

**Aboleth, L** 10

NAME CR

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

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

BONUS BONUS BONUS BONUS BONUS BONUS

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  
**Multiattack:** 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 CR

10 AC 9 HP 12 PASSIVE PERCEPTION 30 SPEED

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

BONUS BONUS BONUS BONUS BONUS BONUS

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 CR

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

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

BONUS BONUS BONUS BONUS BONUS BONUS

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  
**Multiattack:** 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 CR

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

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS  
 Darkvision 120', blindsight 60', Perception +12, Stealth +5, immune: lightning  
**Legendary Resistance (3/day):** Pass a failed save 5 PROF

ACTIONS  
**Multiattack:** 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 CR

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

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

BONUS BONUS BONUS BONUS BONUS BONUS

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  
**Multiattack:** 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 CR

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

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

BONUS BONUS BONUS BONUS BONUS BONUS

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  
**Multiattack:** 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 CR

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

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

BONUS BONUS BONUS BONUS BONUS BONUS

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  
**Multiattack:** 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 CR

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

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

BONUS BONUS BONUS BONUS BONUS BONUS

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  
**Multiattack:** 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

19 AC 207 HP 22 PASSIVE PERCEPTION 40/80f SPEED

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

## 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

**Multitack:** 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

19 AC 256 HP 23 PASSIVE PERCEPTION 40/40c 80f SPEED

STR 8 DEX 0 CON 7 INT 3 WIS 1 CHA 5

## SKILLS / TRAITS

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

6 PROF

## ACTIONS

**Multitack:** 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

19 AC 243 HP 21 PASSIVE PERCEPTION 40/80f SPEED

STR 8 DEX 0 CON 7 INT 3 WIS 1 CHA 5

## 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

**Multitack:** 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/beat CR no higher than own

**Adult White Dragon, H**

13

NAME

CR

18 AC 200 HP 21 PASSIVE PERCEPTION 40/30b/80f/40s SPEED

STR 6 DEX 0 CON 6 INT -1 WIS 1 CHA 1

## 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

**Multitack:** 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

15 AC 90 HP 10 PASSIVE PERCEPTION 90f SPEED

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

## 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

**Multitack:** 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

22 AC 367 HP 26 PASSIVE PERCEPTION 40/80f/40s SPEED

STR 8 DEX 2 CON 7 INT 3 WIS 2 CHA 4

## 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

**Multitack:** 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

22 AC 481 HP 23 PASSIVE PERCEPTION 40/40b/80f SPEED

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

## SKILLS / TRAITS

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

7 PROF

## ACTIONS

**Multitack:** 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):** 90'x10' line, DC 23 Dex save, 16d10 lightning, save half

**Ancient Brass Dragon, G**

20

NAME

CR

20 AC 297 HP 24 PASSIVE PERCEPTION 40/40b/80f SPEED

STR 8 DEX 0 CON 7 INT 3 WIS 2 CHA 4

## 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

**Multitack:** 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

7

## 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

7

## 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

7

## 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  
**Slowing 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

7

## 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

7

## 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

7

## 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

6

## 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\*

6

## 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 CR

18 AC 33 HP 6 PASSIVE PERCEPTION 25 SPEED

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

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 CR

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

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

SKILLS / TRAITS

Darkvision 60', tremorsense 60'

2 PROF

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

### Ape, M

1/2

NAME CR

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

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

SKILLS / TRAITS

Athletics +5, Perception +3

2 PROF

ACTIONS

**Multiattack:** 2 fist

**Fist:** +5, 1d6+3b

**Rock:** 25/50, +5, 1d6+3b

### Archmage, M

12

NAME CR

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

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

15 AC 78 HP 13 PASSIVE PERCEPTION 30 SPEED

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

9 AC 10 HP 10 PASSIVE PERCEPTION 20 SPEED

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

SKILLS / TRAITS

Vuln: fire, resist: p

**False Appearance:** Looks like plant

2 PROF

ACTIONS

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

### Awakened Tree, H

2

NAME CR

13 AC 59 HP 10 PASSIVE PERCEPTION 20 SPEED

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

11 AC 19 HP 10 PASSIVE PERCEPTION 50 SPEED

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

SKILLS / TRAITS

2 PROF

ACTIONS

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

**Azer, M** 2

NAME CR

17 39 11 30  
AC HP PASSIVE PERCEPTION SPEED

STR 3 DEX 1 CON 2 INT  WIS  CHA   
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  
AC HP PASSIVE PERCEPTION SPEED

STR BONUS DEX BONUS CON BONUS INT  WIS  CHA   
BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

PROF

ACTIONS

NAME CR

AC HP PASSIVE PERCEPTION SPEED  
AC HP PASSIVE PERCEPTION SPEED

STR BONUS DEX BONUS CON BONUS INT  WIS  CHA   
BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

PROF

ACTIONS

NAME CR

AC HP PASSIVE PERCEPTION SPEED  
AC HP PASSIVE PERCEPTION SPEED

STR BONUS DEX BONUS CON BONUS INT  WIS  CHA   
BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

PROF

ACTIONS

NAME CR

AC HP PASSIVE PERCEPTION SPEED  
AC HP PASSIVE PERCEPTION SPEED

STR BONUS DEX BONUS CON BONUS INT  WIS  CHA   
BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

PROF

ACTIONS

NAME CR

AC HP PASSIVE PERCEPTION SPEED  
AC HP PASSIVE PERCEPTION SPEED

STR BONUS DEX BONUS CON BONUS INT  WIS  CHA   
BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

PROF

ACTIONS

NAME CR

AC HP PASSIVE PERCEPTION SPEED  
AC HP PASSIVE PERCEPTION SPEED

STR BONUS DEX BONUS CON BONUS INT  WIS  CHA   
BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

PROF

ACTIONS

NAME CR

AC HP PASSIVE PERCEPTION SPEED  
AC HP PASSIVE PERCEPTION SPEED

STR BONUS DEX BONUS CON BONUS INT  WIS  CHA   
BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

PROF

ACTIONS

**Baboon, S** 0

NAME CR

AC 12 HP 3 PASSIVE PERCEPTION 11 SPEED 30/30c

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 PROF

ACTIONS

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

**Badger, T** 0

NAME CR

AC 10 HP 3 PASSIVE PERCEPTION 11 SPEED 20/5b

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 PROF

ACTIONS

**Bite:** +2, 1p

**Balor, H** 19

NAME CR

AC 19 HP 262 PASSIVE PERCEPTION 13 SPEED 40/80f

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 PROF

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

AC 12 HP 11 PASSIVE PERCEPTION 10 SPEED 30

STR DEX CON INT WIS CHA

3 3 3 3 3 3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

2 PROF

ACTIONS

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

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

**Bandit Captain, M** 2

NAME CR

AC 15 HP 65 PASSIVE PERCEPTION 10 SPEED 30

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 PROF

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

AC 15 HP 110 PASSIVE PERCEPTION 18 SPEED 30

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 grapple

**Devil's Sight:** See in magical darkness

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

3 PROF

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

AC 15 HP 52 PASSIVE PERCEPTION 9 SPEED 20

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 PROF

ACTIONS

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

**Bat, T** 0

NAME CR

AC 12 HP 1 PASSIVE PERCEPTION 11 SPEED 5/30f

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

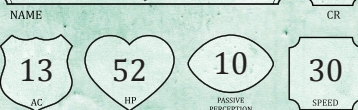
2 PROF

ACTIONS

**Bite:** +0, 1p

### Bearded Devil, M

3



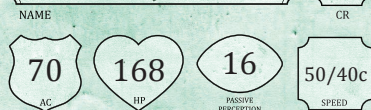
SKILLS / TRAITS  
Darkvision 120', resist: cold, bps nonmagic/nonsilver, immune: fire, poison  
**Devil's Sight:** Can see in magical darkness  
**Magic Resistance:** Adv vs magic  
**Steadfast:** If ally in 30', immune fright

2 PROF

ACTIONS  
**Multiattack:** 1 beard, 1 glaive  
**Beard:** +5, 1d8+2p, DC 12 Con save or poison 1min/untill 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



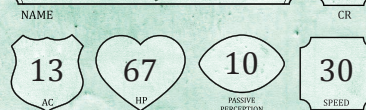
SKILLS / TRAITS  
Darkvision 90', Perception +6, Stealth +7, immune: lightning

4 PROF

ACTIONS  
**Multiattack:** 1 bite, 1 constrict  
**Bite:** 10', +10, 3d10+6p  
**Constrict:** <H, +10, 2d10+6b & 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



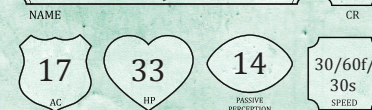
SKILLS / TRAITS  
**Reckless:** Can have adv on melee attacks, grants adv to others' attacks that target berserker until start of its next turn

2 PROF

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

### Black Dragon Wyrmling, M

2



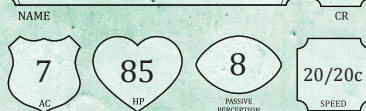
SKILLS / TRAITS  
Darkvision 60', blindsight 10', Perception +4, Stealth +4, immune: acid  
**Amphibious:** Breathe air & water

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



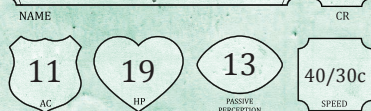
SKILLS / TRAITS  
Blindsight 60', immune: blind, acid, charm, cold, deaf, exhaust, fright, lightning, prone, slashing  
**Amorphous:** >1" no squeezing  
**Corrosive Form:** Touch/hit 1d8 acid, nonmagic weapon cumulative -1 damage (-5 destroys)  
**Spider Climb:** Climb difficult surfaces no check

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



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



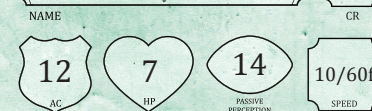
SKILLS / TRAITS  
Perception +3, Stealth +5  
**Keen Hearing & Smell:** Adv on Perception for hearing & smell

2 PROF

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

### Blood Hawk, S

1/8



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



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



SKILLS / TRAITS  
**Charge:** If 20' toward target and hit, **+1d6** & 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



