', DC 23 Str save, pushed 60', save pushed 10'

**Vulnerability:** 60', creatures in water vuln lightning until initiative 20 next round

**Electric Charge:** 120', DC 23 Con save, **3d6** lightning, save half

### LEGENDARY ACTIONS

3

ACTIONS

#### NOTES

**Tentacle Attack or Fling:** 1 tentacle attack or Fling

**Lightning Storm** (2 actions): Lightning Storm

**Ink Cloud** (3 actions): 60' radius ink, DC 23 Con save, **3d10** poison, save half, disperses end of kraken's next turn



## Lich

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

*Cannot use same effect 2x in a row:*

**Arcane Recovery:** Regains spell slot of d8 level  
**Necrotic Conduit:** 30', 1 target, when lich takes damage DC 18 Con save or target takes half & lich takes half, until initiative 20/target leaves lair  
**Summon Spirits:** 60', 1 target, DC 18 Con save, 15d6 necrotic, save half

### LEGENDARY ACTIONS

3

ACTIONS

#### NOTES

**Cantrip:** Cast a cantrip

**Paralyzing Touch** (2 actions): Paralyzing Touch  
**Frightening Gaze** (2 actions): 10', 1 target, DC 18 Wis save or frightened 1 min/until save, save immune

**Disrupt Life** (3 actions): 20', living creatures, DC 18 Con save, 6d6 necrotic, save half

## Mummy Lord

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

*Cannot use same effect 2x in a row:*

**Undead Sense:** Undead can pinpoint location of living within 120' until initiative 20 next round  
**Resist Turning:** Undead adv vs turning until initiative 20 next round

**Punish Spellcasters:** If non-undead casts spell <5th lvl, may choose other action or DC 16 Con save, on fail spell has no effect & 1d6 necrotic per spell lvl

### LEGENDARY ACTIONS

3

ACTIONS

#### NOTES

**Attack:** 1 rotting fist/Dreadful Glare

**Blinding Dust:** 5', DC 16 Con save or blinded until end of creature's next turn

**Blasphemous Word** (2 actions): 10', non-undead, DC 16 Con save or stunned until end of mummy lord's next turn

**Channel Negative Energy** (2 actions): 60', including behind barriers/corners, no HP regain until end of mummy lord's next turn

**Whirlwind of Sand** (2 actions): Move 60', while moving immune: damage, grapple, petrify, prone, restrain, stun

## Solar

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

### LEGENDARY ACTIONS

3

ACTIONS

#### NOTES

**Teleport:** Teleport 120'

**Searing Burst** (2 actions): 10' radius, each creature of choice DC 23 Dex save, 4d6 fire & 4d6 radiant, save half

**Blinding Gaze** (3 actions): 30', 1 creature, DC 15 Con save or blinded, lesser restoration ends

## Tarrasque

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

### LEGENDARY ACTIONS

3

ACTIONS

#### NOTES

**Attack:** 1 claw/tail

**Move:** Move half speed

**Chomp** (2 actions): 1 bite/Swallow

## Unicorn

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

### LEGENDARY ACTIONS

3

ACTIONS

#### NOTES

**Hooves:** 1 hooves

**Shimmering Shield** (2 actions): 60', self or 1 creature, +2 AC until end of unicorn's next turn

**Heal Self** (3 actions): regain 2d8+2 HP

## Vampire

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

### LEGENDARY ACTIONS

3

ACTIONS

#### NOTES

**Move:** Move speed, doesn't provoke opportunity attacks

**Unarmed Strike:** 1 unarmed strike

**Bite** (2 actions): 1 bite

### LAIR ACTIONS

INITIATIVE

#### NOTES

### LEGENDARY ACTIONS

ACTIONS

#### NOTES

### LAIR ACTIONS

INITIATIVE

#### NOTES

### LEGENDARY ACTIONS

ACTIONS

#### NOTES



## Mage, M

6

|                          |                   |
|--------------------------|-------------------|
| NAME                     | CR                |
| 12/15*<br>AC             | 40<br>HP          |
| 11<br>PASSIVE PERCEPTION | 30<br>SPEED       |
| STR<br>-1<br>BONUS       | DEX<br>2<br>BONUS |
| CON<br>0<br>BONUS        | INT<br>3<br>BONUS |
| WIS<br>1<br>BONUS        | CHA<br>0<br>BONUS |

### SKILLS / TRAITS

Arcana +6, History +6

**Spellcasting:** See spell card\*

3  
PROF

### ACTIONS

**Dagger:** 20/60, +5, 1d4+2p

## Magma Mephit, S

1/2

|                          |                    |
|--------------------------|--------------------|
| NAME                     | CR                 |
| 11<br>AC                 | 22<br>HP           |
| 10<br>PASSIVE PERCEPTION | 30/30f<br>SPEED    |
| STR<br>-1<br>BONUS       | DEX<br>1<br>BONUS  |
| CON<br>1<br>BONUS        | INT<br>-2<br>BONUS |
| WIS<br>0<br>BONUS        | CHA<br>0<br>BONUS  |

### SKILLS / TRAITS

Darkvision 60', Stealth +3, vuln: cold, immune: fire, poison  
**Death Burst:** On death, 5' DC 11 Dex save, 2d6 fire, save half  
**False Appearance:** Looks like magma  
**Innate Spellcasting** (1/day): DC 10, *heat metal*

2  
PROF

### ACTIONS

**Claws:** +3, 1d4+1s & 1d4 fire  
**Fire Breath** (R 6): 15' cone, DC 11 Dex save, 2d6 fire, save half

## Magmin, S

1/2

|                          |                    |
|--------------------------|--------------------|
| NAME                     | CR                 |
| 14<br>AC                 | 9<br>HP            |
| 10<br>PASSIVE PERCEPTION | 30<br>SPEED        |
| STR<br>-2<br>BONUS       | DEX<br>2<br>BONUS  |
| CON<br>1<br>BONUS        | INT<br>-1<br>BONUS |
| WIS<br>0<br>BONUS        | CHA<br>0<br>BONUS  |

### SKILLS / TRAITS

Darkvision 60', resist: bps nonmagic, immune: fire  
**Death Burst:** On death, 10' DC 11 Dex save, 2d6 fire, save half  
**Ignited Illumination:** Bonus action ablaze/extinguish. Ablaze 10' bright light, 10' dim

2  
PROF

### ACTIONS

**Touch:** +4, 2d6 fire, 1d6 fire ongoing until douse

## Mammoth, H

6

|                          |                    |
|--------------------------|--------------------|
| NAME                     | CR                 |
| 13<br>AC                 | 126<br>HP          |
| 10<br>PASSIVE PERCEPTION | 40<br>SPEED        |
| STR<br>7<br>BONUS        | DEX<br>-1<br>BONUS |
| CON<br>5<br>BONUS        | INT<br>-4<br>BONUS |
| WIS<br>0<br>BONUS        | CHA<br>-2<br>BONUS |

### SKILLS / TRAITS

**Trampling Charge:** If 20' toward target & hit w/gore, DC 18 Str save or prone & bonus action stomp

3  
PROF

### ACTIONS

**Gore:** 10', +10, 4d8+7p  
**Stomp:** prone target, +10, 4d10+7b

## Manticore, L

3

|                          |                    |
|--------------------------|--------------------|
| NAME                     | CR                 |
| 14<br>AC                 | 68<br>HP           |
| 11<br>PASSIVE PERCEPTION | 30/50f<br>SPEED    |
| STR<br>3<br>BONUS        | DEX<br>3<br>BONUS  |
| CON<br>3<br>BONUS        | INT<br>-2<br>BONUS |
| WIS<br>1<br>BONUS        | CHA<br>-1<br>BONUS |

### SKILLS / TRAITS

Darkvision 60'

**Tail Spike Regrowth:** 24 spikes, all regrow after long rest

2  
PROF

### ACTIONS

**Multiattack:** 1 bite, 2 claws or 3 tail spike  
**Bite:** +5, 1d8+3p  
**Claw:** +5, 1d6+3s  
**Tail Spike:** 100/200, +5, 1d8+3p

## Marilith, L

16

|                          |                   |
|--------------------------|-------------------|
| NAME                     | CR                |
| 18<br>AC                 | 189<br>HP         |
| 13<br>PASSIVE PERCEPTION | 40<br>SPEED       |
| STR<br>4<br>BONUS        | DEX<br>5<br>BONUS |
| CON<br>5<br>BONUS        | INT<br>4<br>BONUS |
| WIS<br>3<br>BONUS        | CHA<br>5<br>BONUS |

### SKILLS / TRAITS

Truesight 120', resist: cold, fire, lightning, bps nonmagic, immune: poison  
**Magic Resistance:** Adv on saves vs magic  
**Reactive:** 1 reaction per turn in combat

5  
PROF

### ACTIONS

**Multiattack:** 6 longsword, 1 tail  
**Longsword:** +9, 2d8+4s  
**Tail:** 10', +9, 2d10+4b, <L grappled & restrained escape DC 19, auto-hit w/tail, can only hit target  
**Teleport:** 120'  
**Parry** (react): +5 AC vs melee

## Mastiff, M

1/8

|                          |                    |
|--------------------------|--------------------|
| NAME                     | CR                 |
| 12<br>AC                 | 5<br>HP            |
| 13<br>PASSIVE PERCEPTION | 40<br>SPEED        |
| STR<br>1<br>BONUS        | DEX<br>2<br>BONUS  |
| CON<br>1<br>BONUS        | INT<br>-4<br>BONUS |
| WIS<br>1<br>BONUS        | CHA<br>-2<br>BONUS |

### SKILLS / TRAITS

Perception +3

**Keen Hearing & Smell:** Adv on Perception for hearing & smell

2  
PROF

### ACTIONS

**Bite:** +3, 1d6+1p, DC 11 Str save or prone

## Medusa, M

6

|                          |                   |
|--------------------------|-------------------|
| NAME                     | CR                |
| 15<br>AC                 | 127<br>HP         |
| 14<br>PASSIVE PERCEPTION | 30<br>SPEED       |
| STR<br>0<br>BONUS        | DEX<br>2<br>BONUS |
| CON<br>3<br>BONUS        | INT<br>1<br>BONUS |
| WIS<br>1<br>BONUS        | CHA<br>2<br>BONUS |

### SKILLS / TRAITS

Darkvision 60', Deception +5, Insight +4, Perception +4, Stealth +5  
**Petrifying Gaze:** If creature starts turn within 30' & can see medusa's eyes, DC 14 Con save or restrained (if fail >4, petrified). Repeat or petrified. Medusa targets self in mirror

3  
PROF

### ACTIONS

**Multiattack:** 1 snake hair, 2 shortsword or 2 longbow  
**Snake Hair:** +5, 1d4+2p & 4d6 poison  
**Shortsword:** +5, 1d6+2p  
**Longbow:** 150/600, +5, 1d8+2p & 2d6 poison

Merfolk, M

1/8

NAME

CR

11

11

12

10/40s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

0

1

1

0

0

1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Perception +2

Amphibious: Breathe air & water

2

ACTIONS

Spear: 20/60, +2, 1d6p/1d8p

2-hands

Merrow, L

2

NAME

CR

13

45

10

10/40s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

0

2

-1

0

-1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60'

Amphibious: Breathe air & water

2

ACTIONS

Multiattack: 1 bite, 1 claws/harpoon

Bite: +6, 1d8+4p

Claws: +6, 2d4+4s

Harpoon: 20/60, +6, 2d6+4p. <H Str contest vs merrow or pulled 20'

Mimic, M

2

NAME

CR

12

58

11

15

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

1

2

-3

1

-1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', Stealth +5, immune: acid, prone

Shapechanger: Polymorph into object or true form

Adhesive (Object Form): If touch, adhere. <H grappled, escape DC 13 w/disadv

False Appearance (Object Form): Looks like object

Grappler: Adv on attacks vs grappled creatures

2

ACTIONS

Pseudopod: +5, 1d8+3b, if object form, Adhesive

Bite: +5, 1d8+3p & 1d8 acid

Minotaur, L

3

NAME

CR

14

76

17

40

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

0

3

-2

3

-1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', Perception +7

Charge: If 10' toward target & hits w/gore, +2d8p & DC 14 Str save or pushed 10' & prone

Labyrinthine Recall: Remember any path

Reckless: Can have adv on all melee attacks, grants adv to others' attacks that target minotaur until start of minotaur's next turn

2

ACTIONS

Greataxe: +6, 2d12+4s

Gore: +6, 2d8+4p

Minotaur Skeleton, L

2

NAME

CR

12

67

9

40

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

0

2

-2

-1

-3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', vuln: b, immune: exhaust, poison

Charge: If 10' toward target & hits w/gore, +2d8p & DC 14 Str save or pushed 10' & prone

2

ACTIONS

Greataxe: +6, 2d12+4s

Gore: +6, 2d8+4p

Mule, M

1/8

NAME

CR

10

11

10

40

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

2

0

1

-4

0

-3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Beast of Burden: Carrying capacity as though L

Sure-Footed: Adv on Str/Dex saves vs prone

2

ACTIONS

Hooves: +2, 1d4+2b

Mummy, M

3

NAME

CR

11

58

10

20

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

-1

2

-2

0

1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', vuln: fire, resist: bps nonmag, immune: charm, exhaust, fright, necrotic, paralyze, poison

2

ACTIONS

Multiattack: Dreadful Glare, 1 rotting fist

Rotting Fist: +5, 2d6+3b & 3d6 necrotic, DC 12

Con save or can't regain HP, HP max decreases 10/day (die & turn to dust at 0), remove curse ends

Dreadful Glare: 60', 1 target, DC 11 Wis save or frightened 1 round. Fail >4 paralyze, save immune

Mummy Lord, M

15

NAME

CR

17

97

14

20

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

0

3

0

4

3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', History +5, Religion +5, vuln: fire, immune: charm, exhaust, fright, necrotic, paralyze, poison, bps nonmag

Magic Resistance: Adv on saves vs magic

Rejuvenation: If heart intact, revive 1 day after death

Spellcasting: See spell card\*

5

ACTIONS

Multiattack: Dreadful Glare, 1 rotting fist

Rotting Fist: +9, 3d6+4b & 6d6 necrotic, DC 16

Con save or can't regain HP, HP max decreases 10/day (die & turn to dust at 0), remove curse ends