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  
**Multiattack:** 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



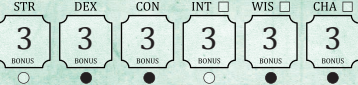
SKILLS / TRAITS  
 Darkvision 120', blindsight 10', Perception +4, Stealth +2, immune: fire

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



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



SKILLS / TRAITS  
 Perception +3

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

2 PROF

ACTIONS  
**Multiattack:** 1 bite, 1 claws

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

**Bugbear, M**

1



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



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



**Camel, L** 1/8

NAME CR

AC 9 HP 15 PASSIVE PERCEPTION 9 SPEED 50

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

2 PROF

ACTIONS

**Bite: +5, 1d4b**

**Cat, T** 0

NAME CR

AC 12 HP 2 PASSIVE PERCEPTION 13 SPEED 40/30c

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Perception +3, Stealth +4

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

2 PROF

ACTIONS

**Claws: +0, 1s**

**Centaur, L** 2

NAME CR

AC 12 HP 45 PASSIVE PERCEPTION 13 SPEED 50

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Athletics +6, Perception +3, Survival +3

**Charge:** If 30' toward target & hits, +3d6p

2 PROF

ACTIONS

**Multiattack:** 1 pike, 1 hooves or 2 longbow

**Pike:** 10', +6, 1d10+4p

**Hooves:** +6, 2d6+4b

**Longbow:** 150/600, +4, 1d8+2p

**Chain Devil, M** 8

NAME CR

AC 16 HP 85 PASSIVE PERCEPTION 11 SPEED 30

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

BONUS BONUS BONUS BONUS BONUS BONUS

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

3 PROF

ACTIONS

**Multiattack:** 2 chains & all animated chains

**Chain:** 10', +8, 2d6+4s, grappled & restrained & 2d6p each turn, escape DC 14

**Animate Chains** (R short/long rest): 60'; animate 4 chains, additional attack & grapple per chain

**Unnerving Mask** (react): 30', DC 14 Wis save or frightened until end of its turn

**Chimera, L** 6

NAME CR

AC 14 HP 114 PASSIVE PERCEPTION 18 SPEED 30/60f

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60', Perception +8

3 PROF

ACTIONS

**Multiattack:** 1 bite, 1 horns, 1 claws or replace bite/horn w/Fire Breath

**Bite:** +7, 2d6+4p

**Horns:** +7, 1d12+4b

**Claws:** +7, 2d6+4s

**Fire Breath** (5-6): 15' cone, DC 15 Dex save, 7d8 fire, save half

**Chuul, L** 4

NAME CR

AC 16 HP 93 PASSIVE PERCEPTION 14 SPEED 30/30s

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60', Perception +4, immune: poison

**Amphibious:** Breathe air & water

**Sense Magic:** Sense magic 120'

2 PROF

ACTIONS

**Multiattack:** 2 pincer & 1 tentacle if grappling

**Pincer:** 10', +6, 2d6+4b, <H grappled DC 14

**Tentacles:** Grappled target DC 13 Con save or poisoned & paralyzed 1min/until save

**Clay Golem, L** 9

NAME CR

AC 14 HP 133 PASSIVE PERCEPTION 9 SPEED 20

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60', immune: form alteration, acid, charm, exhaust, fright, paralyze, petrify, poison, psychic, bps nonmagic/nonadamantine

**Acid Absorption:** Acid damage heals

**Berserk:** If <61 HP, roll d6. 6 = berserk, attack creatures within 20' or objects if no creatures

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

4 PROF

ACTIONS

**Multiattack:** 2 slam

**Slam:** +8, 2d10+5b (magic), DC 15 Con save or HP max reduced by damage, die at 0 HP, greater restoration ends

**Haste** (5-6): +2 AC, adv Dex saves, slam as bonus action until end of its next turn

**Cloaker, L** 8

NAME CR

AC 14 HP 78 PASSIVE PERCEPTION 11 SPEED 10/40f

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60', Stealth +5

**Damage Transfer:** When attached, half damage to target instead of cloaker

**False Appearance:** Looks like leather cloak

**Light Sensitivity:** Disadv attacks and Perception for sight in bright light

3 PROF

ACTIONS

**Multiattack:** 1 bite, 1 tail

**Bite:** +6, 2d6+3p, if <H & adv, attach. Adv to attack, target blind & suffocating, Str check DC 16 escape

**Tail:** 10', +6, 1d8+3s

**Moan:** 60', DC 13 Wis save or frightened 1 round

**Phantasms** (R short/long rest): 3 illusory duplicates. Roll randomly for targeting. Damage/bright light destroys

**Cloud Giant, H** 9

NAME CR

14 AC 200 HP 17 PASSIVE PERCEPTION 40 SPEED

STR 8 BONUS DEX 0 BONUS CON 6 BONUS INT 1 BONUS WIS 3 BONUS CHA 3 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 AC 27 HP 11 PASSIVE PERCEPTION 20/40f SPEED

STR -2 BONUS DEX 1 BONUS CON 1 BONUS INT -4 BONUS WIS 1 BONUS CHA -2 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 AC 4 HP 10 PASSIVE PERCEPTION 30 SPEED

STR 0 BONUS DEX 0 BONUS CON 0 BONUS INT 0 BONUS WIS 0 BONUS CHA 0 BONUS

SKILLS / TRAITS

ACTIONS  
**Club:** +2, 1d4b 2 PROF

**Constrictor Snake, L** 1/4

NAME CR

12 AC 13 HP 10 PASSIVE PERCEPTION 30/30s SPEED

STR 2 BONUS DEX 2 BONUS CON 1 BONUS INT -5 BONUS WIS 0 BONUS CHA -4 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 AC 22 HP 14 PASSIVE PERCEPTION 30/30c/60f SPEED

STR 3 BONUS DEX 3 BONUS CON 3 BONUS INT 3 BONUS WIS 3 BONUS CHA 3 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 AC 97 HP 15 PASSIVE PERCEPTION 30/90f SPEED

STR 3 BONUS DEX 3 BONUS CON 3 BONUS INT 3 BONUS WIS 3 BONUS CHA 3 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 AC 2 HP 9 PASSIVE PERCEPTION 20/20s SPEED

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

SKILLS / TRAITS  
 Blindsight 30', Stealth +2  
**Amphibious:** Breathe air & water 2 PROF

ACTIONS  
**Claw:** +0, 1b

**Crocodile, L** 1/2

NAME CR

12 AC 19 HP 10 PASSIVE PERCEPTION 20/30s SPEED

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

AC: 13 HP: 33 PASSIVE PERCEPTION: 11 SPEED: 30

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

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

AC: 12 HP: 9 PASSIVE PERCEPTION: 10 SPEED: 30

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

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

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

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

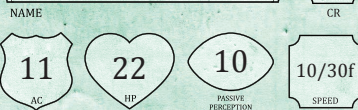
STR DEX CON INT WIS CHA

SKILLS / TRAITS

ACTIONS

## Darkmantle, S

1/2



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



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  
**Multiattack:** 2 bite

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

## Deer, M

0



SKILLS / TRAITS

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

2  
PROF

## Deva, M

10



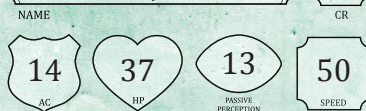
SKILLS / TRAITS  
Darkvision 120', Insight +9, Perception +9, resist: radiant, bps nonmagic, immune: charm, exhaust, fright  
**Innate Spellcasting:** DC 17, at will: *detect evil and good*, 1/day each: *commune*, *raise dead*  
**Magic Resistance:** Adv on saves vs magic

4  
PROF

ACTIONS  
**Multiattack:** 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



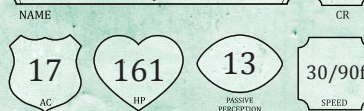
SKILLS / TRAITS  
Perception +3, Stealth +4  
**Keen Hearing & Smell:** Adv on Perception for hearing & smell  
**Pack Tactics:** Adv on attacks if target within 5' of ally

2  
PROF

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

## Djinni, L

11



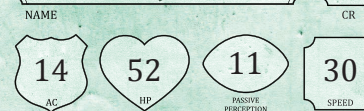
SKILLS / TRAITS  
Darkvision 120', immune: lightning, thunder  
**Innate Spellcasting:** DC 17, +9, at will: *detect evil and good*, *detect magic*, *thunderwave*, 3/day each: *create food and water*, *tongues*, *wind walk*, 1/day each: *conjure elemental* (air elemental only), *creation*, *gaseous form*,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

4  
PROF

ACTIONS  
**Multiattack:** 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



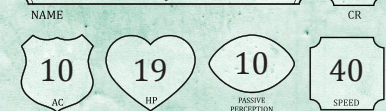
SKILLS / TRAITS  
Darkvision 60', Deception +6, Insight +3, immune: charm  
**Shapechanger:** Polymorph into S/M humanoid  
**Ambusher:** Adv on attacks vs surprised  
**Surprise Attack:** If surprise & hits, +3d6

2  
PROF

ACTIONS  
**Multiattack:** 2 melee  
**Scam:** +6, 1d6+4b  
**Read Thoughts:** 60' read surface thoughts, concentration. Adv on Insight, Deception, Intimidation & Persuasion vs target

## Draft Horse, L

1/4



SKILLS / TRAITS

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

2  
PROF

**Dragon Turtle, G** 17

NAME CR

AC 20 HP 341 PASSIVE PERCEPTION 11 SPEED 20/40s

STR 7 DEX 0 CON 5 INT 0 WIS 1 CHA 1

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS  
Resist: fire, darkvision 120'

**Amphibious:** Breathe air & water

6 PROF

ACTIONS  
**Multiattack:** 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

AC 11 HP 18 PASSIVE PERCEPTION 9 SPEED 20

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS  
Resist: cold, fire, lightning, immune: poison, darkvision 60'