Dreadful Glare: 60', 1 target, DC 16 Wis save or frightened 1 round. Fail >4 paralyze, save immune



Nalfeshnee, L

13

NAME

CR

18

184

11

20/30f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

5

0

6

4

1

2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Truesight 120', resist: cold, fire, lightning, bps nonmagic, immune: poison

**Magic Resistance:** Adv on saves vs magic

5

PROF

ACTIONS

**Multiattack:** Horror Nimbus, 1 bite, 2 claws  
**Bite:** +10, 5d10+5p  
**Claw:** 10', +10, 3d6+5s  
**Horror Nimbus** (5-6): 15', DC 15 Wis save or frightened 1min/untill save, save immune  
**Teleport:** Teleport 120'

Night Hag, M

5

NAME

CR

17

112

16

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

2

3

3

2

3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 120', Deception +7, Insight +6, Perception +6, Stealth +6, resist: cold, fire, bps nonmagic/nonsilver, immune: charm  
**Innate Spellcasting:** DC 14, +6, at will: *detect magic*, *magic missile*, 2/day each: *plane shift* (self only), *ray of enfeeblement*, *sleep*  
**Magic Resistance:** Adv on saves vs magic

3

PROF

ACTIONS

**Claws** (Hag Form): +7, 2d8+4s  
**Change Shape:** Polymorph into female humanoid  
**Etherealness:** Enter/exit Ethereal Plane  
**Nightmare Haunting** (1/day): On Ethereal, touch sleeping humanoid 1 hour, no benefits from rest & HP max reduced 1d10 (die if 0), *greater restoration* removes

Nightmare, L

3

NAME

CR

13

68

11

60/90f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

2

3

0

1

2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Immune: fire  
**Confer Fire Resistance:** Grant fire resistance to rider  
**Illumination:** 10' bright light, 10' dim

2

PROF

ACTIONS

**Hooves:** +6, 2d8+4b & 2d6 fire  
**Ethereal Stride:** Nightmare & up to 3 willing targets in 5' enter/exit Ethereal Plane

Noble, M

1/8

NAME

CR

15

9

12

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

0

1

0

1

2

3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Deception +5, Insight +4, Persuasion +5

2

PROF

ACTIONS

**Rapier:** +3, 1d8+1p  
**Parry** (react): +2 AC vs melee attack

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

PROF

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

PROF

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

PROF

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

PROF

ACTIONS

## Ochre Jelly, L

2

NAME

8 AC 45 HP 8 PASSIVE PERCEPTION 10/10c SPEED

STR 2 DEX -2 CON 2 INT -4 WIS -2 CHA -5

SKILLS / TRAITS  
Blindsight 60', resist: acid, immune: blind, charm, deaf, exhaust, fright, lightning, prone, slashing  
**Amorphous:** >1" no squeezing  
**Spider Climb:** Climb difficult surfaces

2  
PROF

### ACTIONS

**Pseudopod:** +4, 2d6+2b & 1d6 acid  
**Split** (react): If >S jelly dealt lightning or slashing & has 10 HP, split into 2 smaller

## Octopus, S

0

NAME

12 AC 3 HP 12 PASSIVE PERCEPTION 5/30s SPEED

STR -3 DEX 2 CON 0 INT -4 WIS 0 CHA -3

SKILLS / TRAITS  
Darkvision 30', Perception +2, Stealth +4  
**Hold Breath:** 30min out of water  
**Underwater Camouflage:** Adv on Stealth underwater  
**Water Breathing:** Breathe only

2  
PROF

### ACTIONS

**Tentacles:** +4, 1b & grappled, escape DC 10, can't use tentacles on other target  
**Ink Cloud** (R short/long rest): 5' radius, heavily obscured 1min, Dash bonus action

## Ogre, L

2

NAME

11 AC 59 HP 8 PASSIVE PERCEPTION 40 SPEED

STR 4 DEX -1 CON 3 INT -3 WIS -2 CHA -2

SKILLS / TRAITS  
Darkvision 60'

2  
PROF

### ACTIONS

**Greatclub:** +6, 2d8+4b  
**Javelin:** 30/120, +6, 2d6+4p

## Ogre Zombie, L

2

NAME

8 AC 85 HP 8 PASSIVE PERCEPTION 30 SPEED

STR 4 DEX -2 CON 4 INT -4 WIS -2 CHA -3

SKILLS / TRAITS  
Darkvision 60', immune: poison

**Undead Fortitude:** If reduced to 0 HP by nonradiant noncrit, Con save DC 5 + damage to go to 1 HP

2  
PROF

### ACTIONS

**Morningstar:** +6, 2d8+4b

## Oni, L

7

NAME

16 AC 110 HP 14 PASSIVE PERCEPTION 30/30f SPEED

STR 3 DEX 3 CON 3 INT 3 WIS 3 CHA 3

SKILLS / TRAITS  
Darkvision 60', Arcana +5, Deception +8, Perception +4  
**Innate Spellcasting:** DC 13, at will: *darkness*, *invisibility*, 1/day each: *charm person*, *cone of cold*, *gaseous form*, *sleep*  
**Regeneration:** If at least 1 HP on turn, regain 10 HP

3  
PROF

### ACTIONS

**Multiattack:** 2 claws/glaive  
**Claw** (Oni Form): +7, 1d8+4s (magic)  
**Glaive:** 10', +7, 2d10+4s/1d10+4s S/M form (magic)  
**Change Shape:** Polymorph S/M humanoid, L giant

## Orc, M

1/2

NAME

13 AC 15 HP 10 PASSIVE PERCEPTION 30 SPEED

STR 3 DEX 1 CON 3 INT -2 WIS 0 CHA 0

SKILLS / TRAITS  
Darkvision 60', Intimidation +2

**Aggressive:** Bonus action move speed toward enemy

2  
PROF

### ACTIONS

**Greataxe:** +5, 1d12+3s  
**Javelin:** 30/120, +5, 1d6+3p

## Otyugh, L

5

NAME

14 AC 114 HP 11 PASSIVE PERCEPTION 30 SPEED

STR 3 DEX 0 CON 4 INT -2 WIS 1 CHA -2

SKILLS / TRAITS  
Darkvision 120'

**Limited Telepathy:** 120', transmit simple telepathic message/image

3  
PROF

### ACTIONS

**Multiattack:** 1 bite, 2 tentacles  
**Bite:** +6, 2d8+3p, DC 15 Con save or poisoned & 1/day save or HP max reduced 1d10 (die if 0)  
**Tentacle:** 10', +6, 1d8+3b & 1d8p, <L grappled & restrained, escape DC 13 (2 max)  
**Tentacle Slam:** Grappled target, DC 14 Con save or 2d6+3b & stunned 1 round, save half & no stun

## Owl, T

0

NAME

11 AC 1 HP 13 PASSIVE PERCEPTION 5/60f SPEED

STR 3 DEX 3 CON 3 INT 3 WIS 3 CHA 3

SKILLS / TRAITS  
Darkvision 120', Perception +3, Stealth +3  
**Flyby:** Flying doesn't provoke opportunity attacks

**Keen Hearing & Sight:** Adv on Perception for hearing & sight

2  
PROF

### ACTIONS

**Talons:** +3, 1s



|                                                         |       |                    |       |       |       |    |
|---------------------------------------------------------|-------|--------------------|-------|-------|-------|----|
| Owlbear, L                                              |       |                    |       |       |       | 3  |
| NAME                                                    |       |                    |       |       |       | CR |
| 13                                                      | 59    | 13                 | 40    |       |       |    |
| AC                                                      | HP    | PASSIVE PERCEPTION | SPEED |       |       |    |
| STR                                                     | DEX   | CON                | INT   | WIS   | CHA   |    |
| 5                                                       | 1     | 3                  | -4    | 1     | -2    |    |
| BONUS                                                   | BONUS | BONUS              | BONUS | BONUS | BONUS |    |
| SKILLS / TRAITS                                         |       |                    |       |       |       |    |
| Darkvision 60', Perception +3                           |       |                    |       |       |       |    |
| Keen Sight & Smell: Adv on Perception for sight & smell |       |                    |       |       |       |    |
| 2                                                       |       |                    |       |       |       |    |
| PROF                                                    |       |                    |       |       |       |    |
| ACTIONS                                                 |       |                    |       |       |       |    |
| Multiattack: 1 beak, 1 claws                            |       |                    |       |       |       |    |
| Beak: +7, 1d10+5p                                       |       |                    |       |       |       |    |
| Claws: +7, 2d8+5s                                       |       |                    |       |       |       |    |

|                 |       |                    |       |       |       |    |
|-----------------|-------|--------------------|-------|-------|-------|----|
|                 |       |                    |       |       |       |    |
| NAME            |       |                    |       |       |       | CR |
|                 |       |                    |       |       |       |    |
| AC              | HP    | PASSIVE PERCEPTION | SPEED |       |       |    |
| STR             | DEX   | CON                | INT   | WIS   | CHA   |    |
|                 |       |                    |       |       |       |    |
| BONUS           | BONUS | BONUS              | BONUS | BONUS | BONUS |    |
| SKILLS / TRAITS |       |                    |       |       |       |    |
|                 |       |                    |       |       |       |    |
| PROF            |       |                    |       |       |       |    |
| ACTIONS         |       |                    |       |       |       |    |
|                 |       |                    |       |       |       |    |

|                 |       |                    |       |       |       |    |
|-----------------|-------|--------------------|-------|-------|-------|----|
|                 |       |                    |       |       |       |    |
| NAME            |       |                    |       |       |       | CR |
|                 |       |                    |       |       |       |    |
| AC              | HP    | PASSIVE PERCEPTION | SPEED |       |       |    |
| STR             | DEX   | CON                | INT   | WIS   | CHA   |    |
|                 |       |                    |       |       |       |    |
| BONUS           | BONUS | BONUS              | BONUS | BONUS | BONUS |    |
| SKILLS / TRAITS |       |                    |       |       |       |    |
|                 |       |                    |       |       |       |    |
| PROF            |       |                    |       |       |       |    |
| ACTIONS         |       |                    |       |       |       |    |
|                 |       |                    |       |       |       |    |

|                 |       |                    |       |       |       |    |
|-----------------|-------|--------------------|-------|-------|-------|----|
|                 |       |                    |       |       |       |    |
| NAME            |       |                    |       |       |       | CR |
|                 |       |                    |       |       |       |    |
| AC              | HP    | PASSIVE PERCEPTION | SPEED |       |       |    |
| STR             | DEX   | CON                | INT   | WIS   | CHA   |    |
|                 |       |                    |       |       |       |    |
| BONUS           | BONUS | BONUS              | BONUS | BONUS | BONUS |    |
| SKILLS / TRAITS |       |                    |       |       |       |    |
|                 |       |                    |       |       |       |    |
| PROF            |       |                    |       |       |       |    |
| ACTIONS         |       |                    |       |       |       |    |
|                 |       |                    |       |       |       |    |

|                 |       |                    |       |       |       |    |
|-----------------|-------|--------------------|-------|-------|-------|----|
|                 |       |                    |       |       |       |    |
| NAME            |       |                    |       |       |       | CR |
|                 |       |                    |       |       |       |    |
| AC              | HP    | PASSIVE PERCEPTION | SPEED |       |       |    |
| STR             | DEX   | CON                | INT   | WIS   | CHA   |    |
|                 |       |                    |       |       |       |    |
| BONUS           | BONUS | BONUS              | BONUS | BONUS | BONUS |    |
| SKILLS / TRAITS |       |                    |       |       |       |    |
|                 |       |                    |       |       |       |    |
| PROF            |       |                    |       |       |       |    |
| ACTIONS         |       |                    |       |       |       |    |
|                 |       |                    |       |       |       |    |

|                 |       |                    |       |       |       |    |
|-----------------|-------|--------------------|-------|-------|-------|----|
|                 |       |                    |       |       |       |    |
| NAME            |       |                    |       |       |       | CR |
|                 |       |                    |       |       |       |    |
| AC              | HP    | PASSIVE PERCEPTION | SPEED |       |       |    |
| STR             | DEX   | CON                | INT   | WIS   | CHA   |    |
|                 |       |                    |       |       |       |    |
| BONUS           | BONUS | BONUS              | BONUS | BONUS | BONUS |    |
| SKILLS / TRAITS |       |                    |       |       |       |    |
|                 |       |                    |       |       |       |    |
| PROF            |       |                    |       |       |       |    |
| ACTIONS         |       |                    |       |       |       |    |
|                 |       |                    |       |       |       |    |

|                 |       |                    |       |       |       |    |
|-----------------|-------|--------------------|-------|-------|-------|----|
|                 |       |                    |       |       |       |    |
| NAME            |       |                    |       |       |       | CR |
|                 |       |                    |       |       |       |    |
| AC              | HP    | PASSIVE PERCEPTION | SPEED |       |       |    |
| STR             | DEX   | CON                | INT   | WIS   | CHA   |    |
|                 |       |                    |       |       |       |    |
| BONUS           | BONUS | BONUS              | BONUS | BONUS | BONUS |    |
| SKILLS / TRAITS |       |                    |       |       |       |    |
|                 |       |                    |       |       |       |    |
| PROF            |       |                    |       |       |       |    |
| ACTIONS         |       |                    |       |       |       |    |
|                 |       |                    |       |       |       |    |

|                 |       |                    |       |       |       |    |
|-----------------|-------|--------------------|-------|-------|-------|----|
|                 |       |                    |       |       |       |    |
| NAME            |       |                    |       |       |       | CR |
|                 |       |                    |       |       |       |    |
| AC              | HP    | PASSIVE PERCEPTION | SPEED |       |       |    |
| STR             | DEX   | CON                | INT   | WIS   | CHA   |    |
|                 |       |                    |       |       |       |    |
| BONUS           | BONUS | BONUS              | BONUS | BONUS | BONUS |    |
| SKILLS / TRAITS |       |                    |       |       |       |    |
|                 |       |                    |       |       |       |    |
| PROF            |       |                    |       |       |       |    |
| ACTIONS         |       |                    |       |       |       |    |
|                 |       |                    |       |       |       |    |

Panther, M

1/4

NAME

CR

12

13

14

50/40c

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

2

2

0

-4

2

-2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Perception +4, Stealth +6

Keen Smell: Adv on Perception for smell

Pounce: If 20' toward target & hit w/claw, DC 12 Str save or prone & bonus action bite

2

ACTIONS

Bite: +4, 1d6+2p

Claw: +4, 1d4+2s

Pegasus, L

2

NAME

CR

12

59

16

60/90f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

2

3

0

2

1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Perception +6

2

ACTIONS

Hooves: +6, 2d6+4b

Phase Spider, L

3

NAME

CR

13

32

10

30/30c

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

2

2

1

-2

0

-2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', Stealth +6

Ethereal Jaunt: Bonus action enter/exit Ethereal Plane

Spider Climb: Climb difficult surfaces no check

Web Walker: Move normally in webbing

2

ACTIONS

Bite: +4, 1d10+2p, DC 11 Con save, 4d8 poison, save half. If 0 HP from poison, stable, paralyzed, poisoned 1 hour

Pit Fiend, L

20

NAME

CR

19

300

14

30/60f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

8

2

7

6

4

7

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Truesight 120', resist: cold, bps nonmagic nonsilver, immune: fire, poison

Fear Aura: 20', DC 21 Wis save or frightened until creature's next turn, save immune

Magic Resistance: Adv on saves vs magic

Innate Spellcasting: DC 21, at will: detect magic, fireball, 3/day each: hold monster, wall of fire

6

ACTIONS

Multitask: 1 bite, 1 claw, 1 mace, 1 tail

Bite: +14, 4d6+8p, DC 21 Con save or poisoned, can't regain HP & 6d6 poison ongoing/until save (magic)

Claw: 10', +14, 2d8+8s (magic)

Mace: 10', +14, 2d6+8b (magic)

Tail: 10', +14, 3d10+8b (magic)

Planetar, L

16

NAME

CR

19

200

21

40/120f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

7

5

7

4

6

7

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Truesight 120', Perception +11, resist: radiant, bps nonmagic, immune: charm, exhaust, fright

Divine Awareness: Knows if it hears a lie

Innate Spellcasting: DC 20, at will: detect evil and good, invisibility (self only), 3/day each: blade barrier, dispel evil and good, flame strike, raise dead, 1/day each: commune, control weather, insect plague

Magic Resistance: Adv on saves vs magic

5

ACTIONS

Multitask: 2 melee

Greatsword: +12, 4d6+7s & 5d8 radiant (magic)

Healing Touch (4/day): Target regains 6d8+3 HP, end curse, disease, poison, blind, deaf

Plesiosaurus, L

2

NAME

CR

13

68

13

20/40s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

2

3

-4

1

-3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Perception +3, Stealth +4

Hold Breath: 1 hour

2

ACTIONS

Bite: 10', +6, 3d6+4p

Poisonous Snake, T

1/8

NAME

CR

13

2

10

30/30s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-4

3

0

-5

0

-4

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Blindsight 10'

2

ACTIONS

Bite: +5, 1p, DC 10 Con save, 2d4 poison, save half

Polar Bear, L

2

NAME

CR

12

42

13

40/30s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

5

0

3

-4

1

-2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Perception +3

Keen Hearing & Smell: Adv on Perception for hearing & smell

2

ACTIONS

Multitask: 1 bite, 1 claws

Bite: +7, 1d8+5p

Claws: +7, 2d6+5s



Pony, M

1/8

NAME

CR

10

11

10

40

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

2

0

1

-4

0

-2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

2

PROF

ACTIONS

Hooves: +4, 2d4+2b

Priest, M

2

NAME

CR

13

27

13

25

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

0

0

1

1

3

1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Medicine +7, Persuasion +3, Religion +4

Divine Eminence: Bonus action, expend spell slot, +3d6 radiant on melee until end of turn. +1d6 for each lvl above 1st

Spellcasting: See spell card\*

2

PROF

ACTIONS

Mace: +2, 1d6b

Pseudodragon, T

1/4

NAME

CR

13

7

13

15/60f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-2

2

1

0

1

0

BONUS

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BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', blindsight 10', Perception +3, Stealth +4

Keen Senses: Adv on Perception for sight, hearing, & smell

Magic Resistance: Adv on saves vs magic

Limited Telepathy: 100' telepathically communicate simple ideas, emotions, & images

2

PROF

ACTIONS

Bite: +4, 1d4+2p

Sting: +4, 1d4+2p, DC 11 Con save or poisoned 1 hour: Fail >4 also unconscious

Purple Worm, G

15

NAME

CR

18

247

9

50/30b

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

9

-2

6

-5

-1

-3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Tremorsense 60', blindsight 30'

Tunneler: Burrow through solid rock at half speed, leaves 10' diameter tunnel

5

PROF

ACTIONS

Multiattack: 1 bite, 1 stinger

Bite: 10', +9, 3d8+9p, <H DC 19 Dex save or swallowed, blinded & restrained, 6d6 acid ongoing. If target deals 30+ damage 1 turn, worm DC 21 Con save or exit

Tail Stinger: 10', +9, 3d6+9p, DC 19 Con save, 12d6 poison, save half

Lorem ipsum

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

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BONUS

BONUS

SKILLS / TRAITS

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

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BONUS

BONUS

BONUS

SKILLS / TRAITS

ACTIONS

## Quasit, T

1

|       |       |                    |       |       |       |
|-------|-------|--------------------|-------|-------|-------|
| NAME  | CR    |                    |       |       |       |
| 13    | 7     | 10                 | 40    |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED |       |       |
| STR   | DEX   | CON                | INT   | WIS   | CHA   |
| -3    | 3     | 0                  | -2    | 0     | 0     |
| BONUS | BONUS | BONUS              | BONUS | BONUS | BONUS |

### SKILLS / TRAITS

Darkvision 120', Stealth +5, resist: cold, fire, lightning, bps nonmagic, immune: poison  
**Shapechanger:** Polymorph into bat, centipede, or toad  
**Magic Resistance:** Adv on saves vs magic

2  
PROF

### ACTIONS

**Claws/Bite:** +4, 1d4+3, DC 10 Con save or 2d4 poison & poisoned 1min/untill save  
**Scare** (1/day): 20', 1 target, DC 10 Wis save or frightened 1min/untill save (diasdv if sees quasit)  
**Invisibility:** Magically invisible until attack, Scare, or concentration ends

## Quipper, T

0

|       |       |                    |       |       |       |
|-------|-------|--------------------|-------|-------|-------|
| NAME  | CR    |                    |       |       |       |
| 13    | 1     | 8                  | 40s   |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED |       |       |
| STR   | DEX   | CON                | INT   | WIS   | CHA   |
| -4    | 3     | -1                 | -5    | -2    | -4    |
| BONUS | BONUS | BONUS              | BONUS | BONUS | BONUS |

### SKILLS / TRAITS

Darkvision 60'

**Blood Frenzy:** Adv on melee vs wounded  
**Water Breathing:** Breathe water only

2  
PROF

### ACTIONS

**Bite:** +5, 1p

## Rakshasa, M

13

|       |       |                    |       |       |       |
|-------|-------|--------------------|-------|-------|-------|
| NAME  | CR    |                    |       |       |       |
| 16    | 110   | 13                 | 40    |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED |       |       |
| STR   | DEX   | CON                | INT   | WIS   | CHA   |
| 2     | 3     | 4                  | 1     | 3     | 5     |
| BONUS | BONUS | BONUS              | BONUS | BONUS | BONUS |

### SKILLS / TRAITS

Darkvision 60', Deception +10, Insight +8, vuln: p magic weapon wielded by good, immune: bps nonmagic  
**Limited Magic Immunity:** Immune to spells 6th lvl or lower, adv on saves vs other magic  
**Innate Spellcasting:** See spell card\*

5  
PROF

### ACTIONS

**Multitattack:** 2 claw

**Claw:** +7, 2d6+2s & no benefit from short & long rests, *remove curse* ends

## Rat, T

0

|       |       |                    |       |       |       |
|-------|-------|--------------------|-------|-------|-------|
| NAME  | CR    |                    |       |       |       |
| 10    | 1     | 10                 | 20    |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED |       |       |
| STR   | DEX   | CON                | INT   | WIS   | CHA   |
| -4    | 0     | -1                 | -4    | 0     | -3    |
| BONUS | BONUS | BONUS              | BONUS | BONUS | BONUS |

### SKILLS / TRAITS

Darkvision 30'

**Keen Smell:** Adv on Perception for smell

2  
PROF

### ACTIONS

**Bite:** +0, 1p

## Raven, T

0

|       |       |                    |        |       |       |
|-------|-------|--------------------|--------|-------|-------|
| NAME  | CR    |                    |        |       |       |
| 12    | 1     | 13                 | 10/50f |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED  |       |       |
| STR   | DEX   | CON                | INT    | WIS   | CHA   |
| -4    | 2     | -1                 | -4     | 1     | -2    |
| BONUS | BONUS | BONUS              | BONUS  | BONUS | BONUS |

### SKILLS / TRAITS

Perception +3

**Mimicry:** Mimic simple sound, DC 10  
 Insight to detect mimicry

2  
PROF

### ACTIONS

**Beak:** +4, 1p

## Red Dragon Wyrmling, M

4

|       |       |                    |            |       |       |
|-------|-------|--------------------|------------|-------|-------|
| NAME  | CR    |                    |            |       |       |
| 17    | 75    | 14                 | 30/30c/60f |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED      |       |       |
| STR   | DEX   | CON                | INT        | WIS   | CHA   |
| 4     | 0     | 3                  | 1          | 0     | 2     |
| BONUS | BONUS | BONUS              | BONUS      | BONUS | BONUS |

### SKILLS / TRAITS

Darkvision 60', blindsight 10', Perception +4, Stealth +2, immune: fire

2  
PROF

### ACTIONS

**Bite:** +6, 1d10+4p & 1d6 fire  
**Fire Breath** (5-6): 15' cone, DC 13  
 Dex save, 7d6 fire, save half

## Reef Shark, M

1/2

|       |       |                    |       |       |       |
|-------|-------|--------------------|-------|-------|-------|
| NAME  | CR    |                    |       |       |       |
| 12    | 22    | 12                 | 40s   |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED |       |       |
| STR   | DEX   | CON                | INT   | WIS   | CHA   |
| 2     | 1     | 1                  | -5    | 0     | -3    |
| BONUS | BONUS | BONUS              | BONUS | BONUS | BONUS |

### SKILLS / TRAITS

Blindsight 30', Perception +2  
**Pack Tactics:** Adv on attacks if ally within 5' of target  
**Water Breathing:** Breathe water only

2  
PROF

### ACTIONS

**Bite:** +4, 1d8+2p

## Remorhaz, H

11

|       |       |                    |        |       |       |
|-------|-------|--------------------|--------|-------|-------|
| NAME  | CR    |                    |        |       |       |
| 17    | 195   | 10                 | 30/20b |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED  |       |       |
| STR   | DEX   | CON                | INT    | WIS   | CHA   |
| 7     | 1     | 5                  | -3     | 0     | -3    |
| BONUS | BONUS | BONUS              | BONUS  | BONUS | BONUS |

### SKILLS / TRAITS

Darkvision 60', tremorsense 60', immune: cold, fire

**Heated Body:** Touch/hit within 5', 3d6 fire

4  
PROF

### ACTIONS

**Bite:** 10', +11, 6d10+7p & 3d6 fire, grappled & restrained, escape DC 17, can't bite another target  
**Swallow:** <L grappled, bite attack, if hits, blinded & restrained & 6d6 acid ongoing. If target 30+ damage in 1 turn, remorhaz DC 15 Con save or exit



|                                                                                                       |       |                    |       |       |       |    |
|-------------------------------------------------------------------------------------------------------|-------|--------------------|-------|-------|-------|----|
| <b>Rhinoceros, L</b>                                                                                  |       |                    |       |       |       | 2  |
| NAME                                                                                                  |       |                    |       |       |       | CR |
| 11                                                                                                    | 45    | 11                 | 40    |       |       |    |
| AC                                                                                                    | HP    | PASSIVE PERCEPTION | SPEED |       |       |    |
| STR                                                                                                   | DEX   | CON                | INT   | WIS   | CHA   |    |
| 3                                                                                                     | 3     | 3                  | 3     | 3     | 3     |    |
| BONUS                                                                                                 | BONUS | BONUS              | BONUS | BONUS | BONUS |    |
| SKILLS / TRAITS<br><b>Charge:</b> If 20' toward target & hits w/gore, +2d8b & DC 15 Str save or prone |       |                    |       |       |       | 2  |
| ACTIONS<br><b>Gore:</b> +7, 2d8+5b                                                                    |       |                    |       |       |       |    |

|                                      |       |                    |       |       |       |     |
|--------------------------------------|-------|--------------------|-------|-------|-------|-----|
| <b>Riding Horse, L</b>               |       |                    |       |       |       | 1/4 |
| NAME                                 |       |                    |       |       |       | CR  |
| 10                                   | 13    | 10                 | 60    |       |       |     |
| AC                                   | HP    | PASSIVE PERCEPTION | SPEED |       |       |     |
| STR                                  | DEX   | CON                | INT   | WIS   | CHA   |     |
| 3                                    | 3     | 1                  | -4    | 0     | -2    |     |
| BONUS                                | BONUS | BONUS              | BONUS | BONUS | BONUS |     |
| SKILLS / TRAITS<br>                  |       |                    |       |       |       | 2   |
| ACTIONS<br><b>Hooves:</b> +5, 2d4+3b |       |                    |       |       |       |     |

|                                                                                                                                                                                          |       |                    |         |       |       |    |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|--------------------|---------|-------|-------|----|
| <b>Roc, G</b>                                                                                                                                                                            |       |                    |         |       |       | 11 |
| NAME                                                                                                                                                                                     |       |                    |         |       |       | CR |
| 15                                                                                                                                                                                       | 248   | 14                 | 20/120f |       |       |    |
| AC                                                                                                                                                                                       | HP    | PASSIVE PERCEPTION | SPEED   |       |       |    |
| STR                                                                                                                                                                                      | DEX   | CON                | INT     | WIS   | CHA   |    |
| 9                                                                                                                                                                                        | 0     | 5                  | -4      | 0     | -1    |    |
| BONUS                                                                                                                                                                                    | BONUS | BONUS              | BONUS   | BONUS | BONUS |    |
| SKILLS / TRAITS<br><b>Perception</b> +4                                                                                                                                                  |       |                    |         |       |       | 4  |
| ACTIONS<br><b>Multiattack:</b> 1 beak, 1 talons<br><b>Beak:</b> 10', +13, 4d8+9p<br><b>Talons:</b> +13, 4d6+9s, grappled & restrained, escape DC 19, can't target another during grapple |       |                    |         |       |       |    |