2 PROF

ACTIONS  
**Multiattack:** 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

AC 19 HP 123 PASSIVE PERCEPTION 15 SPEED 30/30c

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

ACTIONS  
**Multiattack:** 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

AC 11/16\* HP 27 PASSIVE PERCEPTION 14 SPEED 30

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

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

**Dryad, M** 1

NAME CR

AC 11/16\* HP 22 PASSIVE PERCEPTION 14 SPEED 30

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

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

AC 16 HP 26 PASSIVE PERCEPTION 10 SPEED 25

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

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

AC 12 HP 17 PASSIVE PERCEPTION 12 SPEED 30/30f

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

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

NAME CR

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

ACTIONS

**Eagle, S** 0

NAME CR

12 AC 3 HP 14 PASSIVE PERCEPTION 10/60f SPEED

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 PROF

ACTIONS

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

**Earth Elemental, L** 5

NAME CR

17 AC 126 HP 10 PASSIVE PERCEPTION 30/30b SPEED

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 nonmag, immune: exhaust, paralyze, petrify, poison, unconscious

**Earth Glide:** Burrow through earth/stone w/no trace

**Siege Monster:** Double damage to objects

3 PROF

ACTIONS

**Multiattack:** 2 slam

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

**Efreeti, L** 11

NAME CR

17 AC 200 HP 12 PASSIVE PERCEPTION 40/60f SPEED

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 PROF

ACTIONS

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

**Scimitar:** +10, 2d6+6s & 2d6 fire

**Hurl Flame:** 120', +7, 5d6 fire (spell)

**Elephant, H** 4

NAME CR

12 AC 76 HP 10 PASSIVE PERCEPTION 40 SPEED

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 PROF

ACTIONS

**Gore:** +8, 3d8+6p

**Stomp:** +8, 3d10+6b

**Elf, Drow, M** 1/4

NAME CR

15 AC 13 HP 12 PASSIVE PERCEPTION 30 SPEED

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 PROF

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 CR

10 AC 13 HP 10 PASSIVE PERCEPTION 50 SPEED

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 PROF

ACTIONS

**Ram:** +5, 1d6+3b

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

**Erinyes, M** 12

NAME CR

18 AC 153 HP 12 PASSIVE PERCEPTION 30/60f SPEED

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 nonmag/nonsilver, immune: fire, poison

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

4 PROF

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 CR

13 AC 44 HP 34 PASSIVE PERCEPTION 30/30c SPEED

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 PROF

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

AC: 13 HP: 102 PASSIVE PERCEPTION: 10 SPEED: 50

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

AC: 18 HP: 162 PASSIVE PERCEPTION: 16 SPEED: 30

STR: 7 DEX: -1 CON: 6 INT: 0 WIS: 2 CHA: 1

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

ACTIONS  
**Multiattack:** 2 greatsword  
**Greatsword:** 10', +11, 6d6+7s  
**Rock:** 60/240, +11, 4d10+7b

**Flesh Golem, M** 5

NAME CR

AC: 9 HP: 93 PASSIVE PERCEPTION: 10 SPEED: 30

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

AC: 14 HP: 5 PASSIVE PERCEPTION: 11 SPEED: 30/60f/30s

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

AC: 17 HP: 17 PASSIVE PERCEPTION: 7 SPEED: 50f

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

AC: 11 HP: 1 PASSIVE PERCEPTION: 34 SPEED: 20/20s

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

AC: 15 HP: 138 PASSIVE PERCEPTION: 13 SPEED: 40

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

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

ACTIONS  
**Multiattack:** 2 greataxe  
**Greataxe:** 10', +9, 3d12+6s  
**Rock:** 60/240, +9, 4d10+6b

**[Empty Card]** [Empty]

NAME CR

AC: [Empty] HP: [Empty] PASSIVE PERCEPTION: [Empty] SPEED: [Empty]

STR: [Empty] DEX: [Empty] CON: [Empty] INT: [Empty] WIS: [Empty] CHA: [Empty]

SKILLS / TRAITS

ACTIONS



**Gargoyle, M** 2

NAME CR

15 AC 52 HP 10 PASSIVE PERCEPTION 30/60f SPEED

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

SKILLS / TRAITS  
Darkvision 60', resist: bps nonmagic/nonadamantine, immune: exhaust, petrify, poison

**False Appearance:** Looks like statue 2 PROF

ACTIONS  
**Multiattack:** 1 bite, 1 claws

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

**Gelatinous Cube, L** 2

NAME CR

6 AC 84 HP 8 PASSIVE PERCEPTION 15 SPEED

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

SKILLS / TRAITS  
Blindsight 60', immune: blind, charm, deaf, exhaust, fright, prone  
**Ooze Cube:** If creature enters space, engulf & disadv on save. Pull target out w/DC 12 Str check & 3d6 acid  
**Transparent:** DC 15 Perception check to spot if hasn't moved 2 PROF

ACTIONS  
**Pseudopod:** +4, 3d6 acid  
**Engulf:** Move speed, <H DC 12 Dex save or 3d6 acid, suffocate, restrained & 6d6 acid ongoing, escape DC 12 Str check

**Ghast, M** 2

NAME CR

13 AC 36 HP 10 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS  
Darkvision 60', resist: necrotic, immune: charm, exhaust, poison  
**Stench:** 5', DC 10 Con save or poisoned until next turn, save immune  
**Turning Defiance:** Ghosts & ghouls 30' adv on saves vs turning 2 PROF

ACTIONS  
**Bite:** +3, 2d8+3p  
**Claws:** +5, 2d5+3s, DC 10 Con save or paralyzed 1min/until save

**Ghost, M** 4

NAME CR

11 AC 45 HP 11 PASSIVE PERCEPTION 40f SPEED

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

SKILLS / TRAITS  
Darkvision 60', resist: acid, fire, lightning, thunder, bps nonmagic, immune: charmed, cold, exhaust, fright, grapple, necrotic, paralyze, petrify, poison, prone, restrain  
**Ethereal Sight:** See 60' into Ethereal Plane 2 PROF  
**Incorporeal Movement:** Creatures/objects difficult terrain. 1d10 force if end in object

ACTIONS  
**Withering Touch:** +5, 4d6+3 necrotic  
**Etherealness:** Enter/exit Ethereal Plane  
**Horrid Visage:** 60', DC 13 Wis save or frightened 1min/until save, save immune. Fail >4, age 1d4x10 years, greater restoration in 24 hours to reverse  
**Possession (R 6):** 5' DC 13 Cha save or controls target, save immune. Unconscious/expell w/magic ends

**Ghoul, M** 1

NAME CR

12 AC 22 HP 10 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS  
Darkvision 60', immune: charm, exhaust, poison 2 PROF

ACTIONS  
**Bite:** +2, 2d6+2p  
**Claws:** +4, 2d4+2s, DC 10 Con save or paralyzed 1min/until save

**Giant Ape, H** 7

NAME CR

12 AC 157 HP 14 PASSIVE PERCEPTION 40/40c SPEED

STR 6 BONUS DEX 2 BONUS CON 4 BONUS INT -2 BONUS WIS 1 BONUS CHA -2 BONUS

SKILLS / TRAITS  
Athletics +9, Perception +4 3 PROF

ACTIONS  
**Multiattack:** 2 fist

**Fist:** 10', +9, 3d10+6b  
**Rock:** 50/100, +9, 7d6+6b

**Giant Badger, M** 1/4

NAME CR

10 AC 13 HP 11 PASSIVE PERCEPTION 30/10b SPEED

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

SKILLS / TRAITS  
Darkvision 30'

**Keen Smell:** Adv on Perception for smell 2 PROF

ACTIONS  
**Multiattack:** 1 bite, 1 claws

**Bite:** +3, 1d6+1p  
**Claws:** +3, 2d4+1s

**Giant Bat, L** 1/4

NAME CR

13 AC 22 HP 11 PASSIVE PERCEPTION 10/60f SPEED

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

SKILLS / TRAITS  
Blindsight 60'

**Echolocation:** No blindsight while deaf  
**Keen Hearing:** Adv on Perception for hearing 2 PROF

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

**Giant Boar, L** 2

NAME CR

AC 12 HP 42 PASSIVE PERCEPTION 8 SPEED 40

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

SKILLS / TRAITS  
**Charge:** If 20' toward target and hit, +2d6 & DC 13 Str save or prone  
**Relentless (R short/long rest):** If <11 damage reduces to 0 HP, reduce to 1 HP instead

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

**Giant Centipede, S** 1/4

NAME CR

AC 13 HP 4 PASSIVE PERCEPTION 8 SPEED 30/30c

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

SKILLS / TRAITS  
**Blindsight** 30'

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

**Giant Constrictor Snake, H** 2

NAME CR

AC 12 HP 60 PASSIVE PERCEPTION 12 SPEED 30/30s

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

SKILLS / TRAITS  
**Blindsight** 10', Perception +2

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

AC 15 HP 13 PASSIVE PERCEPTION 9 SPEED 30/30s

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

SKILLS / TRAITS  
**Blindsight** 30', **Stealth** +4  
**Amphibious:** Breathe air & water

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

**Giant Crocodile, H** 5

NAME CR

AC 14 HP 85 PASSIVE PERCEPTION 10 SPEED 30/30s

STR 5 DEX -1 CON 3 INT -4 WIS 0 CHA -2

SKILLS / TRAITS  
**Stealth** +5  
**Hold Breath:** 30min

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

AC 13 HP 26 PASSIVE PERCEPTION 14 SPEED 10/80f

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

SKILLS / TRAITS  
**Perception** +4  
**Keen Sight:** Adv on Perception for sight

ACTIONS  
**Multiattack:** 1 beak, 1 talons  
**Beak:** +5, 1d5+3p  
**Talons:** +5, 2d6+3s

**Giant Elk, H** 2

NAME CR

AC 14 HP 42 PASSIVE PERCEPTION 14 SPEED 60

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

SKILLS / TRAITS  
**Perception** +4  
**Charge:** If 20' toward target & hit w/ram, +2d6 & DC 14 Str save or prone

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

**Giant Fire Beetle, S** 0

NAME CR

AC 13 HP 4 PASSIVE PERCEPTION 8 SPEED 30

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

SKILLS / TRAITS  
**Blindsight** 30'  
**Illumination:** Bright light 10', dim 10'