|                                                                                                                                                                                                                                                                                                                     |       |                    |        |       |       |    |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|--------------------|--------|-------|-------|----|
| <b>Roper, L</b>                                                                                                                                                                                                                                                                                                     |       |                    |        |       |       | 5  |
| NAME                                                                                                                                                                                                                                                                                                                |       |                    |        |       |       | CR |
| 20                                                                                                                                                                                                                                                                                                                  | 93    | 16                 | 10/10c |       |       |    |
| AC                                                                                                                                                                                                                                                                                                                  | HP    | PASSIVE PERCEPTION | SPEED  |       |       |    |
| STR                                                                                                                                                                                                                                                                                                                 | DEX   | CON                | INT    | WIS   | CHA   |    |
| 4                                                                                                                                                                                                                                                                                                                   | -1    | 3                  | -2     | 3     | -2    |    |
| BONUS                                                                                                                                                                                                                                                                                                               | BONUS | BONUS              | BONUS  | BONUS | BONUS |    |
| SKILLS / TRAITS<br><b>Darkvision</b> 60', Perception +6, Stealth +5<br><b>False Appearance:</b> Looks like cave rock<br><b>Grasping Tendrils:</b> 6 tendrils, AC 20, 10 HP, immune: poison, psychic, DC 15 Str check break, extrudes new tendrils on turn<br><b>Spider Climb:</b> Climb difficult surfaces no check |       |                    |        |       |       | 3  |
| ACTIONS<br><b>Multiattack:</b> 4 tendrils, 1 Reel, 1 bite<br><b>Bite:</b> +7, 4d8+4p<br><b>Tendrils:</b> 50', +7, grappled & restrained, escape DC 15, disadv on Str checks & saves, 1/target<br><b>Reel:</b> Pull grappled creatures 25'                                                                           |       |                    |        |       |       |    |

|                                                                                                                                                                                                                                                                                                                                                                                |       |                    |       |       |       |    |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|--------------------|-------|-------|-------|----|
| <b>Rug of Smothering, L</b>                                                                                                                                                                                                                                                                                                                                                    |       |                    |       |       |       | 2  |
| NAME                                                                                                                                                                                                                                                                                                                                                                           |       |                    |       |       |       | CR |
| 12                                                                                                                                                                                                                                                                                                                                                                             | 33    | 6                  | 10    |       |       |    |
| AC                                                                                                                                                                                                                                                                                                                                                                             | HP    | PASSIVE PERCEPTION | SPEED |       |       |    |
| STR                                                                                                                                                                                                                                                                                                                                                                            | DEX   | CON                | INT   | WIS   | CHA   |    |
| 3                                                                                                                                                                                                                                                                                                                                                                              | 2     | 0                  | -5    | -4    | -5    |    |
| BONUS                                                                                                                                                                                                                                                                                                                                                                          | BONUS | BONUS              | BONUS | BONUS | BONUS |    |
| SKILLS / TRAITS<br><b>Blindsight</b> 60', immune: blind, charm, deaf, fright, paralyze, petrify, poison, psychic<br><b>Antimagic Susceptibility:</b> Incapacitated in antimagic field, Con save vs spell if <i>dispel magic</i> or unconscious 1min<br><b>Damage Transfer:</b> When grappling, half damage to target instead of rug<br><b>False Appearance:</b> Looks like rug |       |                    |       |       |       | 2  |
| ACTIONS<br><b>Smother:</b> <L, +5, 2d6+3b ongoing, grappled, restrained, blinded, suffocating, escape DC 13, 1 target max                                                                                                                                                                                                                                                      |       |                    |       |       |       |    |

|                                                                                                                                                                                                     |       |                    |       |       |       |     |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------|--------------------|-------|-------|-------|-----|
| <b>Rust Monster, M</b>                                                                                                                                                                              |       |                    |       |       |       | 1/2 |
| NAME                                                                                                                                                                                                |       |                    |       |       |       | CR  |
| 14                                                                                                                                                                                                  | 27    | 11                 | 40    |       |       |     |
| AC                                                                                                                                                                                                  | HP    | PASSIVE PERCEPTION | SPEED |       |       |     |
| STR                                                                                                                                                                                                 | DEX   | CON                | INT   | WIS   | CHA   |     |
| 1                                                                                                                                                                                                   | 1     | 1                  | -4    | 1     | -2    |     |
| BONUS                                                                                                                                                                                               | BONUS | BONUS              | BONUS | BONUS | BONUS |     |
| SKILLS / TRAITS<br><b>Darkvision</b> 60'<br><b>Iron Scent:</b> Pinpoint metal within 30'<br><b>Rust Metal:</b> If nonmagic metal weapon hits, cumulative -1 damage (-5 destroys)                    |       |                    |       |       |       | 2   |
| ACTIONS<br><b>Bite:</b> +3, 1d8+1p<br><b>Antennae:</b> 5', 1 metal object, if unworn/un-carried, destroy 1' cube. If worn/carried, DC 11 Dex save or cumulative -1 AC (AC 10 or +0 shield destroys) |       |                    |       |       |       |     |

|                     |       |                    |       |       |       |    |
|---------------------|-------|--------------------|-------|-------|-------|----|
|                     |       |                    |       |       |       |    |
| NAME                |       |                    |       |       |       | CR |
|                     |       |                    |       |       |       |    |
| AC                  | HP    | PASSIVE PERCEPTION | SPEED |       |       |    |
| STR                 | DEX   | CON                | INT   | WIS   | CHA   |    |
|                     |       |                    |       |       |       |    |
| BONUS               | BONUS | BONUS              | BONUS | BONUS | BONUS |    |
| SKILLS / TRAITS<br> |       |                    |       |       |       |    |
| ACTIONS<br>         |       |                    |       |       |       |    |

|                     |       |                    |       |       |       |    |
|---------------------|-------|--------------------|-------|-------|-------|----|
|                     |       |                    |       |       |       |    |
| NAME                |       |                    |       |       |       | CR |
|                     |       |                    |       |       |       |    |
| AC                  | HP    | PASSIVE PERCEPTION | SPEED |       |       |    |
| STR                 | DEX   | CON                | INT   | WIS   | CHA   |    |
|                     |       |                    |       |       |       |    |
| BONUS               | BONUS | BONUS              | BONUS | BONUS | BONUS |    |
| SKILLS / TRAITS<br> |       |                    |       |       |       |    |
| ACTIONS<br>         |       |                    |       |       |       |    |





## Shadow, M

1/2

|       |       |                    |                              |                              |                              |    |
|-------|-------|--------------------|------------------------------|------------------------------|------------------------------|----|
| NAME  |       |                    |                              |                              |                              | CR |
| 12    | 16    | 10                 | 40                           |                              |                              |    |
| AC    | HP    | PASSIVE PERCEPTION | SPEED                        |                              |                              |    |
| STR   | DEX   | CON                | INT <input type="checkbox"/> | WIS <input type="checkbox"/> | CHA <input type="checkbox"/> |    |
| -2    | 2     | 1                  | -2                           | 0                            | -1                           |    |
| BONUS | BONUS | BONUS              | BONUS                        | BONUS                        | BONUS                        |    |

### SKILLS / TRAITS

Darkvision 60', Stealth +4 (+6 dim light/dark), vuln: radiant, resist: acid, cold, fire, lightning, thunder, bps nonmagic, immune: exhaust, fright, grapple, necrotic, paralyze, petrify, poison, prone, restrain  
**Amorphous:** >1" no squeeze  
**Shadow Stealth:** Dim light/dark, Hide bonus action  
**Sunlight Weakness:** In sun, disadv attacks, ability checks, saves

2

### ACTIONS

**Strength Drain:** +4, 2d6+2 necrotic & Str reduced 1d4 (die at 0), short/long rest ends

## Shambling Mound, L

5

|       |       |                    |        |       |       |    |
|-------|-------|--------------------|--------|-------|-------|----|
| NAME  |       |                    |        |       |       | CR |
| 15    | 136   | 10                 | 20/20s |       |       |    |
| AC    | HP    | PASSIVE PERCEPTION | SPEED  |       |       |    |
| STR   | DEX   | CON                | INT    | WIS   | CHA   |    |
| 4     | -1    | 3                  | -3     | 0     | -3    |    |
| BONUS | BONUS | BONUS              | BONUS  | BONUS | BONUS |    |

### SKILLS / TRAITS

Blindsight 60', Stealth +2, resist: cold, fire, immune: blind, deaf, exhaust, lightning

**Lightning Absorption:** Lightning damage heals instead

3

### ACTIONS

**Multiattack:** 2 slam, if both hit <L, grappled escaped DC 14 & Engulf  
**Slam:** +7, 2d8+4b  
**Engulf:** Grappled <L target, blinded, restrained, suffocate, DC 14 Con save mound's turn or 2d8+4b, move w/mound, 1 target max

## Shield Guardian, L

7

|       |       |                    |       |       |       |    |
|-------|-------|--------------------|-------|-------|-------|----|
| NAME  |       |                    |       |       |       | CR |
| 17    | 142   | 10                 | 30    |       |       |    |
| AC    | HP    | PASSIVE PERCEPTION | SPEED |       |       |    |
| STR   | DEX   | CON                | INT   | WIS   | CHA   |    |
| 4     | -1    | 4                  | -2    | 0     | -4    |    |
| BONUS | BONUS | BONUS              | BONUS | BONUS | BONUS |    |

### SKILLS / TRAITS

Darkvision 60', blindsight 10', immune: charm, exhaust, fright, paralyze, poison  
**Bound:** Amulet wearer can summon telepathically, if within 60', guardian takes half wearer's damage  
**Regeneration:** If 1+ HP, regain 10 HP on turn  
**Spell Storing:** Store and cast <5th lvl spell

3

### ACTIONS

**Multiattack:** 2 fist  
**Fist:** +7, 2d6+4b  
**Shield (react):** Guardian grants +2 AC to amulet wearer if within 5'

## Shrieker, M

0

|       |       |                    |       |       |       |
|-------|-------|--------------------|-------|-------|-------|
| NAME  |       |                    |       | CR    |       |
| 5     | 13    | 6                  | 0     |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED |       |       |
| STR   | DEX   | CON                | INT   | WIS   | CHA   |
| -5    | -5    | 0                  | -5    | -4    | -5    |
| BONUS | BONUS | BONUS              | BONUS | BONUS | BONUS |

### SKILLS / TRAITS

Blindsight 30', immune: blind, deaf, fright

**False Appearance:** Looks like fungus

2

### ACTIONS

**Shriek (react):** If bright light/creature within 30', shriek: audible 300', lasts 1d4 rounds after trigger out of range

## Silver Dragon Wyrmling, M

2

|       |       |                    |        |       |       |
|-------|-------|--------------------|--------|-------|-------|
| NAME  |       |                    |        | CR    |       |
| 17    | 45    | 14                 | 30/60f |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED  |       |       |
| STR   | DEX   | CON                | INT    | WIS   | CHA   |
| 4     | 0     | 3                  | 1      | 0     | 2     |
| BONUS | BONUS | BONUS              | BONUS  | BONUS | BONUS |

### SKILLS / TRAITS

Darkvision 60', blindsight 10', Perception +4, Stealth +2, immune: cold

2

### ACTIONS

**Bite:** +6, 1d10+4p  
**Cold Breath (5-6):** 15' cone, DC 13 Con save, 4d8 cold, save half  
**Paralyzing Breath (5-6):** 15' cone, DC 13 Con save or paralyze 1min/until save

## Skeleton, M

1/4

|       |       |                    |       |       |       |
|-------|-------|--------------------|-------|-------|-------|
| NAME  |       |                    |       | CR    |       |
| 13    | 13    | 9                  | 30    |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED |       |       |
| STR   | DEX   | CON                | INT   | WIS   | CHA   |
| 0     | 2     | 2                  | -2    | -1    | -3    |
| BONUS | BONUS | BONUS              | BONUS | BONUS | BONUS |

### SKILLS / TRAITS

Darkvision 60', vuln: b, immune: exhaust, poison

2

### ACTIONS

**Shortsword:** +4, 1d6+2p  
**Shortbow:** 80/320, +4, 1d6+2p

## Solar, L

21

|       |       |       |       |                    |       |        |  |
|-------|-------|-------|-------|--------------------|-------|--------|--|
| NAME  |       |       |       |                    |       | CR     |  |
| 21    |       | 243   |       | 24                 |       | 50/150 |  |
| AC    |       | HP    |       | PASSIVE PERCEPTION |       | SPEED  |  |
| STR   | DEX   | CON   | INT   | WIS                | CHA   |        |  |
| 8     | 6     | 8     | 7     | 7                  | 10    |        |  |
| BONUS | BONUS | BONUS | BONUS | BONUS              | BONUS |        |  |

### SKILLS / TRAITS

Truesight 120', Perception +14, resist: radiant, bps nonmagic, immune: charm, exhaust, fright, necrotic, poison  
**Divine Awareness:** Knows if it hears a lie  
**Innate Spellcasting:** DC 25, at will: *detect evil and good*, *invisibility* (self only), 3/day each: *blade barrier*, *dispel evil and good*, *resurrection*, 1/day each: *commune*, *control weather*  
**Magic Resistance:** Adv on saves vs spells

7

### ACTIONS

**Multiattack:** 2 greatsword  
**Greatsword:** +15, 4d6+8s & 6d8 radiant (magic)  
**Slaying Longbow:** 150/600, +13, 2d8+6p & 6d8 radiant, if <101 HP, DC 15 Con save or die (magic)  
**Flying Sword:** Sword hovers, bonus action fly 50' & 1 attack (magic)  
**Healing Touch (4/day):** Target heals 8d8+4 HP & ends curse, disease, poison, blind, deaf

## Specter, M

1

|       |       |                    |       |       |       |
|-------|-------|--------------------|-------|-------|-------|
| NAME  |       |                    |       | CR    |       |
| 12    | 22    | 10                 | 50f   |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED |       |       |
| STR   | DEX   | CON                | INT   | WIS   | CHA   |
| -5    | 2     | 0                  | 0     | 0     | 0     |
| BONUS | BONUS | BONUS              | BONUS | BONUS | BONUS |

### SKILLS / TRAITS

Darkvision 60', resist: acid, cold, fire, lightning, thunder, bps nonmagic, immune: charm, exhaust, grapple, necrotic, paralyze, petrify, poison, prone, restrain, unconscious  
**Incorporeal Movement:** Move through creatures/objects as if difficult terrain, 1d10 force if ends in object  
**Sunlight Sensitivity:** In sun, disadv on attacks & Perception for sight

2

### ACTIONS

**Life Drain:** +4, 3d6 necrotic, DC 10 Con save or HP max reduced by damage taken (die at 0), long rest ends

## Spider, T

0

|             |            |                          |                 |            |             |
|-------------|------------|--------------------------|-----------------|------------|-------------|
| NAME        |            |                          |                 |            | CR          |
| 12<br>AC    | 1<br>HP    | 34<br>PASSIVE PERCEPTION | 20/20c<br>SPEED |            |             |
| STR         | DEX        | CON                      | INT             | WIS        | CHA         |
| -4<br>BONUS | 2<br>BONUS | -1<br>BONUS              | -5<br>BONUS     | 0<br>BONUS | -4<br>BONUS |

### SKILLS / TRAITS

Darkvision 30', Stealth +4  
**Spider Climb:** Climb difficult surfaces no check  
**Web Sense:** Know location of creatures if on same web  
**Web Walker:** Move normally in webbing

2  
PROF

### ACTIONS

**Bite:** +4, 1p, DC 9 Con save or 1d4 poison

## Spirit Naga, L

8

|            |            |                          |             |            |            |    |
|------------|------------|--------------------------|-------------|------------|------------|----|
| NAME       |            |                          |             |            |            | CR |
| 15<br>AC   | 75<br>HP   | 12<br>PASSIVE PERCEPTION | 40<br>SPEED |            |            |    |
| STR        | DEX        | CON                      | INT         | WIS        | CHA        |    |
| 4<br>BONUS | 3<br>BONUS | 2<br>BONUS               | 3<br>BONUS  | 2<br>BONUS | 3<br>BONUS |    |

### SKILLS / TRAITS

Darkvision 60', immune: charm, poison  
**Rejuvenation:** If dies, return to life 1d6 days later  
**Spellcasting:** 10th lvl, DC 14, +6, at will: *mage hand*, *minor illusion*, *ray of frost*, 1st (4): *charm person*, *detect magic*, *sleep*, 2nd (3): *detect thoughts*, *hold person*, 3rd (3): *lightning bolt*, *water breathing*, 4th (3): *blight*, *dimension door*, 5th (2): *dominate person*

3  
PROF

### ACTIONS

**Bite:** 10', +7, 1d6+4p, DC 13 Con save, 7d8 poison, save half

## Sprite, T

1/4

|             |            |                          |                |            |            |
|-------------|------------|--------------------------|----------------|------------|------------|
| NAME        |            |                          |                | CR         |            |
| 15<br>AC    | 2<br>HP    | 34<br>PASSIVE PERCEPTION | 10/40<br>SPEED |            |            |
| STR         | DEX        | CON                      | INT            | WIS        | CHA        |
| -4<br>BONUS | 4<br>BONUS | 0<br>BONUS               | 2<br>BONUS     | 1<br>BONUS | 0<br>BONUS |

### SKILLS / TRAITS

Perception +3, Stealth +8

2  
PROF

### ACTIONS

**Longsword:** +2, 1s  
**Shortbow:** 40/160, +6, 1p, DC 10 Con save or poisoned 1min. If fail >4, also unconscious  
**Heart Sight:** Touch, sprite learns emotional state, DC 10 Cha save or learns alignment. Celestials, fiends, undead auto fail  
**Invisibility:** invisible until attack/spell/concentrate ends

## Spy, M

1

|            |            |                          |                              |                              |                              |
|------------|------------|--------------------------|------------------------------|------------------------------|------------------------------|
| NAME       |            |                          |                              | CR                           |                              |
| 12<br>AC   | 27<br>HP   | 16<br>PASSIVE PERCEPTION | 30<br>SPEED                  |                              |                              |
| STR        | DEX        | CON                      | INT <input type="checkbox"/> | WIS <input type="checkbox"/> | CHA <input type="checkbox"/> |
| 0<br>BONUS | 2<br>BONUS | 0<br>BONUS               | 1<br>BONUS                   | 2<br>BONUS                   | 3<br>BONUS                   |

### SKILLS / TRAITS

Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4  
**Cunning Action:** Bonus action Dash, Disengage, or Hide  
**Sneak Attack** (1/turn): +2d6 when adv or target within 5' of ally

2  
PROF

### ACTIONS

**Multiattack:** 2 melee

**Shortsword:** +4, 1d6+2p  
**Hand Crossbow:** 30/120, +4, 1d6+2p

## Steam Mephit, S

1/4

|          |          |                          |                 |       |       |  |
|----------|----------|--------------------------|-----------------|-------|-------|--|
| NAME     |          |                          |                 |       | CR    |  |
| 10<br>AC | 21<br>HP | 10<br>PASSIVE PERCEPTION | 30/30f<br>SPEED |       |       |  |
| STR      | DEX      | CON                      | INT             | WIS   | CHA   |  |
| -3       | 0        | 0                        | 0               | 0     | 1     |  |
| BONUS    | BONUS    | BONUS                    | BONUS           | BONUS | BONUS |  |

### SKILLS / TRAITS

Darkvision 60', immune: fire, poison

**Death Burst:** On death, 5' DC Dex save or 1d8 fire  
**Innate Spellcasting** (1/day): *blur*

2  
PROF

### ACTIONS

**Claws:** +2, 1d4s & 1d4 fire  
**Steam Breath** (R 6): 15' cone, DC 10 Dex save, 1d8 fire, save half

## Stirge, T

1/8

|             |            |                         |                 |             |             |  |
|-------------|------------|-------------------------|-----------------|-------------|-------------|--|
| NAME        |            |                         |                 |             | CR          |  |
| 14<br>AC    | 2<br>HP    | 9<br>PASSIVE PERCEPTION | 10/40f<br>SPEED |             |             |  |
| STR         | DEX        | CON                     | INT             | WIS         | CHA         |  |
| -3<br>BONUS | 3<br>BONUS | 0<br>BONUS              | -4<br>BONUS     | -1<br>BONUS | -2<br>BONUS |  |

### SKILLS / TRAITS

Darkvision 60'

2  
PROF

### ACTIONS

**Blood Drain:** +5, 1d4+3p, attach: no attack, lose 1d4+3 HP ongoing, detach after drain 10 HP, action to remove

## Stone Giant, H

7

|          |       |           |       |                          |       |             |  |
|----------|-------|-----------|-------|--------------------------|-------|-------------|--|
| NAME     |       |           |       |                          |       | CR          |  |
| 17<br>AC |       | 126<br>HP |       | 14<br>PASSIVE PERCEPTION |       | 40<br>SPEED |  |
| STR      | DEX   | CON       | INT   | WIS                      | CHA   |             |  |
| 6        | 2     | 5         | 0     | 1                        | -1    |             |  |
| BONUS    | BONUS | BONUS     | BONUS | BONUS                    | BONUS |             |  |

### SKILLS / TRAITS

Darkvision 60', Athletics +12, Perception +4

**Stone Camouflage:** Adv on Stealth in rocks

3  
PROF

### ACTIONS

**Multiattack:** 2 greatclub  
**Greatclub:** 15', +9, 3d8+6b  
**Rock:** 60/240, +9, 4d10+6, DC 17 Str save or prone  
**Rock Catching** (react): Catch rock/object DC 10 Dex save, no bludgeoning damage

## Stone Golem, L

10

|            |             |                          |             |            |             |
|------------|-------------|--------------------------|-------------|------------|-------------|
| NAME       |             |                          |             | CR         |             |
| 17<br>AC   | 178<br>HP   | 10<br>PASSIVE PERCEPTION | 30<br>SPEED |            |             |
| STR        | DEX         | CON                      | INT         | WIS        | CHA         |
| 6<br>BONUS | -1<br>BONUS | 5<br>BONUS               | -4<br>BONUS | 0<br>BONUS | -5<br>BONUS |

### SKILLS / TRAITS

Darkvision 120', immune: from alteration, charm, exhaust, fright, paralyze, petrify, poison, psychic, bps nonmagic/nonadamantine

**Magic Resistance:** Adv on saves vs magic

4  
PROF

### ACTIONS

**Multiattack:** 2 slam  
**Slam:** +10, 3d8+6b (magic)  
**Slow** (5-6): 10', 1 target, DC 17 Wis save or no reactions, half speed, 1 attack, 1 action, 1min/until save



## Storm Giant, H

13

NAME

AC 16 HP 230 PASSIVE PERCEPTION 19 SPEED 50/50s

STR 9 DEX 2 CON 5 INT 3 WIS 4 CHA 4

**SKILLS / TRAITS**  
 Arcana +8, Athletics +14, History +8, Perception +9, resist: cold, immune: lightning, thunder  
**Amphibious:** Breathe air & water  
**Innate Spellcasting:** DC 17, at will: *detect magic, feather fall, levitate, light, 3/day* each: *control weather, water breathing*

5

**ACTIONS**  
**Multiaattack:** 2 greatsword  
**Greatsword:** 10', +14, 6d6+9s  
**Rock:** 60/240, +14, 4d12+9b  
**Lightning Strike** (5-6): 500', all within 10' DC 17 Dex save, 12d8 lightning, save half

## Succubus/Incubus M

4

NAME

AC 15 HP 66 PASSIVE PERCEPTION 15 SPEED 30/60f

STR -1 DEX 3 CON 1 INT 2 WIS 1 CHA 5

**SKILLS / TRAITS**  
 Darkvision 60', Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7, resist: cold, fire, lightning, poison, bps nonmagical  
**Telepathic Bond:** If bonded, ignore telepathy range limits  
**Shapechanger:** Polymorph S/M humanoid

2

**ACTIONS**  
**Claw** (Fiend Form): +5, 1d6+3s  
**Charm:** 30', 1 humanoid, DC 15 Wis save or charmed 1 day, save immune, 1 target max  
**Draining Kiss:** Charmed/willing target, DC 15 Con save, 5d10+5 psychic, save half, HP max reduced by damage (die at 0), long rest ends  
**Etherealness:** Enter/exit Ethereal Plane

## Swarm of Bats, M

1/4

NAME

AC 12 HP 22 PASSIVE PERCEPTION 11 SPEED 30f

STR -3 DEX 2 CON 0 INT -4 WIS 1 CHA -3

**SKILLS / TRAITS**  
 Blindsight 60', resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun  
**Echolocation:** Blind while deaf  
**Keen Hearing:** Adv on Perception for hearing  
**Swarm:** Share another creature's space, pass openings as if T, can't regain HP/temp HP

2

**ACTIONS**  
**Bite:** 0', +4, 2d4p/1d4p if <12 HP

## Swarm of Insects, M

1/2

NAME

AC 12 HP 22 PASSIVE PERCEPTION 8 SPEED 20/20c

STR -4 DEX 1 CON 0 INT -5 WIS -2 CHA -5

**SKILLS / TRAITS**  
 Blindsight 10', resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun  
**Swarm:** Share another creature's space, pass openings as if T, can't regain HP/temp HP

2

**ACTIONS**  
**Bite:** 0', +3, 4d4p/2d4p if <12 HP

## Swarm of Poisonous Snakes, M

2

NAME

AC 14 HP 36 PASSIVE PERCEPTION 10 SPEED 30/30s

STR -1 DEX 4 CON 0 INT -5 WIS 0 CHA -4

**SKILLS / TRAITS**  
 Blindsight 10', resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun  
**Swarm:** Share another creature's space, pass openings as if T, can't regain HP/temp HP

2

**ACTIONS**  
**Bite:** 0', +6, 2d6p/1d6p if <19 HP, DC 10 Con save, 4d6 poison, save half

## Swarm of Quippers, M

1

NAME

AC 13 HP 28 PASSIVE PERCEPTION 8 SPEED 40s

STR 1 DEX 3 CON -1 INT -5 WIS -2 CHA -4

**SKILLS / TRAITS**  
 Darkvision 60', resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun  
**Blood Frenzy:** Adv on attacks vs wounded  
**Swarm:** Share another creature's space, pass openings as if T, can't regain HP/temp HP  
**Water Breathing:** Breathe underwater only

2

**ACTIONS**  
**Bite:** 0', +5, 4d6p/2d6p if <15 HP

## Swarm of Rats, M

1/4

NAME

AC 10 HP 24 PASSIVE PERCEPTION 10 SPEED 30

STR -1 DEX 0 CON -1 INT -4 WIS 0 CHA -4

**SKILLS / TRAITS**  
 Darkvision 30', resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun  
**Keen Smell:** Adv on Perception for smell  
**Swarm:** Share another creature's space, pass openings as if T, can't regain HP/temp HP

2

**ACTIONS**  
**Bite:** 0', +2, 2d6p/1d6p if <13 HP

## Swarm of Ravens, M

1/4

NAME

AC 12 HP 24 PASSIVE PERCEPTION 15 SPEED 10/50f

STR -2 DEX 2 CON -1 INT -4 WIS 1 CHA -2

**SKILLS / TRAITS**  
 Perception +5, resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun  
**Swarm:** Share another creature's space, pass openings as if T, can't regain HP/temp HP