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

**Giant Frog, M** 1/4  
NAME CR

AC 11 HP 18 PASSIVE PERCEPTION 12 SPEED 30/30s

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

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

AC 11 HP 19 PASSIVE PERCEPTION 11 SPEED 40

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

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

AC 12 HP 45 PASSIVE PERCEPTION 13 SPEED 50

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

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

AC 12 HP 19 PASSIVE PERCEPTION 10 SPEED 30/30c

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

SKILLS / TRAITS  
 Darkvision 30'

2 PROF

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

**Giant Octopus, L** 1  
NAME CR

AC 11 HP 52 PASSIVE PERCEPTION 14 SPEED 10/60s

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

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

AC 12 HP 19 PASSIVE PERCEPTION 15 SPEED 5/60f

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

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

AC 14 HP 11 PASSIVE PERCEPTION 12 SPEED 30/30s

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

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

AC 12 HP 7 PASSIVE PERCEPTION 10 SPEED 30

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

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

AC 12 HP 7 PASSIVE PERCEPTION 10 SPEED 30

STR DEX CON INT WIS CHA

BONUS -2 2 0 -4 0 -3

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, 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

AC 15 HP 52 PASSIVE PERCEPTION 9 SPEED 40

STR DEX CON INT WIS CHA

BONUS 2 1 2 -5 -1 -4

SKILLS / TRAITS

Blindsight 60'

2 PROF

ACTIONS

**Multitask:** 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

AC 13 HP 16 PASSIVE PERCEPTION 11 SPEED 40s

STR DEX CON INT WIS CHA

BONUS 1 2 0 -4 1 -3

SKILLS / TRAITS

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

2 PROF

ACTIONS

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

### Giant Shark, H

5

NAME CR

AC 13 HP 126 PASSIVE PERCEPTION 13 SPEED 50s

STR DEX CON INT WIS CHA

BONUS 6 0 5 -5 0 -3

SKILLS / TRAITS

Blindsight 60', Perception +3

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

3 PROF

ACTIONS

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

### Giant Spider, L

1

NAME CR

AC 14 HP 26 PASSIVE PERCEPTION 10 SPEED 30/30c

STR DEX CON INT WIS CHA

BONUS 2 3 1 -4 0 -3

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 PROF

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

AC 11 HP 39 PASSIVE PERCEPTION 10 SPEED 20/40s

STR DEX CON INT WIS CHA

BONUS 2 1 1 -4 0 -4

SKILLS / TRAITS

Darkvision 30'

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

2 PROF

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

AC 10 HP 22 PASSIVE PERCEPTION 13 SPEED 10/60f

STR DEX CON INT WIS CHA

BONUS 2 0 2 -2 1 -2

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 PROF

ACTIONS

**Multitask:** 1 beak, 1 talons

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

### Giant Wasp, M

1/2

NAME CR

AC 12 HP 13 PASSIVE PERCEPTION 10 SPEED 10/50f

STR DEX CON INT WIS CHA

BONUS 0 2 0 -5 0 -4

SKILLS / TRAITS

2 PROF

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 BONUS DEX 3 BONUS CON 0 BONUS INT -3 BONUS WIS 1 BONUS CHA -3 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 BONUS DEX 3 BONUS CON 1 BONUS INT -4 BONUS WIS 1 BONUS CHA -3 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 Moucher, M** 2

NAME CR

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

STR 0 BONUS DEX -1 BONUS CON 3 BONUS INT -4 BONUS WIS 0 BONUS CHA -2 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  
**Multiattack:** 1 bite, 1 Blinding Spit

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

**Glabrezu, L** 9

NAME CR

17 AC 157 HP 13 PASSIVE PERCEPTION 40 SPEED

STR 5 BONUS DEX 2 BONUS CON 5 BONUS INT 4 BONUS WIS 3 BONUS CHA 3 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  
**Multiattack:** 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 BONUS DEX 2 BONUS CON 3 BONUS INT 0 BONUS WIS 1 BONUS CHA 2 BONUS

SKILLS / TRAITS  
Athletics +10, Intimidation +5

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

3 PROF

ACTIONS  
**Multiattack:** 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 BONUS DEX 1 BONUS CON 0 BONUS INT -2 BONUS WIS 0 BONUS CHA -2 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 BONUS DEX 2 BONUS CON 2 BONUS INT 1 BONUS WIS 0 BONUS CHA -1 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 BONUS DEX 0 BONUS CON 0 BONUS INT -4 BONUS WIS 0 BONUS CHA -3 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

AC 15 HP 7 PASSIVE PERCEPTION 9 SPEED 30

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

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

AC 19 HP 114 PASSIVE PERCEPTION 14 SPEED 40

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

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

AC 8 HP 22 PASSIVE PERCEPTION 8 SPEED 10/10c

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

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 Dragon Wyrmling, M** 2  
NAME CR

AC 17 HP 38 PASSIVE PERCEPTION 14 SPEED 30/60f/30s

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

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

**Green Hag, M** 3  
NAME CR

AC 17 HP 82 PASSIVE PERCEPTION 14 SPEED 30

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

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

AC 14 HP 27 PASSIVE PERCEPTION 12 SPEED 30/30c

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

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

AC 12 HP 59 PASSIVE PERCEPTION 15 SPEED 30/80f

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

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

**Grimlock, M** 1/4  
NAME CR

AC 11 HP 11 PASSIVE PERCEPTION 13 SPEED 30

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

SKILLS / TRAITS  
 Blindsight 30'/10' if deaf, Athletics +5, Perception +3, Stealth +3, immune: blind  
**Blind Senses:** Can't use blindsight if deaf & can't smell  
**Keen Hearing & Smell:** Adv on Perception for hearing and smell  
**Stone Camouflage:** Adv on Stealth in rocks 2  
PROF

ACTIONS  
**Spiked Bone Club:** +5, 1d4+3b & 1d4p

**Guard, M** 1/8

NAME CR

AC: 16 HP: 11 PASSIVE PERCEPTION: 12 SPEED: 30

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

SKILLS / TRAITS  
Perception +2

2 PROF

ACTIONS  
**Spear:** 20/60, +3, 1d6+1p/1d8+1p  
2-hands

**Guardian Naga, L** 10

NAME CR

AC: 18 HP: 127 PASSIVE PERCEPTION: 14 SPEED: 40

STR: 4 DEX: 4 CON: 3 INT: 3 WIS: 4 CHA: 4

SKILLS / TRAITS  
Darkvision 60', immune: charm, poison

**Rejuvenation:** If dies, return to life 1d6 days later

**Spellcasting:** See spell card\* 4 PROF

ACTIONS  
**Bite:** 10', +8, 1d8+4p, DC 15 Con save, 10d8 poison, save half

**Spit Poison:** 15/30, +8, DC 15 Con save, 10d8 poison, save half

**Gynosphinx, L** 11

NAME CR

AC: 17 HP: 136 PASSIVE PERCEPTION: 18 SPEED: 40/60f

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

SKILLS / TRAITS  
Truesight 120', Arcana +12, History +12, Perception +8, Religion +8, resist: bps nonmagic, immune: read thoughts/emotions, charm, fright, psychic

**Spellcasting:** See spell card\* 4 PROF

ACTIONS  
**Multiattack:** 2 claw

**Claw:** +8, 2d8+4s

NAME CR

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

SKILLS / TRAITS

PROF

ACTIONS

NAME CR

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

SKILLS / TRAITS

PROF

ACTIONS

NAME CR

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

SKILLS / TRAITS

PROF

ACTIONS

NAME CR

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

SKILLS / TRAITS

PROF

ACTIONS

NAME CR

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

SKILLS / TRAITS

PROF

ACTIONS

Half-Red Dragon Veteran, *M*

5

NAME

CR

18 AC 65 HP 12 PASSIVE PERCEPTION 30 SPEED

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

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

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

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 BONUS DEX 1 BONUS CON 2 BONUS INT -2 BONUS WIS 1 BONUS CHA -2 BONUS

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 BONUS DEX 3 BONUS CON 5 BONUS INT -3 BONUS WIS 1 BONUS CHA 1 BONUS

SKILLS / TRAITS

Darkvision 120', resist: cold, fire, lightning, bps 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 BONUS DEX -1 BONUS CON 4 BONUS INT -3 BONUS WIS -1 BONUS CHA -2 BONUS

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 BONUS DEX 1 BONUS CON 1 BONUS INT -4 BONUS WIS 1 BONUS CHA -1 BONUS

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

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 PROF

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 PROF

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 PROF

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 PROF

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 PROF

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 AC 180 HP 12 PASSIVE PERCEPTION 40 SPEED

STR 5 BONUS DEX 2 BONUS CON 4 BONUS INT 4 BONUS WIS 2 BONUS CHA 4 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 AC 21 HP 12 PASSIVE PERCEPTION 30/30f SPEED

STR -2 BONUS DEX 1 BONUS CON 0 BONUS INT -1 BONUS WIS 0 BONUS CHA 1 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 2 PROF  
**Innate Spellcasting (1/day):** fog cloud

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 AC 10 HP 11 PASSIVE PERCEPTION 20/40f SPEED

STR -2 BONUS DEX 3 BONUS CON 1 BONUS INT 0 BONUS WIS 1 BONUS CHA 2 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 2 PROF  
**Magic Resistance:** Adv on saves vs magic

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 AC 104 HP 18 PASSIVE PERCEPTION 50/50f SPEED

STR 3 BONUS DEX 4 BONUS CON 2 BONUS INT 0 BONUS WIS 2 BONUS CHA 0 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 AC 210 HP 10 PASSIVE PERCEPTION 30 SPEED

STR 7 BONUS DEX -1 BONUS CON 5 BONUS INT -4 BONUS WIS 0 BONUS CHA -5 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 AC 3 HP 13 PASSIVE PERCEPTION 40 SPEED