2

**ACTIONS**  
**Beaks:** 1 target in swarm's space, +4, 2d6p/1d6p if <13 HP

## Couatl

|       |         |              |
|-------|---------|--------------|
| NAME  |         |              |
| LEVEL | SAVE DC | ATTACK BONUS |
|       | 14      |              |

|         |                                                            |
|---------|------------------------------------------------------------|
| PER DAY | SPELLS                                                     |
| At will | <i>detect evil and good, detect magic, detect thoughts</i> |

|         |                                                                                                                 |
|---------|-----------------------------------------------------------------------------------------------------------------|
| PER DAY | SPELLS                                                                                                          |
| 3 each  | <i>bless, create food and water, cure wounds, lesser restoration, protection from poison, sanctuary, shield</i> |

|         |                                            |
|---------|--------------------------------------------|
| PER DAY | SPELLS                                     |
| 1 each  | <i>dream, greater restoration, scrying</i> |

|         |        |
|---------|--------|
| PER DAY | SPELLS |
|         |        |

## Rakshasa

|       |         |              |
|-------|---------|--------------|
| NAME  |         |              |
| LEVEL | SAVE DC | ATTACK BONUS |
|       | 18      | +10          |

|         |                                                                  |
|---------|------------------------------------------------------------------|
| PER DAY | SPELLS                                                           |
| At will | <i>detect thoughts, disguise self, mage hand, minor illusion</i> |

|         |                                                                          |
|---------|--------------------------------------------------------------------------|
| PER DAY | SPELLS                                                                   |
| 3 each  | <i>charm person, detect magic, invisibility, major image, suggestion</i> |

|         |                                                       |
|---------|-------------------------------------------------------|
| PER DAY | SPELLS                                                |
| 1 each  | <i>dominate person, fly, plane shift, true seeing</i> |

|         |        |
|---------|--------|
| PER DAY | SPELLS |
|         |        |

|       |         |              |
|-------|---------|--------------|
| NAME  |         |              |
| LEVEL | SAVE DC | ATTACK BONUS |
|       |         |              |

|         |        |
|---------|--------|
| PER DAY | SPELLS |
|         |        |

|         |        |
|---------|--------|
| PER DAY | SPELLS |
|         |        |

|         |        |
|---------|--------|
| PER DAY | SPELLS |
|         |        |

|         |        |
|---------|--------|
| PER DAY | SPELLS |
|         |        |

|       |         |              |
|-------|---------|--------------|
| NAME  |         |              |
| LEVEL | SAVE DC | ATTACK BONUS |
|       |         |              |

|         |        |
|---------|--------|
| PER DAY | SPELLS |
|         |        |

|         |        |
|---------|--------|
| PER DAY | SPELLS |
|         |        |

|         |        |
|---------|--------|
| PER DAY | SPELLS |
|         |        |

|         |        |
|---------|--------|
| PER DAY | SPELLS |
|         |        |

|       |         |              |
|-------|---------|--------------|
| NAME  |         |              |
| LEVEL | SAVE DC | ATTACK BONUS |
|       |         |              |

|         |        |
|---------|--------|
| PER DAY | SPELLS |
|         |        |

|         |        |
|---------|--------|
| PER DAY | SPELLS |
|         |        |

|         |        |
|---------|--------|
| PER DAY | SPELLS |
|         |        |

|         |        |
|---------|--------|
| PER DAY | SPELLS |
|         |        |

|       |         |              |
|-------|---------|--------------|
| NAME  |         |              |
| LEVEL | SAVE DC | ATTACK BONUS |
|       |         |              |

|         |        |
|---------|--------|
| PER DAY | SPELLS |
|         |        |

|         |        |
|---------|--------|
| PER DAY | SPELLS |
|         |        |

|         |        |
|---------|--------|
| PER DAY | SPELLS |
|         |        |

|         |        |
|---------|--------|
| PER DAY | SPELLS |
|         |        |

|       |         |              |
|-------|---------|--------------|
| NAME  |         |              |
| LEVEL | SAVE DC | ATTACK BONUS |
|       |         |              |

|         |        |
|---------|--------|
| PER DAY | SPELLS |
|         |        |

|         |        |
|---------|--------|
| PER DAY | SPELLS |
|         |        |

|         |        |
|---------|--------|
| PER DAY | SPELLS |
|         |        |

|         |        |
|---------|--------|
| PER DAY | SPELLS |
|         |        |

|       |         |              |
|-------|---------|--------------|
| NAME  |         |              |
| LEVEL | SAVE DC | ATTACK BONUS |
|       |         |              |

|         |        |
|---------|--------|
| PER DAY | SPELLS |
|         |        |

|         |        |
|---------|--------|
| PER DAY | SPELLS |
|         |        |

|         |        |
|---------|--------|
| PER DAY | SPELLS |
|         |        |

|         |        |
|---------|--------|
| PER DAY | SPELLS |
|         |        |



## Androsphinx

NAME

12

LEVEL

18

SAVE DC

+10

ATTACK BONUS

| LEVEL | SLOTS | SPELLS                                      |
|-------|-------|---------------------------------------------|
| 0     | 0     | sacred flame, spare the dying, thaumaturgy  |
| 1     | 4     | command, detect evil and good, detect magic |
| 2     | 3     | lesser restoration, zone of truth           |
| 3     | 3     | dispel magic, tongues                       |
| 4     | 3     | banishment, freedom of movement             |
| 5     | 2     | flame strike, greater restoration           |
| 6     | 1     | heroes' feast                               |
|       |       |                                             |
|       |       |                                             |
|       |       |                                             |

## Archmage

NAME

18

LEVEL

17

SAVE DC

+9

ATTACK BONUS

| LEVEL | SLOTS | SPELLS                                                        |
|-------|-------|---------------------------------------------------------------|
| 0     | 0     | fire bolt, light, mage hand, prestidigitation, shocking grasp |
| 1     | 4     | detect magic, identify, mage armor*, magic missile            |
| 2     | 3     | detect thoughts, mirror image, misty step                     |
| 3     | 3     | counterspell, fly, lightning bolt                             |
| 4     | 3     | banishment, fire shield, stoneskin*                           |
| 5     | 3     | cone of cold, scrying, wall of force                          |
| 6     | 1     | globe of invulnerability                                      |
| 7     | 1     | teleport                                                      |
| 8     | 1     | mind blank*                                                   |
| 9     | 1     | time stop                                                     |

## Guardian Naga

NAME

11

LEVEL

16

SAVE DC

+8

ATTACK BONUS

| LEVEL | SLOTS | SPELLS                                |
|-------|-------|---------------------------------------|
| 0     | 0     | mending, sacred flame, thaumaturgy    |
| 1     | 4     | command, cure wounds, shield of faith |
| 2     | 3     | calm emotions, hold person            |
| 3     | 3     | bestow curse, clairvoyance            |
| 4     | 3     | banishment, freedom of movement       |
| 5     | 2     | flame strike, geas                    |
| 6     | 1     | true seeing                           |
|       |       |                                       |
|       |       |                                       |
|       |       |                                       |

## Gynosphinx

NAME

9

LEVEL

16

SAVE DC

+8

ATTACK BONUS

| LEVEL | SLOTS | SPELLS                                      |
|-------|-------|---------------------------------------------|
| 0     | 0     | mage hand, minor illusion, prestidigitation |
| 1     | 4     | detect magic, identify, shield              |
| 2     | 3     | darkness, locate object, suggestion         |
| 3     | 3     | dispel magic, remove curse, tongues         |
| 4     | 3     | banishment, greater invisibility            |
| 5     | 1     | legend lore                                 |
|       |       |                                             |
|       |       |                                             |
|       |       |                                             |

## Lich

NAME

18

LEVEL

20

SAVE DC

+12

ATTACK BONUS

| LEVEL | SLOTS | SPELLS                                                  |
|-------|-------|---------------------------------------------------------|
| 0     | 0     | mage hand, prestidigitation, ray of frost               |
| 1     | 4     | detect magic, magic missile, shield, thunderwave        |
| 2     | 3     | acid arrow, detect thoughts, invisibility, mirror image |
| 3     | 3     | animate dead, counterspell, dispel magic, fireball      |
| 4     | 3     | blight, dimension door                                  |
| 5     | 3     | cloudkill, scrying                                      |
| 6     | 1     | disintegrate, globe of invulnerability                  |
| 7     | 1     | finger of death, plane shift                            |
| 8     | 1     | dominate monster, power word stun                       |
| 9     | 1     | power word kill                                         |

## Mage

NAME

9

LEVEL

14

SAVE DC

+6

ATTACK BONUS

| LEVEL | SLOTS | SPELLS                                          |
|-------|-------|-------------------------------------------------|
| 0     | 0     | fire bolt, light, mage hand, prestidigitation   |
| 1     | 4     | detect magic, mage armor, magic missile, shield |
| 2     | 3     | misty step, suggestion                          |
| 3     | 3     | counterspell, fireball, fly                     |
| 4     | 3     | greater invisibility, ice storm                 |
| 5     | 1     | cone of cold                                    |
|       |       |                                                 |
|       |       |                                                 |
|       |       |                                                 |

## Mummy Lord

NAME

10

LEVEL

17

SAVE DC

+9

ATTACK BONUS

| LEVEL | SLOTS | SPELLS                                 |
|-------|-------|----------------------------------------|
| 0     | 0     | sacred flame, thaumaturgy              |
| 1     | 4     | command, guiding bolt, shield of faith |
| 2     | 3     | hold person, silence, spiritual weapon |
| 3     | 3     | animate dead, dispel magic             |
| 4     | 3     | divination, guardian of faith          |
| 5     | 2     | contagion, insect plague               |
| 6     | 1     | harm                                   |
|       |       |                                        |
|       |       |                                        |
|       |       |                                        |

## Priest

NAME

14

LEVEL

14

SAVE DC

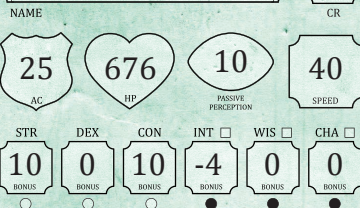
+3

ATTACK BONUS

| LEVEL | SLOTS | SPELLS                               |
|-------|-------|--------------------------------------|
| 0     | 0     | light, sacred flame, thaumaturgy     |
| 1     | 4     | cure wounds, guiding bolt, sanctuary |
| 2     | 3     | lesser restoration, spiritual weapon |
| 3     | 2     | dispel magic, spirit guardians       |
|       |       |                                      |
|       |       |                                      |
|       |       |                                      |
|       |       |                                      |

## Tarrasque, G

30



SKILLS / TRAITS

Blindsight 120', immune: charm, fire, fright, paralyze, poison, bps nonmagic

**Legendary Resistance** (3/day): Pass a failed save

**Magic Resistance:** Adv on saves vs magic

**Reflective Carapace:** If *magic missile*, line spell, ranged attack spell, d6. 1-5: unaffected, 6: reflect spell at caster

**Siege Monster:** Double damage to objects

9 PROF

ACTIONS

**Multitask:** Frightful Presence, 1 bite/swallow, 2 claws, 1 horns, 1 tail

**Bite:** 10', +19, 4d12+10p, grapple & restrain escape DC 20, 1 target

**Claw:** 15', +19, 4d8+10s

**Horns:** 10', +19, 4d10+10p

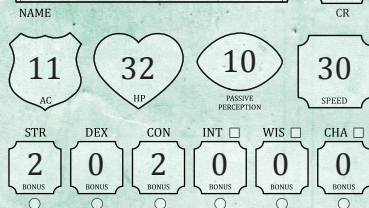
**Tail:** 20', +19, 4d6+10b, DC 20 Str save or prone

**Frightful Presence:** 120', DC 17 Wis save or fright 1min/untill save, disadv if sees tarrasque, save immune

**Swallow:** If bite grappled <H, blind & restrain, 1d6 acid ongoing. If target deals 60+ damage 1 turn, tarrasque DC 20 Con save or exit

## Thug, M

1/2



SKILLS / TRAITS

Intimidation +2

**Pack Tactics:** Adv on attacks if ally within 5' of target

2 PROF

ACTIONS

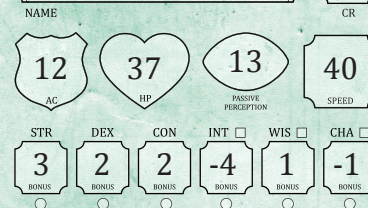
**Multitask:** 2 melee

**Mace:** +4, 1d6+2b

**Heavy Crossbow:** 100/400, +2, 1d10p

## Tiger, L

1



SKILLS / TRAITS

Darkvision 60', Perception +3, Stealth +6

**Keen Smell:** Adv on Perception for smell

**Pounce:** If 20' toward target & hit w/claw, DC 13 Str save or prone & bonus action bite

2 PROF

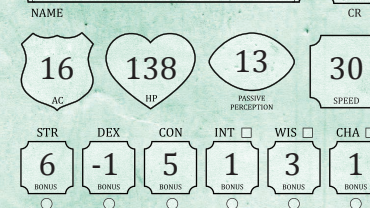
ACTIONS

**Bite:** +5, 1d10+3p

**Claw:** +5, 1d8+3s

## Treant, H

9



SKILLS / TRAITS

Resist: bp, vuln: fire

**False Appearance:** Looks like tree

**Siege Monster:** Double damage to objects

4 PROF

ACTIONS

**Multitask:** 2 slam

**Slam:** +10, 3d6+6b

**Rock:** 60/180, +10, 4d10+6b

**Animate Trees** (1/day): 60', 1-2 trees become treant allies w/ Int & Cha 1 & 1 slam attack only, ends if animating treant dies

## Tribal Warrior, M

1/8



SKILLS / TRAITS

**Pack Tactics:** Adv on attacks if ally within 5' of target

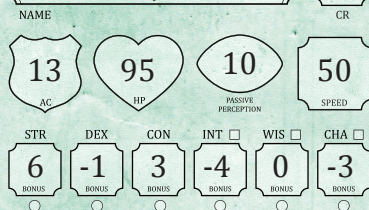
2 PROF

ACTIONS

**Spear:** 20/60, +3, 1d6+1p/1d8+1p 2-hands

## Triceratops, H

5



SKILLS / TRAITS

**Trampling Charge:** If 20' toward target & hit w/gore, DC 13 Str save or prone & bonus action stomp

3 PROF

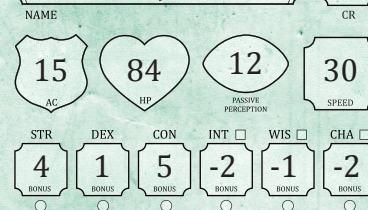
ACTIONS

**Gore:** +9, 4d8+6p

**Stomp:** +9, 3d10+6b

## Troll, L

5



SKILLS / TRAITS

Darkvision 60', Perception +2

**Keen Smell:** Adv on Perception for smell

**Regeneration:** Regain 10 HP on turn unless acid/fire damage. Die only if 0 HP & no regeneration

3 PROF

ACTIONS

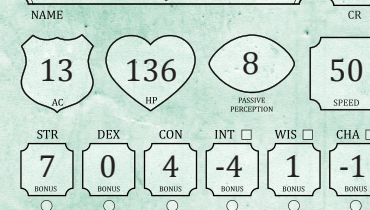
**Multitask:** 1 bite, 2 claws

**Bite:** +7, 1d6+4p

**Claw:** +7, 2d6+4s

## Tyrannosaurus Rex, H

8



SKILLS / TRAITS

Perception +4

3 PROF

ACTIONS

**Multitask:** 1 bite, 1 tail (not same target)

**Bite:** 10', +10, 4d12+7p, <L grappled & restrained, escape DC 17, can't bite another target

**Tail:** 10', +10, 3d8+7b



Unicorn, L

5

NAME

CR

12

67

13

50

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

2

2

0

3

3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', immune: charm, paralyze, poison