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

SKILLS / TRAITS

ACTIONS

NAME CR

AC HP PASSIVE PERCEPTION SPEED

STR BONUS DEX BONUS CON BONUS INT BONUS WIS BONUS CHA BONUS

SKILLS / TRAITS

ACTIONS

**Killer Whale, H** 3

NAME CR

AC: 12 HP: 90 PASSIVE PERCEPTION: 13 SPEED: 60s

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

SKILLS / TRAITS  
**Blindsight 120'**, Perception +3  
**Echolocation:** No blindsight while deaf  
**Hold Breath:** 30min  
**Keen Hearing:** Adv on Perception  
2

ACTIONS  
**Bite:** +6, 5d6+4p

**Knight, M** 3

NAME CR

AC: 18 HP: 52 PASSIVE PERCEPTION: 10 SPEED: 30

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

SKILLS / TRAITS  
**Brave:** Adv on saves vs frightened  
2

ACTIONS  
**Multiattack:** 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

AC: 12 HP: 5 PASSIVE PERCEPTION: 8 SPEED: 30

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

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

AC: 18 HP: 472 PASSIVE PERCEPTION: 14 SPEED: 20/60s

STR: 10 DEX: 0 CON: 7 INT: 6 WIS: 4 CHA: 5

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 restraint  
**Siege Monster:** Double damage to objects  
7

ACTIONS  
**Multiattack:** 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:

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

NAME CR

AC: HP: PASSIVE PERCEPTION: SPEED:

STR: DEX: CON: INT: WIS: CHA:

SKILLS / TRAITS

ACTIONS

**Lamia, L** 4

NAME CR

AC 13 HP 97 PASSIVE PERCEPTION 12 SPEED 30

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS  
 Darkvision 60', Deception +7, Insight +4, Stealth +3  
**Innate Spellcasting:** DC 13, at will: *disguise self* (any humanoid form), *major image*, 3/day each: *charm person*, *mirror image*, *screying*, *suggestion*, 1/day: *geas* 2 PROF

ACTIONS  
**Multiattack:** 1 claws, 1 dagger/Intoxicating Touch  
**Claws:** +5, 2d10+3s  
**Dagger:** +5, 1d4+3p  
**Intoxicating Touch:** +5, disadv on Wis saves & ability checks, 1hour (spell)

**Lemure, M** 0

NAME CR

AC 7 HP 13 PASSIVE PERCEPTION 34 SPEED 15

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS  
 Darkvision 120', resist: cold, immune: charm, fire, fright, poison  
**Devil's Sight:** See in magical darkness  
**Hellish Rejuvenation:** If dies in Nine Hells, revive in 1d10 days unless *bless*/holy water 2 PROF

ACTIONS  
**Fist:** +3, 1d4b

**Lich, M** 21

NAME CR

AC 17 HP 135 PASSIVE PERCEPTION 19 SPEED 30

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS  
 Truesight 120', Arcana +18, History +12, Insight +9, Perception +9, resist: cold, lightning, necrotic, immune: bps nonmagical, charm, exhaust, fright, paralyze, poison  
**Legendary Resistance** (3/day): Pass a failed save  
**Rejuvenation:** If phylactery, revive in 1d10 days  
**Spellcasting:** See spell card\* 7 PROF  
**Turn Resistance:** Adv vs turn undead

ACTIONS  
**Paralyzing Touch:** +12, 3d6 cold, DC 18 Con save or paralyzed 1min/until save (spell)

**Lion, L** 1

NAME CR

AC 12 HP 26 PASSIVE PERCEPTION 13 SPEED 50

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS  
 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  
**Running Leap:** Long jump 25' w/10' start 2 PROF

ACTIONS  
**Bite:** +5, 1d8+3p  
**Claw:** +5, 1d6+3s

**Lizard, T** 0

NAME CR

AC 10 HP 2 PASSIVE PERCEPTION 9 SPEED 20/20c

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS  
 Darkvision 30' 2 PROF

ACTIONS  
**Bite:** +0, 1p

**Lizardfolk, M** 1/2

NAME CR

AC 15 HP 22 PASSIVE PERCEPTION 13 SPEED 30/30s

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS  
 Perception +3, Stealth +4, Survival +5  
**Hold Breath:** 15min 2 PROF

ACTIONS  
**Multiattack:** 2 different melee  
**Bite:** +4, 1d6+2p  
**Heavy Club:** +4, 1d6+2b  
**Javelin:** 30/120, +4, 1d6+2p  
**Spiked Shield:** +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

NOTES

LEGENDARY ACTIONS

NOTES

LAIR ACTIONS

NOTES

LEGENDARY ACTIONS

NOTES



**Mage, M** 6

NAME CR

12/15\* 40 11 30

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

-1 2 0 3 1 0

BONUS BONUS BONUS BONUS BONUS 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 22 10 30/30f

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

-1 1 1 -2 0 0

BONUS BONUS BONUS BONUS BONUS 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 9 10 30

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

-2 2 1 -1 0 0

BONUS BONUS BONUS BONUS BONUS 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

13 126 10 40

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

7 -1 5 -4 0 -2

BONUS BONUS BONUS BONUS BONUS 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 68 11 30/50f

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

3 3 3 -2 1 -1

BONUS BONUS BONUS BONUS BONUS 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

18 189 13 40

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

4 5 5 4 3 5

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

**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 5 13 40

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

1 2 1 -4 1 -2

BONUS BONUS BONUS BONUS BONUS 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

15 127 14 30

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

0 2 3 1 1 2

BONUS BONUS BONUS BONUS BONUS 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 AC 11 HP 12 PASSIVE PERCEPTION 10/40s SPEED

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

SKILLS / TRAITS  
 Perception +2

**Amphibious:** Breathe air & water 2 PROF

ACTIONS  
**Spear:** 20/60, +2, 1d6p/1d8p  
 2-hands

**Merrow, L** 2

NAME CR

13 AC 45 HP 10 PASSIVE PERCEPTION 10/40s SPEED

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

SKILLS / TRAITS  
 Darkvision 60'

**Amphibious:** Breathe air & water 2 PROF

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 AC 58 HP 11 PASSIVE PERCEPTION 15 SPEED

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

SKILLS / TRAITS  
 Darkvision 60', Stealth +5, immune: acid, prone  
**Shapechanger:** Polymorph into object or true form  
**Adhesive (Object Form):** If touched, adhere. <H grappled, escape DC 13 w/disadv  
**False Appearance (Object Form):** Looks like object 2 PROF  
**Grappler:** Adv on attacks vs grappled creatures

ACTIONS  
**Pseudopod:** +5, 1d8+3b, if object form, Adhesive  
**Bite:** +5, 1d8+3p & 1d8 acid

**Minotaur, L** 3

NAME CR

14 AC 76 HP 17 PASSIVE PERCEPTION 40 SPEED

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

ACTIONS  
**Greataxe:** +6, 2d12+4s  
**Gore:** +6, 2d8+4p

**Minotaur Skeleton, L** 2

NAME CR

12 AC 67 HP 9 PASSIVE PERCEPTION 40 SPEED

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

ACTIONS  
**Greataxe:** +6, 2d12+4s  
**Gore:** +6, 2d8+4p

**Mule, M** 1/8

NAME CR

10 AC 11 HP 10 PASSIVE PERCEPTION 40 SPEED

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

SKILLS / TRAITS  
**Beast of Burden:** Carrying capacity as though L  
**Sure-Footed:** Adv on Str/Dex saves vs prone 2 PROF

ACTIONS  
**Hooves:** +2, 1d4+2b

**Mummy, M** 3

NAME CR

11 AC 58 HP 10 PASSIVE PERCEPTION 20 SPEED

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

SKILLS / TRAITS  
 Darkvision 60', vuln: fire, resist: bps nonmag, immune: charm, exhaust, fright, necrotic, paralyze, poison 2 PROF

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 AC 97 HP 14 PASSIVE PERCEPTION 20 SPEED

STR 4 BONUS DEX 0 BONUS CON 3 BONUS INT 0 BONUS WIS 4 BONUS CHA 3 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 5 PROF  
**Spellcasting:** See spell card\*

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

AC: 18 HP: 184 PASSIVE PERCEPTION: 11 SPEED: 20/30f

STR: 5 DEX: 0 CON: 6 INT: 4 WIS: 1 CHA: 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

AC: 17 HP: 112 PASSIVE PERCEPTION: 16 SPEED: 30

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

AC: 13 HP: 68 PASSIVE PERCEPTION: 11 SPEED: 60/90f

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

AC: 15 HP: 9 PASSIVE PERCEPTION: 12 SPEED: 30

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

**SKILLS / TRAITS**  
 Deception +5, Insight +4, Persuasion +5

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

**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**

**Ochre Jelly, L** 2

NAME CR

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

STR 2 BONUS DEX -2 BONUS CON 2 BONUS INT 0 BONUS WIS 0 BONUS CHA -5 BONUS

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 CR

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

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

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

11 AC 59 HP 8 PASSIVE PERCEPTION 40 SPEED

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

SKILLS / TRAITS  
Darkvision 60'

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

**Ogre Zombie, L** 2

NAME CR

8 AC 85 HP 8 PASSIVE PERCEPTION 30 SPEED

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

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 CR

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

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

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 CR

13 AC 15 HP 10 PASSIVE PERCEPTION 30 SPEED

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

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 CR

14 AC 114 HP 11 PASSIVE PERCEPTION 30 SPEED

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

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 CR

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

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

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 5 DEX 1 CON 3 INT  WIS  CHA   
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

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

NAME  CR

AC HP PASSIVE PERCEPTION SPEED

STR  DEX  CON  INT  WIS  CHA   
BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

ACTIONS

**Panther, M** 1/4  
NAME CR

AC 12 HP 13 PASSIVE PERCEPTION 14 SPEED 50/40c

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

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

AC 12 HP 59 PASSIVE PERCEPTION 16 SPEED 60/90f

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

SKILLS / TRAITS  
 Perception +6 2

ACTIONS  
**Hooves:** +6, 2d6+4b

**Phase Spider, L** 3  
NAME CR

AC 13 HP 32 PASSIVE PERCEPTION 10 SPEED 30/30c

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

SKILLS / TRAITS  
 Darkvision 60', Stealth +6  
**Ethereal Jaunt:** Bonus action enter/exit Ethereal Plane  
**Spider Climb:** Climb difficult surfaces no check 2  
**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

AC 19 HP 300 PASSIVE PERCEPTION 14 SPEED 30/60f

STR 8 DEX 2 CON 7 INT 6 WIS 4 CHA 7

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  
**Multiattack:** 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

AC 19 HP 200 PASSIVE PERCEPTION 21 SPEED 40/120f

STR 7 DEX 5 CON 7 INT 4 WIS 6 CHA 7

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  
**Multiattack:** 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

AC 13 HP 68 PASSIVE PERCEPTION 13 SPEED 20/40s

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

SKILLS / TRAITS  
 Perception +3, Stealth +4  
**Hold Breath:** 1 hour 2

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

**Poisonous Snake, T** 1/8  
NAME CR

AC 13 HP 2 PASSIVE PERCEPTION 10 SPEED 30/30s

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

SKILLS / TRAITS  
 Blindsight 10' 2

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

**Polar Bear, L** 2  
NAME CR

AC 12 HP 42 PASSIVE PERCEPTION 13 SPEED 40/30s

STR 5 DEX 0 CON 3 INT -4 WIS 1 CHA -2

SKILLS / TRAITS  
 Perception +3  
**Keen Hearing & Smell:** Adv on Perception for hearing & smell 2

ACTIONS  
**Multiattack:** 1 bite, 1 claws  
**Bite:** +7, 1d8+5p  
**Claws:** +7, 2d6+5s

**Pony, M** 1/8  
NAME CR

AC: 10 HP: 11 PASSIVE PERCEPTION: 10 SPEED: 40

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

SKILLS / TRAITS

2  
PROF

ACTIONS

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

**Priest, M** 2  
NAME CR

AC: 13 HP: 27 PASSIVE PERCEPTION: 13 SPEED: 25

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

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

AC: 13 HP: 7 PASSIVE PERCEPTION: 13 SPEED: 15/60f

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

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

AC: 18 HP: 247 PASSIVE PERCEPTION: 9 SPEED: 50/30b

STR: 9 DEX: -2 CON: 6 INT: -5 WIS: -1 CHA: -3

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

SKILLS / TRAITS

PROF

ACTIONS

**NAME** **CR**

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

SKILLS / TRAITS

PROF

ACTIONS

**NAME** **CR**

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

SKILLS / TRAITS

PROF

ACTIONS

**NAME** **CR**

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

SKILLS / TRAITS

PROF

ACTIONS

**Quasit, T** 1

NAME CR

AC 13 HP 7 PASSIVE PERCEPTION 10 SPEED 40

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

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

**Quipper, T** 0

NAME CR

AC 13 HP 1 PASSIVE PERCEPTION 8 SPEED 40s

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

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

**Rakshasa, M** 13

NAME CR

AC 16 HP 110 PASSIVE PERCEPTION 13 SPEED 40

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 5  
**Innate Spellcasting:** See spell card\*

ACTIONS  
**Multiattack:** 2 claw

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

**Rat, T** 0

NAME CR

AC 10 HP 1 PASSIVE PERCEPTION 10 SPEED 20

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

ACTIONS  
**Bite:** +0, 1p

**Raven, T** 0

NAME CR

AC 12 HP 1 PASSIVE PERCEPTION 13 SPEED 10/50f

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

ACTIONS  
**Beak:** +4, 1p

**Red Dragon Wyrmling, M** 4

NAME CR

AC 17 HP 75 PASSIVE PERCEPTION 14 SPEED 30/30c/60f

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

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

AC 12 HP 22 PASSIVE PERCEPTION 12 SPEED 40s

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

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

**Remorhaz, H** 11

NAME CR

AC 17 HP 195 PASSIVE PERCEPTION 10 SPEED 30/20b

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

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



**Rhinoceros, L** 2

NAME CR

AC 11 HP 45 PASSIVE PERCEPTION 11 SPEED 40

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

SKILLS / TRAITS  
**Charge:** If 20' toward target & hits w/gore, +2d8b & DC 15 Str save or prone

2 PROF

ACTIONS  
**Gore:** +7, 2d8+5b

**Riding Horse, L** 1/4

NAME CR

AC 10 HP 13 PASSIVE PERCEPTION 10 SPEED 60

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

SKILLS / TRAITS

2 PROF

ACTIONS  
**Hooves:** +5, 2d4+3b

**Roc, G** 11

NAME CR

AC 15 HP 248 PASSIVE PERCEPTION 14 SPEED 20/120f

STR 9 DEX 0 CON 5 INT -4 WIS 0 CHA -1

SKILLS / TRAITS  
 Perception +4

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

4 PROF

ACTIONS  
**Multiattack:** 1 beak, 1 talons  
**Beak:** 10', +13, 4d8+9p  
**Talons:** +13, 4d6+9s, grappled & restrained, escape DC 19, can't target another during grapple

**Roper, L** 5

NAME CR

AC 20 HP 93 PASSIVE PERCEPTION 16 SPEED 10/10c

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

SKILLS / TRAITS  
 Darkvision 60', Perception +6, Stealth +5  
**False Appearance:** Looks like cave rock  
**Grasping Tendrils:** 6 tendrils, AC 20, 10 HP, immune: poison, psychic, DC 15 Str check break, extrudes new tendrils on turn  
**Spider Climb:** Climb difficult surfaces no check

3 PROF

ACTIONS  
**Multiattack:** 4 tendrils, 1 Reel, 1 bite  
**Bite:** +7, 4d8+4p  
**Tendrils:** 50', +7, grappled & restrained, escape DC 15, disadv on Str checks & saves, 1/target  
**Reel:** Pull grappled creatures 25'

**Rug of Smothering, L** 2

NAME CR

AC 12 HP 33 PASSIVE PERCEPTION 6 SPEED 10

STR 3 DEX 2 CON 0 INT -5 WIS -4 CHA -5

SKILLS / TRAITS  
 Blindsight 60', immune: blind, charm, deaf, fright, paralysis, petrify, poison, psychic  
**Antimagic Susceptibility:** Incapacitated in antimagic field, Con save vs spell if *dispel magic* or unconscious 1min  
**Damage Transfer:** When grappling, half damage to target instead of rug  
**False Appearance:** Looks like rug

2 PROF

ACTIONS  
**Smother:** <L, +5, 2d6+3b ongoing, grappled, restrained, blinded, suffocating, escape DC 13, 1 target max

**Rust Monster, M** 1/2

NAME CR

AC 14 HP 27 PASSIVE PERCEPTION 11 SPEED 40

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

SKILLS / TRAITS  
 Darkvision 60'  
**Iron Scent:** Pinpoint metal within 30'  
**Rust Metal:** If nonmagic metal weapon hits, cumulative -1 damage (-5 destroys)

2 PROF

ACTIONS  
**Bite:** +3, 1d8+1p  
**Antennae:** 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

SKILLS / TRAITS

PROF

ACTIONS

NAME CR

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

SKILLS / TRAITS

PROF

ACTIONS

### Saber-Toothed Tiger, L

2

NAME CR

AC 12 HP 52 PASSIVE PERCEPTION 13 SPEED 40

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

SKILLS / TRAITS  
 Perception +3, Stealth +6  
**Keen Smell:** Adv on Perception for smell  
**Pounce:** If 20' toward target & hit w/claw, DC 14 Str save or prone & bonus action bite

2 PROF

ACTIONS  
**Bite:** +6, 1d10+5p  
**Claw:** +6, 2d6+5s

### Sahuagin, M

1/2

NAME CR

AC 12 HP 22 PASSIVE PERCEPTION 15 SPEED 30/40s

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

SKILLS / TRAITS  
 Darkvision 120', Perception +5  
**Blood Frenzy:** Adv on attacks vs wounded  
**Limited Amphibiousness:** Breathe air & water, must submerge every 4 hours  
**Shark Telepathy:** 120', telepathic communication with sharks

2 PROF

ACTIONS  
**Multiattack:** 1 bite, 1 claws/spear  
**Bite:** +3, 1d4+1p  
**Claws:** +3, 1d4+1s  
**Spear:** 20/60, +3, 1d6+1p/1d8+1p 2-hands

### Salamander, L

5

NAME CR

AC 15 HP 90 PASSIVE PERCEPTION 10 SPEED 30

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

SKILLS / TRAITS  
 Darkvision 60', vuln: cold, resist: bps nonmagic, immune: fire  
**Heated Body:** If touch/hit in 5', 2d6 fire  
**Heated Weapons:** Metal weapons +1d6 fire (included)

3 PROF

ACTIONS  
**Multiattack:** 1 spear, 1 tail  
**Spear:** 20/60, +7, 2d6+4p/2d8+4p 2-hands & 1d6 fire  
**Tail:** 10', +7, 2d6+4b & 2d6 fire, grappled & restrained, escape DC 14, auto-hit w/tail, can't target others

### Satyr, M

1/2

NAME CR

AC 14 HP 31 PASSIVE PERCEPTION 12 SPEED 40

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

SKILLS / TRAITS  
 Perception +2, Performance +6, Stealth +5  
**Magic Resistance:** Adv on saves vs magic

2 PROF

ACTIONS  
**Ram:** +3, 2d4+1b  
**Shortsword:** +5, 1d6+3p  
**Shortbow:** 80/320, +5, 1d6+3p

### Scorpion, T

0

NAME CR

AC 11 HP 1 PASSIVE PERCEPTION 9 SPEED 10

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

SKILLS / TRAITS  
 Blindsight 10'

2 PROF

ACTIONS  
**Sting:** +2, 1p, DC 9 Con save, 1d8 poison, save half

### Scout, M

1/2

NAME CR

AC 13 HP 16 PASSIVE PERCEPTION 15 SPEED 30

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

SKILLS / TRAITS  
 Nature +4, Perception +5, Stealth +6, Survival +5  
**Keen Hearing & Sight:** Adv on Perception for hearing & sight

2 PROF

ACTIONS  
**Multiattack:** 2 melee or 2 ranged  
**Shortsword:** +4, 1d6+2p  
**Longbow:** 150/600, +4, 1d8+2p