Charge: If 20' toward target & hit w/horn, +2d8p, DC 15

Str save or prone

Innate Spellcasting: DC 14, at will: detect evil and good, druidcraft, pass without trace, 1/day each: calm emotions, dispel evil and good, entangle

Magic Resistance: Adv on saves vs magic

3

ACTIONS

Multiattack: 1 hooves, 1 horn

Hooves: +7, 2d6+4b

Horn: +7, 1d8+4p

Healing Touch (3/day): Target regains 2d8+2 HP, remove all diseases & poisons

Teleport (1/day): Up to 3 targets & self, 1 mile

Vampire, M

13

NAME

CR

16

144

17

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

4

4

3

2

4

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 120', Perception +7, Stealth +9, resist: necrotic, bps nonmagic

Shapechanger: If no sun/running water; polymorph into tiny bat/medium cloud of mist\*

Legendary Resistance (3/day): Pass a failed save

Misty Escape: If drop to 0 HP. Shapechanger cloud of mist\*

Regeneration: If 1+ HP & no sun/running water/radiant damage/holy water, regain 20 HP on turn

Spider Climb: Climb difficult surfaces no check

Vampiric Weaknesses: 20 acid running water, 20 radiant sun & disadv attacks & ability checks\*

5

ACTIONS

Multiattack: 2 attacks (1 bite max)

Unarmed Strike: +9, 1d8+8b/no damage & grapple escape DC 18

Bite: Willing/grappled target, +9, 1d6+4p & 3d6 necrotic. HP max reduced by damage (die 0 HP) & vampire heals, long rest ends

Charm: 1 humanoid, 30'; DC 17 Wis save or charmed 1 day/save again if vampire harms

Children of the Night (1/day): 2d4 swarms bats/rats or 3d6 wolves, arrive 1d4 rounds, stay 1 hour

Vampire Spawn, M

5

NAME

CR

15

82

13

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

3

3

0

0

1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', Perception +3, Stealth +6, resist: necrotic, bps nonmagic

Regeneration: If 1+ HP & no sun/running water/radiant damage/holy water, regain 10 HP on turn

Spider Climb: Climb difficult surfaces no check

Vampiric Weaknesses: 20 acid running water, 20 radiant sun & disadv attacks & ability checks\*

3

ACTIONS

Multiattack: 2 attacks (1 bite max)

Claws: +6, 2d4+3s/no damage & grapple escape DC 13

Bite: Willing/grappled target, +6, 1d6+3p & 2d6 necrotic, HP max reduced by damage (die 0 HP) & vampire heals, long rest ends

Veteran, M

3

NAME

CR

17

58

12

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

1

2

0

0

0

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Athletics +5, Perception +2

2

ACTIONS

Multiattack: 2 longsword, 1 shortsword

Longsword: +5, 1d8+3s/1d10+3s

2-hands

Shortsword: +5, 1d6+3p

Heavy Crossbow: 100/400, +3, 1d10+1p

Violet Fungus, M

1/4

NAME

CR

5

18

6

5

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-4

-5

0

-5

-4

-5

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Blindsight 30', immune: blind, deaf, fright

False Appearance: Looks like fungus

2

ACTIONS

Multiattack: 1d4 Rotting Touch

Rotting Touch: 10', +2, 1d8 necrotic

Vrock, L

6

NAME

CR

15

104

34

40/60f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

2

4

-1

1

-1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 120', resist: cold, fire, lightning, bps nonmagic, immune: poison

Magic Resistance: Adv on saves vs magic

3

ACTIONS

Multiattack: 1 beak, 1 talons

Beak: +6, 2d6+3p

Talons: +6, 2d10+3s

Spores (R 6): 15' radius cloud, DC 14 Con save or poisoned & 1d10 poison ongoing/until save, holy water ends

Stunning Screech (1/day): 20' DC 14 Con save or stunned until end of vrock's next turn

Vulture, M

0

NAME

CR

10

5

34

10/50f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-2

0

1

-4

1

-3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Perception +3

Keen Sight & Smell: Adv on Perception for sight & smell

Pack Tactics: Adv on attacks if ally within 5' of target

2

ACTIONS

Beak: +2, 1d4p

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

ACTIONS

## Warhorse, L

1/2

|       |    |       |    |                    |    |       |
|-------|----|-------|----|--------------------|----|-------|
| NAME  |    |       |    |                    |    |       |
| AC    | 11 | HP    | 19 | PASSIVE PERCEPTION | 11 | SPEED |
| STR   | 4  | DEX   | 1  | CON                | 1  | CHA   |
| BONUS | 0  | BONUS | 0  | BONUS              | 0  | BONUS |

**SKILLS / TRAITS**  
**Trampling Charge:** If 20' toward target & hit w/hooves, DC 14 Str save or prone & bonus action hooves

2  
PROF

### ACTIONS

**Hooves:** +6, 2d6+4b

## Warhorse Skeleton, L

1/2

|       |    |       |    |                    |   |       |
|-------|----|-------|----|--------------------|---|-------|
| NAME  |    |       |    |                    |   |       |
| AC    | 13 | HP    | 22 | PASSIVE PERCEPTION | 9 | SPEED |
| STR   | 4  | DEX   | 1  | CON                | 2 | CHA   |
| BONUS | 0  | BONUS | 0  | BONUS              | 0 | BONUS |

**SKILLS / TRAITS**  
Darkvision 60', vuln: b, immune: exhaust, poison

2  
PROF

### ACTIONS

**Hooves:** +6, 2d6+4b

## Water Elemental, L

5

|       |    |       |     |                    |    |       |
|-------|----|-------|-----|--------------------|----|-------|
| NAME  |    |       |     |                    |    |       |
| AC    | 14 | HP    | 114 | PASSIVE PERCEPTION | 10 | SPEED |
| STR   | 4  | DEX   | 2   | CON                | 4  | CHA   |
| BONUS | 0  | BONUS | 0   | BONUS              | 0  | BONUS |

**SKILLS / TRAITS**  
Darkvision 60', resist: acid, bps nonmagic, immune: exhaust, grapple, paralyze, petrify, poison, prone, restrain, unconscious  
**Water Form:** Occupy hostile creature's space, >1" no squeeze  
**Freeze:** If cold damage, speed reduced 20' until end of elemental's next turn

3  
PROF

### ACTIONS

**Multiattack:** 2 slam  
**Slam:** +7, 2d8+4b  
**Whelm** (4-6): Each creature in elemental's space DC 15 Str save or 2d8+4b, <H grappled, restrained, drowning (1 L/2 M targets), escape DC 14. Ongoing 2d8+4b, DC 14 Str check pull free

## Weasel, T

0

|       |    |       |   |                    |    |       |
|-------|----|-------|---|--------------------|----|-------|
| NAME  |    |       |   |                    |    |       |
| AC    | 13 | HP    | 1 | PASSIVE PERCEPTION | 13 | SPEED |
| STR   | -4 | DEX   | 3 | CON                | -1 | CHA   |
| BONUS | 0  | BONUS | 0 | BONUS              | 0  | BONUS |

**SKILLS / TRAITS**  
Perception +3, Stealth +5

**Keen Hearing & Smell:** Adv on Perception for hearing & smell

2  
PROF

### ACTIONS

**Bite:** +5, 1p

## Werebear, M

5

|       |             |       |     |                    |    |       |
|-------|-------------|-------|-----|--------------------|----|-------|
| NAME  |             |       |     |                    |    |       |
| AC    | 11/10 human | HP    | 135 | PASSIVE PERCEPTION | 34 | SPEED |
| STR   | 4           | DEX   | 0   | CON                | 3  | CHA   |
| BONUS | 0           | BONUS | 0   | BONUS              | 0  | BONUS |

**SKILLS / TRAITS**  
Perception +7, immune: bps nonmagic/nonsilver  
**Shapechanger:** Polymorph into M human/L bear/bear-humanoid hybrid\*  
**Keen Smell:** Adv on Perception for smell

3  
PROF

### ACTIONS

**Multiattack:** 2 claw/2 greataxe  
**Bite** (bear/hybrid): +7, 2d10+4p, DC 14 Con save or lycanthropy  
**Claw** (bear/hybrid): +7, 2d8+4s  
**Greataxe** (human/hybrid): +7, 1d12+4

## Wereboar, M

4

|       |             |       |    |                    |    |       |
|-------|-------------|-------|----|--------------------|----|-------|
| NAME  |             |       |    |                    |    |       |
| AC    | 11/10 human | HP    | 78 | PASSIVE PERCEPTION | 12 | SPEED |
| STR   | 3           | DEX   | 0  | CON                | 2  | CHA   |
| BONUS | 0           | BONUS | 0  | BONUS              | 0  | BONUS |

**SKILLS / TRAITS**  
Perception +2, immune: bps nonmagic/nonsilver  
**Shapechanger:** Polymorph into human/boar/boar-humanoid hybrid\*  
**Charge (boar/hybrid):** If 15' toward target & hit w/tusks, +2d6s & DC 13 Str save or prone  
**Relentless (R short/long rest):** If <15 damage reduces to 0 HP, reduce to 1 HP instead

2  
PROF

### ACTIONS

**Multiattack** (human/hybrid): 1 tusk, 1 non-tusks  
**Maul** (human/hybrid): +5, 2d6+3b  
**Tusks** (boar/hybrid): +5, 2d6+3s, DC 12 Con save or lycanthropy

## Wererat, M

2

|       |    |       |    |                    |    |       |
|-------|----|-------|----|--------------------|----|-------|
| NAME  |    |       |    |                    |    |       |
| AC    | 12 | HP    | 33 | PASSIVE PERCEPTION | 12 | SPEED |
| STR   | 0  | DEX   | 2  | CON                | 1  | CHA   |
| BONUS | 0  | BONUS | 0  | BONUS              | 0  | BONUS |

**SKILLS / TRAITS**  
Darkvision 60' (rat form), Perception +2, Stealth +4, immune: bps nonmagic/nonsilver  
**Shapechanger:** Polymorph into human/rat/rat-humanoid hybrid\*  
**Keen Smell:** Adv on Perception for smell

2  
PROF

### ACTIONS

**Multiattack** (human/hybrid): 1 bite, 1 non-bite  
**Bite** (rat/hybrid): +4, 1d4+2p, DC 11 Con save or lycanthropy  
**Shortsword** (human/hybrid): +4, 1d6+2p  
**Hand Crossbow** (human/hybrid): 30/120, +4, 1d6+2p

## Weretiger, M

4

|       |    |       |     |                    |    |       |
|-------|----|-------|-----|--------------------|----|-------|
| NAME  |    |       |     |                    |    |       |
| AC    | 12 | HP    | 120 | PASSIVE PERCEPTION | 15 | SPEED |
| STR   | 3  | DEX   | 2   | CON                | 3  | CHA   |
| BONUS | 0  | BONUS | 0   | BONUS              | 0  | BONUS |

**SKILLS / TRAITS**  
Darkvision 60', Perception +5, Stealth +4, immune: bps nonmagic/nonsilver  
**Shapechanger:** Polymorph into human/tiger/tiger-humanoid hybrid\*  
**Keen Hearing & Smell:** Adv on Perception for smell  
**Pounce** (tiger/hybrid): If 15' toward target & hit w/claw, DC 14 Str save or prone & bonus action bite

2  
PROF

### ACTIONS

**Multiattack** (human/hybrid): 2 scimitar/2 longbow/2 claw (hybrid)  
**Bite** (tiger/hybrid): +5, 1d10+3p, DC 13 Con save or lycanthropy  
**Claw** (tiger/hybrid): +5, 1d8+3s  
**Scimitar** (human/hybrid): +5, 1d6+3s  
**Longbow** (human/hybrid): 150/600, +4, 1d8+2p



## Werewolf, M

3

|                          |                      |
|--------------------------|----------------------|
| NAME                     | CR                   |
| 12/11 human<br>AC        | 58<br>HP             |
| 14<br>PASSIVE PERCEPTION | 30 human/40<br>SPEED |
| STR 2<br>BONUS           | DEX 1<br>BONUS       |
| CON 2<br>BONUS           | INT 0<br>BONUS       |
| WIS 0<br>BONUS           | CHA 0<br>BONUS       |

### SKILLS / TRAITS

Perception +4, Stealth +3, immune: bps nonmagic/nonsilver

**Shapechanger:** Polymorph into human/wolf/wolf-humanoid hybrid\*

**Keen Hearing & Smell:** Adv on Perception for hearing & smell

2  
PROF

### ACTIONS

**Multiattack** (human/hybrid): 1 bite, 1 claws/spear  
**Bite** (wolf/hybrid): +4, 1d8+2p, DC 12 Con save or lycanthropy

**Claws** (hybrid): +4, 2d4+2s

**Spear** (humanoid): 20/60, +4, 1d6+2p/1d8+2p 2-hands

## White Dragon Wyrmling, M

2

|                          |                         |
|--------------------------|-------------------------|
| NAME                     | CR                      |
| 16<br>AC                 | 32<br>HP                |
| 14<br>PASSIVE PERCEPTION | 30/15b/60f/30s<br>SPEED |
| STR 2<br>BONUS           | DEX 0<br>BONUS          |
| CON 2<br>BONUS           | INT -3<br>BONUS         |
| WIS 0<br>BONUS           | CHA 0<br>BONUS          |

### SKILLS / TRAITS

Darkvision 60', blindsight 10', Perception +4, Stealth +2, immune: cold

2  
PROF

### ACTIONS

**Bite:** +4, 1d10+2p & 1d4 cold

**Cold Breath** (5-6): 15' cone, DC 12

Con save, 5d8 cold, save half

## Wight, M

3

|                          |                |
|--------------------------|----------------|
| NAME                     | CR             |
| 14<br>AC                 | 45<br>HP       |
| 13<br>PASSIVE PERCEPTION | 30<br>SPEED    |
| STR 2<br>BONUS           | DEX 2<br>BONUS |
| CON 3<br>BONUS           | INT 0<br>BONUS |
| WIS 1<br>BONUS           | CHA 2<br>BONUS |

### SKILLS / TRAITS

Darkvision 60', Perception +3, Stealth +4, resist: necrotic, bps nonmagic/nonsilver, immune: exhaust, poison

**Sunlight Sensitivity:** In sun, disadv on attacks & Perception for sight

2  
PROF

### ACTIONS

**Multiattack:** 2 longsword/2 longbow/1 Life Drain in place of 1 longsword

**Life Drain:** +4, 1d6+2 necrotic, DC 13 Con save or HP max reduced by damage (die 0), long rest ends

**Longsword:** +4, 1d8+2s/1d10+2s 2-hands  
**Longbow:** 150/600, +4, 1d8+2p

## Will-O'-Wisp, T

2

|                          |                |
|--------------------------|----------------|
| NAME                     | CR             |
| 19<br>AC                 | 22<br>HP       |
| 12<br>PASSIVE PERCEPTION | 50f<br>SPEED   |
| STR -5<br>BONUS          | DEX 9<br>BONUS |
| CON 0<br>BONUS           | INT 1<br>BONUS |
| WIS 2<br>BONUS           | CHA 0<br>BONUS |

### SKILLS / TRAITS

Darkvision 120', immune: exhaust, grapple, lightning, paralyze, poison, prone, restrain, unconscious

**Consume Life:** 5' creature 0 HP, bonus action DC 10 Con save or target dies & will-o'-wisp regains 3d6 HP

**Ephemeral:** Can't wear/carry anything

**Incorporeal Movement:** Move through creatures & objects as difficult terrain, 1d10 force if end in object

**Variable Illumination:** Bright & dim light 5'-20', bonus action change

2  
PROF

### ACTIONS

**Shock:** +4, 2d8 lightning (spell)

**Invisibility:** Invisible until attack,

Consume Life, or concentration ends

## Winter Wolf, L

3

|                          |                 |
|--------------------------|-----------------|
| NAME                     | CR              |
| 13<br>AC                 | 75<br>HP        |
| 15<br>PASSIVE PERCEPTION | 50<br>SPEED     |
| STR 4<br>BONUS           | DEX 1<br>BONUS  |
| CON 2<br>BONUS           | INT -2<br>BONUS |
| WIS 1<br>BONUS           | CHA -1<br>BONUS |

### SKILLS / TRAITS

Perception +5, Stealth +3, immune: cold

**Keen Hearing & Smell:** Adv on Perception for hearing & smell

**Pack Tactics:** Adv on attacks if ally within 5' of target

**Snow Camouflage:** Adv on Stealth in snow

2  
PROF

### ACTIONS

**Bite:** +6, 2d6+4p, DC 14 Str save or prone

**Cold Breath** (5-6): 15' cone, DC 12 Dex save, 4d8 cold, save half

## Wolf, M

1/4

|                          |                 |
|--------------------------|-----------------|
| NAME                     | CR              |
| 13<br>AC                 | 11<br>HP        |
| 13<br>PASSIVE PERCEPTION | 40<br>SPEED     |
| STR 1<br>BONUS           | DEX 2<br>BONUS  |
| CON 1<br>BONUS           | INT -4<br>BONUS |
| WIS 1<br>BONUS           | CHA -2<br>BONUS |

### SKILLS / TRAITS

Perception +3, Stealth +4

**Keen Hearing & Smell:** Adv on Perception for hearing & smell

**Pack Tactics:** Adv on attacks if ally within 5' of target

2  
PROF

### ACTIONS

**Bite:** +4, 2d4+2p, DC 11 Str save or prone

## Worg, L

1/2

|                          |                 |
|--------------------------|-----------------|
| NAME                     | CR              |
| 13<br>AC                 | 26<br>HP        |
| 14<br>PASSIVE PERCEPTION | 50<br>SPEED     |
| STR 3<br>BONUS           | DEX 1<br>BONUS  |
| CON 1<br>BONUS           | INT -2<br>BONUS |
| WIS 0<br>BONUS           | CHA -1<br>BONUS |

### SKILLS / TRAITS

Darkvision 60', Perception +4

**Keen Hearing & Smell:** Adv on Perception for hearing & smell

2  
PROF

### ACTIONS

**Bite:** +5, 2d6+3p, DC 13 Str save or prone

## Wraith, M

5

|                          |                |
|--------------------------|----------------|
| NAME                     | CR             |
| 13<br>AC                 | 67<br>HP       |
| 12<br>PASSIVE PERCEPTION | 60f<br>SPEED   |
| STR -2<br>BONUS          | DEX 3<br>BONUS |
| CON 3<br>BONUS           | INT 1<br>BONUS |
| WIS 2<br>BONUS           | CHA 2<br>BONUS |

### SKILLS / TRAITS

Darkvision 60', resist: acid, cold, fire, lightning, thunder, bps nonmagic/nonsilver, immune: charm, exhaust, grapple, necrotic, paralyze, petrify, poison, prone, restrain

**Incorporeal Movement:** Move through creatures & objects as if difficult terrain, 1d10 force if end in object

**Sunlight Sensitivity:** In sun, disadv on attacks & Perception for sight

3  
PROF

### ACTIONS

**Life Drain:** +6, 4d8+3 necrotic, DC 14 Con save or HP max reduced by damage (die 0), long rest ends

**Create Specter:** Violently dead human 10', create specter, wraith controls (7 max)

Wyvern, L

6

NAME

CR

13

110

14

20/80f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

0

3

-3

1

-2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', Perception +4

3

PROF

ACTIONS

**Multiattack:** 1 bite, 1 stinger, replace 1 w/claws while flying  
**Bite:** 10', +7, 2d6+4p  
**Claws:** +7, 2d8+4s  
**Stinger:** 10', +7, 2d6+4p, DC 15 Con save, 7d6 poison, save half

Xorn, M

5

NAME

CR

19

73

16

20/20b

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

0

6

0

0

0

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', tremorsense 60', Perception +6, Stealth +3, resist: ps nonmagic/nonadamantine  
**Earth Glide:** Borrow through nonmagic earth/stone w/no trace  
**Stone Camouflage:** Adv on Stealth in rocks  
**Treasure Sense:** 60', pinpoint precious metals & stones

3

PROF

ACTIONS

**Multiattack:** 3 claw, 1 bite  
  
**Claw:** +6, 1d6+3s  
**Bite:** +6, 3d6+3p

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

PROF

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

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BONUS

BONUS

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BONUS

SKILLS / TRAITS

PROF

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

PROF

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

PROF

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

PROF

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

PROF

ACTIONS



### Young Black Dragon, L

7

NAME CR

18 AC 127 HP 16 PASSIVE PERCEPTION 40/80f/40s SPEED

STR 4 DEX 2 CON 3 INT 1 WIS 0 CHA 2

SKILLS / TRAITS  
Darkvision 120', blindsight 30', Perception +6, Stealth +5, immune: acid

**Amphibious:** Breathe air & water

3  
PROF

#### ACTIONS

**Multiattack:** 1 bite, 2 claws  
**Bite:** 10', +7, 2d10+4p & 1d8 acid  
**Claw:** +7, 2d6+4s  
**Acid Breath** (5-6): 30'x5' line, DC 14 Dex save, 11d8 acid, save half

### Young Blue Dragon, L

9

NAME CR

18 AC 152 HP 19 PASSIVE PERCEPTION 40/20b/80f SPEED

STR 5 DEX 0 CON 4 INT 2 WIS 1 CHA 3

SKILLS / TRAITS  
Darkvision 120', blindsight 30', Perception +9, Stealth +4, immune: lightning

4  
PROF

#### ACTIONS

**Multiattack:** 1 bite, 2 claws  
**Bite:** 10', +9, 2d10+5p & 1d10 lightning  
**Claw:** +9, 2d6+5s  
**Lightning Breath** (5-6): 60'x5' line, DC 16 Dex save, 10d10 lightning, save half

### Young Brass Dragon, L

6

NAME CR

17 AC 110 HP 16 PASSIVE PERCEPTION 40/20b/80f SPEED

STR 4 DEX 0 CON 3 INT 1 WIS 0 CHA 2

SKILLS / TRAITS  
Darkvision 120', blindsight 30', Perception +6, Persuasion +5, Stealth +3, immune: fire

3  
PROF

#### ACTIONS

**Multiattack:** 1 bite, 2 claws  
**Bite:** 10', +7, 2d10+4p  
**Claw:** +7, 2d6+4s  
**Fire Breath** (5-6): 40'x5' line, DC 14 Dex save, 12d6 fire, save half  
**Sleep Breath** (5-6): 30' cone, DC 14 Con save or unconscious 5min

### Young Bronze Dragon, L

8

NAME CR

18 AC 142 HP 17 PASSIVE PERCEPTION 40/80f/40s SPEED

STR 5 DEX 0 CON 4 INT 2 WIS 1 CHA 3

SKILLS / TRAITS  
Darkvision 120', blindsight 30', Insight +4, Perception +7, Stealth +3, immune: lightning

**Amphibious:** Breathe air & water

3  
PROF

#### ACTIONS

**Multiattack:** 1 bite, 2 claws  
**Bite:** 10', +8, 2d10+5p  
**Claw:** +8, 2d6+5s  
**Lightning Breath** (5-6): 60'x5' line, DC 15 Dex save, 10d10 lightning, save half  
**Repulsion Breath** (5-6): 30' cone, DC 15 Str save or 40' push

### Young Copper Dragon, L

7

NAME CR

17 AC 119 HP 17 PASSIVE PERCEPTION 40/40c/80f SPEED

STR 4 DEX 1 CON 3 INT 3 WIS 1 CHA 2

SKILLS / TRAITS  
Darkvision 120', blindsight 30', Deception +5, Perception +7, Stealth +4, immune: acid

3  
PROF

#### ACTIONS

**Multiattack:** 1 bite, 2 claws  
**Bite:** 10', +7, 2d10+4p  
**Claw:** +7, 2d6+4s  
**Acid Breath** (5-6): 40'x5' line, DC 14 Dex save, 9d8 acid, save half  
**Slowing Breath** (5-6): 30' cone, DC 14 Con save or 1 attack, 1 action type, speed halved, no reactions 1min/until save

### Young Gold Dragon, L

10

NAME CR

18 AC 178 HP 19 PASSIVE PERCEPTION 40/80f/40s SPEED

STR 6 DEX 2 CON 5 INT 3 WIS 1 CHA 5

SKILLS / TRAITS  
Darkvision 120', blindsight 30', Insight +5, Perception +9, Persuasion +9, Stealth +6, immune: fire

**Amphibious:** Breathe air & water

4  
PROF

#### ACTIONS

**Multiattack:** 1 bite, 2 claws  
**Bite:** 10', +10, 2d10+6p  
**Claw:** +10, 2d6+6s  
**Fire Breath** (5-6): 30' cone, DC 17 Dex save, 10d10 fire, save half  
**Weakening Breath** (5-6): 30' cone, DC 17 Str save or disadv Str attacks, checks & saves 1min/until save

### Young Green Dragon, L

8

NAME CR

18 AC 136 HP 17 PASSIVE PERCEPTION 40/80f/40s SPEED

STR 4 DEX 1 CON 3 INT 3 WIS 1 CHA 2

SKILLS / TRAITS  
Darkvision 120', blindsight 30', Deception +5, Perception +7, Stealth +4, immune: poison

**Amphibious:** Breathe air & water

3  
PROF

#### ACTIONS

**Multiattack:** 1 bite, 2 claws  
**Bite:** 10', +7, 2d10+4p & 2d6 poison  
**Claw:** +7, 2d6+4s  
**Poison Breath** (5-6): 30' cone, DC 14 Con save, 12d6 poison, save half

### Young Red Dragon, L

10

NAME CR

18 AC 178 HP 18 PASSIVE PERCEPTION 40/40c/80f SPEED

STR 6 DEX 0 CON 5 INT 2 WIS 0 CHA 4

SKILLS / TRAITS  
Darkvision 120', blindsight 30', Perception +8, Stealth +4, immune: fire

4  
PROF

#### ACTIONS

**Multiattack:** 1 bite, 2 claws  
**Bite:** 10', +10, 2d10+6p & 1d6 fire  
**Claw:** +10, 2d6+6s  
**Fire Breath** (5-6): 30' cone, DC 17 Dex save, 16d6 fire, save half

Young Silver Dragon, L

9

NAME

CR

18

168

18

40/80f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

6

0

5

2

0

4

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 120', blindsight 30', Arcana +6, History +6, Perception +8, Stealth +4, immune: cold

4

ACTIONS

**Multiattack:** 1 bite, 2 claws  
**Bite:** 10', +10, 2d10+6p  
**Claw:** +10, 2d6+6s  
**Cold Breath** (5-6): 30' cone, DC 17 Con save, 12d8 cold, save half  
**Paralyzing Breath** (5-6): 30' cone, DC 17 Con save or paralyzed 1min/until save

Young White Dragon, L

6

NAME

CR

17

133

16

40/20b/80f/40s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

0

4

-2

0

1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 120', blindsight 30', Perception +6, Stealth +3, immune: cold

3

ACTIONS

**Multiattack:** 1 bite, 2 claws  
**Bite:** 10', +7, 2d10+4p & 1d8 cold  
**Claw:** +7, 2d6+4s  
**Cold Breath** (5-6): 30' cone, DC 15 Con save, 10d8 cold, save half

Zombie, M

1/4

NAME

CR

8

22

8

20

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

1

-2

3

-4

-2

-3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', immune: poison

2

ACTIONS

**Undead Fortitude:** If reduced to 0 HP by noncrit nonradiant, Con save DC 5 + damage to drop to 1 HP  
**Slam:** +3, 1d6+1b

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

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SKILLS / TRAITS

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

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SKILLS / TRAITS

ACTIONS

NAME

CR

AC

HP

PASSIVE PERCEPTION

SPEED

STR

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SKILLS / TRAITS

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SKILLS / TRAITS

ACTIONS