### Sea Hag, M

2

NAME CR

AC 14 HP 52 PASSIVE PERCEPTION 11 SPEED 30/40s

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

SKILLS / TRAITS  
 Darkvision 60'  
**Amphibious:** Breathe air & water  
**Horroric Appearance:** If 30' & can see true form, DC 11 Wis save or frightened/until save (disadv if sees hag), save immune. Can avert eyes if no surprise, attacks disadv

2 PROF

ACTIONS  
**Claws:** +5, 2d6+3s  
**Death Glare:** 1 frightened creature 30', if sees hag, DC 11 Wis save or 0 HP  
**Illusory Appearance:** Ugly humanoid illusion, Investigation DC 16 to discern

### Sea Horse, T

0

NAME CR

AC 11 HP 1 PASSIVE PERCEPTION 10 SPEED 20s

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

SKILLS / TRAITS  
**Water Breathing:** Breathe underwater only

2 PROF

ACTIONS

**Shadow, M** 1/2

NAME CR

12 AC 16 HP 10 PASSIVE PERCEPTION 40 SPEED

STR DEX CON INT WIS CHA

-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 PROF

ACTIONS  
**Strength Drain:** +4, 2d6+2 necrotic & Str reduced 1d4 (die at 0), short/long rest ends

**Shambling Mound, L** 5

NAME CR

15 AC 136 HP 10 PASSIVE PERCEPTION 20/20s 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 PROF

ACTIONS  
**Multitask:** 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 AC 142 HP 10 PASSIVE PERCEPTION 30 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 PROF

ACTIONS  
**Multitask:** 2 fist  
**Fist:** +7, 2d6+4b  
**Shield (react):** Guardian grants +2 AC to amulet wearer if within 5'

**Shrieker, M** 0

NAME CR

5 AC 13 HP 6 PASSIVE PERCEPTION 0 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 PROF

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 AC 45 HP 14 PASSIVE PERCEPTION 30/60f 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 PROF

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 AC 13 HP 9 PASSIVE PERCEPTION 30 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 PROF

ACTIONS  
**Shortsword:** +4, 1d6+2p  
**Shortbow:** 80/320, +4, 1d6+2p

**Solar, L** 21

NAME CR

21 AC 243 HP 24 PASSIVE PERCEPTION 50/150f 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 PROF

ACTIONS  
**Multitask:** 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 AC 22 HP 10 PASSIVE PERCEPTION 50f 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 PROF

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 AC 1 HP 34 PASSIVE PERCEPTION 20/20c SPEED

STR DEX CON INT WIS CHA

-4 2 -1 -5 0 -4

BONUS BONUS BONUS BONUS BONUS 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 AC 75 HP 12 PASSIVE PERCEPTION 40 SPEED

STR DEX CON INT WIS CHA

4 3 2 3 2 3

BONUS BONUS BONUS BONUS BONUS 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 AC 2 HP 34 PASSIVE PERCEPTION 10/40f SPEED

STR DEX CON INT WIS CHA

-4 4 0 2 1 0

BONUS BONUS BONUS BONUS BONUS 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 AC 27 HP 16 PASSIVE PERCEPTION 30 SPEED

STR DEX CON INT WIS CHA

0 2 0 1 2 3

BONUS BONUS BONUS BONUS BONUS 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 AC 21 HP 10 PASSIVE PERCEPTION 30/30f 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 AC 2 HP 9 PASSIVE PERCEPTION 10/40f SPEED

STR DEX CON INT WIS CHA

-3 3 0 -4 -1 -2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60'

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 AC 126 HP 14 PASSIVE PERCEPTION 40 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 AC 178 HP 10 PASSIVE PERCEPTION 30 SPEED

STR DEX CON INT WIS CHA

6 -1 5 -4 0 -5

BONUS BONUS BONUS BONUS BONUS 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 CR  
16 AC 230 HP 19 PASSIVE PERCEPTION 50/50s SPEED

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

SKILLS / TRAITS  
Arcana +8, Athletics +14, History +8, Perception +9, resist: cold, immune: lightning, thunder  
**Ambiguous:** Breathe air & water  
**Innate Spellcasting:** DC 17, at will: *detect magic, feather fall, levitate, light*, 3/day each: *control weather, water breathing* 5 PROF

ACTIONS  
**Multiattack:** 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 CR  
15 AC 66 HP 15 PASSIVE PERCEPTION 30/60f SPEED

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

SKILLS / TRAITS  
Darkvision 60', Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7, resist: cold, fire, lightning, poison, bps nonmagic  
**Telepathic Bond:** If bonded, ignore telepathy range limits 2 PROF  
**Shapechanger:** Polymorph S/M humanoid

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 CR  
12 AC 22 HP 11 PASSIVE PERCEPTION 30f SPEED

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

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 PROF

ACTIONS  
**Bite:** 0', +4, 2d4p/1d4p if <12 HP

### Swarm of Insects, M

1/2

NAME CR  
12 AC 22 HP 8 PASSIVE PERCEPTION 20/20c SPEED

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

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 PROF

ACTIONS  
**Bite:** 0', +3, 4d4p/2d4p if <12 HP

### Swarm of Poisonous Snakes, M

2

NAME CR  
14 AC 36 HP 10 PASSIVE PERCEPTION 30/30s SPEED

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

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 PROF

ACTIONS  
**Bite:** 0', +6, 2d6p/1d6p if <19 HP, DC 10 Con save, 4d6 poison, save half

### Swarm of Quippers, M

1

NAME CR  
13 AC 28 HP 8 PASSIVE PERCEPTION 40s SPEED

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

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 PROF

ACTIONS  
**Bite:** 0', +5, 4d6p/2d6p if <15 HP

### Swarm of Rats, M

1/4

NAME CR  
10 AC 24 HP 10 PASSIVE PERCEPTION 30 SPEED

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

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 PROF

ACTIONS  
**Bite:** 0', +2, 2d6p/1d6p if <13 HP

### Swarm of Ravens, M

1/4

NAME CR  
12 AC 24 HP 15 PASSIVE PERCEPTION 10/50f SPEED

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

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 PROF

ACTIONS  
**Beaks:** 1 target in swarm's space, +4, 2d6p/1d6p if <13 HP

## Coatl

NAME		
LEVEL	14	ATTACK BONUS

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	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		

PER DAY	SPELLS

PER DAY	SPELLS

PER DAY	SPELLS

PER DAY	SPELLS

NAME		
LEVEL		

PER DAY	SPELLS

PER DAY	SPELLS

PER DAY	SPELLS

PER DAY	SPELLS

NAME		
LEVEL		

PER DAY	SPELLS

PER DAY	SPELLS

PER DAY	SPELLS

PER DAY	SPELLS

NAME		
LEVEL		

PER DAY	SPELLS

PER DAY	SPELLS

PER DAY	SPELLS

PER DAY	SPELLS

NAME		
LEVEL		

PER DAY	SPELLS

PER DAY	SPELLS

PER DAY	SPELLS

PER DAY	SPELLS

NAME		
LEVEL		

PER DAY	SPELLS

PER DAY	SPELLS

PER DAY	SPELLS

PER DAY	SPELLS

## Androsphinx

NAME

12

18

+10

LEVEL

SAVE DC

ATTACK BONUS

LEVEL	SLOTS	SPELLS
0	0	<i>sacred flame, spare the dying, thaumaturgy</i>
1	4	<i>command, detect evil and good, detect magic</i>
2	3	<i>lesser restoration, zone of truth</i>
3	3	<i>dispel magic, tongues</i>
4	3	<i>banishment, freedom of movement</i>
5	2	<i>flame strike, greater restoration</i>
6	1	<i>heroes' feast</i>
	0	
	0	
	0	

## Archmage

NAME

18

17

+9

LEVEL

SAVE DC

ATTACK BONUS

LEVEL	SLOTS	SPELLS
0	0	<i>fire bolt, light, mage hand, prestidigitation, shocking grasp</i>
1	4	<i>detect magic, identify, mage armor*, magic missile</i>
2	3	<i>detect thoughts, mirror image, misty step</i>
3	3	<i>counterspell, fly, lightning bolt</i>
4	3	<i>banishment, fire shield, stonewall*</i>
5	3	<i>cone of cold, scrying, wall of force</i>
6	1	<i>globe of invulnerability</i>
7	1	<i>teleport</i>
8	1	<i>mind blank*</i>
9	1	<i>time stop</i>

## Guardian Naga

NAME

11

16

+8

LEVEL

SAVE DC

ATTACK BONUS

LEVEL	SLOTS	SPELLS
0	0	<i>mending, sacred flame, thaumaturgy</i>
1	4	<i>command, cure wounds, shield of faith</i>
2	3	<i>calm emotions, hold person</i>
3	3	<i>bestow curse, clairvoyance</i>
4	3	<i>banishment, freedom of movement</i>
5	2	<i>flame strike, geas</i>
6	1	<i>true seeing</i>
	0	
	0	
	0	

## Gynosphinx

NAME

9

16

+8

LEVEL

SAVE DC

ATTACK BONUS

LEVEL	SLOTS	SPELLS
0	0	<i>mage hand, minor illusion, prestidigitation</i>
1	4	<i>detect magic, identify, shield</i>
2	3	<i>darkness, locate object, suggestion</i>
3	3	<i>dispel magic, remove curse, tongues</i>
4	3	<i>banishment, greater invisibility</i>
5	1	<i>legend lore</i>
	0	
	0	
	0	

## Lich

NAME

18

20

+12

LEVEL

SAVE DC

ATTACK BONUS

LEVEL	SLOTS	SPELLS
0	0	<i>mage hand, prestidigitation, ray of frost</i>
1	4	<i>detect magic, magic missile, shield, thunderwave</i>
2	3	<i>acid arrow, detect thoughts, invisibility, mirror image</i>
3	3	<i>animate dead, counterspell, dispel magic, fireball</i>
4	3	<i>blight, dimension door</i>
5	3	<i>cloudkill, scrying</i>
6	1	<i>disintegrate, globe of invulnerability</i>
7	1	<i>finger of death, plane shift</i>
8	1	<i>dominate monster, power word stun</i>
9	1	<i>power word kill</i>

## Mage

NAME

9

14

+6

LEVEL

SAVE DC

ATTACK BONUS

LEVEL	SLOTS	SPELLS
0	0	<i>fire bolt, light, mage hand, prestidigitation</i>
1	4	<i>detect magic, mage armor, magic missile, shield</i>
2	3	<i>misty step, suggestion</i>
3	3	<i>counterspell, fireball, fly</i>
4	3	<i>greater invisibility, ice storm</i>
5	1	<i>cone of cold</i>
	0	
	0	
	0	

## Mummy Lord

NAME

10

17

+9

LEVEL

SAVE DC

ATTACK BONUS

LEVEL	SLOTS	SPELLS
0	0	<i>sacred flame, thaumaturgy</i>
1	4	<i>command, guiding bolt, shield of faith</i>
2	3	<i>hold person, silence, spiritual weapon</i>
3	3	<i>animate dead, dispel magic</i>
4	3	<i>divination, guardian of faith</i>
5	2	<i>contagion, insect plague</i>
6	1	<i>harm</i>
	0	
	0	
	0	

## Priest

NAME

14

14

+3

LEVEL

SAVE DC

ATTACK BONUS

LEVEL	SLOTS	SPELLS
0	0	<i>light, sacred flame, thaumaturgy</i>
1	4	<i>cure wounds, guiding bolt, sanctuary</i>
2	3	<i>lesser restoration, spiritual weapon</i>
3	2	<i>dispel magic, spirit guardians</i>
	0	
	0	
	0	
	0	

**Tarrasque, G** 30

NAME CR

AC 25 HP 676 PASSIVE PERCEPTION 10 SPEED 40

STR 10 DEX 0 CON 10 INT -4 WIS 0 CHA 0

BONUS BONUS BONUS BONUS BONUS BONUS

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

PROF 9

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

NAME CR

AC 11 HP 32 PASSIVE PERCEPTION 10 SPEED 30

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS  
Intimidation +2

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

PROF 2

ACTIONS  
**Multitask:** 2 melee

**Mace:** +4, 1d6+2b  
**Heavy Crossbow:** 100/400, +2, 1d10p

**Tiger, L** 1

NAME CR

AC 12 HP 37 PASSIVE PERCEPTION 13 SPEED 40

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

BONUS BONUS BONUS BONUS BONUS BONUS

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

PROF 2

ACTIONS  
**Bite:** +5, 1d10+3p  
**Claw:** +5, 1d8+3s

**Treant, H** 9

NAME CR

AC 16 HP 138 PASSIVE PERCEPTION 13 SPEED 30

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS  
Resist: bp, vuln: fire

**False Appearance:** Looks like tree  
**Siege Monster:** Double damage to objects

PROF 4

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

NAME CR

AC 12 HP 11 PASSIVE PERCEPTION 10 SPEED 30

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

BONUS BONUS BONUS BONUS BONUS BONUS

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

PROF 2

ACTIONS  
**Spear:** 20/60, +3, 1d6+1p/1d8+1p 2-hands

**Triceratops, H** 5

NAME CR

AC 13 HP 95 PASSIVE PERCEPTION 10 SPEED 50

STR 6 DEX -1 CON 3 INT -4 WIS 0 CHA -3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS  
**Trampling Charge:** If 20' toward target & hit w/gore, DC 13 Str save or prone & bonus action stomp

PROF 3

ACTIONS  
**Gore:** +9, 4d8+6p  
**Stomp:** +9, 3d10+6b

**Troll, L** 5

NAME CR

AC 15 HP 84 PASSIVE PERCEPTION 12 SPEED 30

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

BONUS BONUS BONUS BONUS BONUS BONUS

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

PROF 3

ACTIONS  
**Multitask:** 1 bite, 2 claws

**Bite:** +7, 1d6+4p  
**Claw:** +7, 2d6+4s

**Tyrannosaurus Rex, H** 8

NAME CR

AC 13 HP 136 PASSIVE PERCEPTION 8 SPEED 50

STR 7 DEX 0 CON 4 INT -4 WIS 1 CHA -1

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS  
Perception +4

PROF 3

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

AC 12 HP 67 PASSIVE PERCEPTION 13 SPEED 50

STR 4 DEX 2 CON 2 INT 0 WIS 3 CHA 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

AC 16 HP 144 PASSIVE PERCEPTION 17 SPEED 30

STR 4 DEX 4 CON 4 INT 3 WIS 2 CHA 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

AC 15 HP 82 PASSIVE PERCEPTION 13 SPEED 30

STR 3 DEX 3 CON 3 INT 0 WIS 0 CHA 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

AC 17 HP 58 PASSIVE PERCEPTION 12 SPEED 30

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS  
 Athletics +5, Perception +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

2

**Violet Fungus, M** 1/4

NAME CR

AC 5 HP 18 PASSIVE PERCEPTION 6 SPEED 5

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

AC 15 HP 104 PASSIVE PERCEPTION 34 SPEED 40/60f

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

AC 10 HP 5 PASSIVE PERCEPTION 34 SPEED 10/50f

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

CR



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

CR



SKILLS / TRAITS

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

2  
PROF

ACTIONS

**Hooves:** +6, 2d6+4b

## Water Elemental, L

5

NAME

CR



SKILLS / TRAITS

Darkvision 60', resist: acid, bps nonmag, 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

CR



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

CR



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

CR



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

CR



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

CR



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 AC HP 58 14 30 human/40 SPEED

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

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

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 AC HP 32 14 30/15b/60f/30s SPEED

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

SKILLS / TRAITS  
 Darkvision 60', blindsight 10', Perception +4, Stealth +2, immune: cold 2

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 AC HP 45 13 30 SPEED

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

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

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 AC HP 22 12 50f SPEED

STR -5 DEX 9 CON 0 INT 1 WIS 2 CHA 0

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

ACTIONS  
**Shock:** +4, 2d8 lightning (spell)  
**Invisibility:** Invisible until attack, Consume Life, or concentration ends

**Winter Wolf, L** 3

NAME CR

13 AC HP 75 15 50 SPEED

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

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

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 AC HP 11 13 40 SPEED

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

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

ACTIONS  
**Bite:** +4, 2d4+2p, DC 11 Str save or prone

**Worg, L** 1/2

NAME CR

13 AC HP 26 14 50 SPEED

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

SKILLS / TRAITS  
 Darkvision 60', Perception +4  
**Keen Hearing & Smell:** Adv on Perception for hearing & smell 2

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

**Wraith, M** 5

NAME CR

13 AC HP 67 12 60f SPEED

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

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

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

AC: 13 HP: 110 PASSIVE PERCEPTION: 14 SPEED: 20/80f

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

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

AC: 19 HP: 73 PASSIVE PERCEPTION: 16 SPEED: 20/20b

STR: 3 DEX: 0 CON: 6 INT: 0 WIS: 0 CHA: 0

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

SKILLS / TRAITS

PROF

ACTIONS

NAME CR

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

SKILLS / TRAITS

PROF

ACTIONS

NAME CR

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

SKILLS / TRAITS

PROF

ACTIONS

NAME CR

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

SKILLS / TRAITS

PROF

ACTIONS

NAME CR

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

SKILLS / TRAITS

PROF

ACTIONS

NAME CR

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

SKILLS / TRAITS

PROF

ACTIONS

**Young Black Dragon, L**

7

NAME CR

18 AC 127 HP 16 PASSIVE PERCEPTION 40/80f/40s SPEED

STR DEX CON INT WIS CHA

4 2 3 1 0 2

BONUS BONUS BONUS BONUS BONUS BONUS

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 DEX CON INT WIS CHA

5 0 4 2 1 3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS  
Darkvision 120', blindsight 30', Perception +9, Stealth +4, immune: lightning

**Amphibious:** Breathe air & water 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 DEX CON INT WIS CHA

4 0 3 1 0 2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS  
Darkvision 120', blindsight 30', Perception +6, Persuasion +5, Stealth +3, immune: fire

**Amphibious:** Breathe air & water 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 DEX CON INT WIS CHA

5 0 4 2 1 3

BONUS BONUS BONUS BONUS BONUS BONUS

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 DEX CON INT WIS CHA

4 1 3 3 1 2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS  
Darkvision 120', blindsight 30', Deception +5, Perception +7, Stealth +4, immune: acid

**Amphibious:** Breathe air & water 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/untill save

**Young Gold Dragon, L**

10

NAME CR

18 AC 178 HP 19 PASSIVE PERCEPTION 40/80f/40s SPEED

STR DEX CON INT WIS CHA

6 2 5 3 1 5

BONUS BONUS BONUS BONUS BONUS BONUS

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/untill save

**Young Green Dragon, L**

8

NAME CR

18 AC 136 HP 17 PASSIVE PERCEPTION 40/80f/40s SPEED

STR DEX CON INT WIS CHA

4 1 3 3 1 2

BONUS BONUS BONUS BONUS BONUS BONUS

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 DEX CON INT WIS CHA

6 0 5 2 0 4

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS  
Darkvision 120', blindsight 30', Perception +8, Stealth +4, immune: fire

**Amphibious:** Breathe air & water 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

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  
PROF

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/untill save

**Young White Dragon, L** 6

NAME CR

17
133
16
40/20b/80f/40s

AC HP PASSIVE PERCEPTION SPEED

4
0
4
-2
0
1

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 120', blindsight 30', Perception +6, Stealth +3, immune: cold

**Ice Walk:** Move/climb no penalty ice/snow

3  
PROF

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

1
-2
3
-4
-2
-3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60', immune: poison

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

2  
PROF

ACTIONS

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

NAME CR

AC HP PASSIVE PERCEPTION SPEED

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

PROF

ACTIONS

NAME CR

AC HP PASSIVE PERCEPTION SPEED

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

PROF

ACTIONS

NAME CR

AC HP PASSIVE PERCEPTION SPEED

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

PROF

ACTIONS

NAME CR

AC HP PASSIVE PERCEPTION SPEED

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

PROF

ACTIONS

NAME CR

AC HP PASSIVE PERCEPTION SPEED

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

PROF

ACTIONS