



**THE DECK OF MANY
MONSTERS 3**



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BAT

CR **0**

TINY BEAST, UNALIGNED

ART: JORDAN RICHER



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CAT

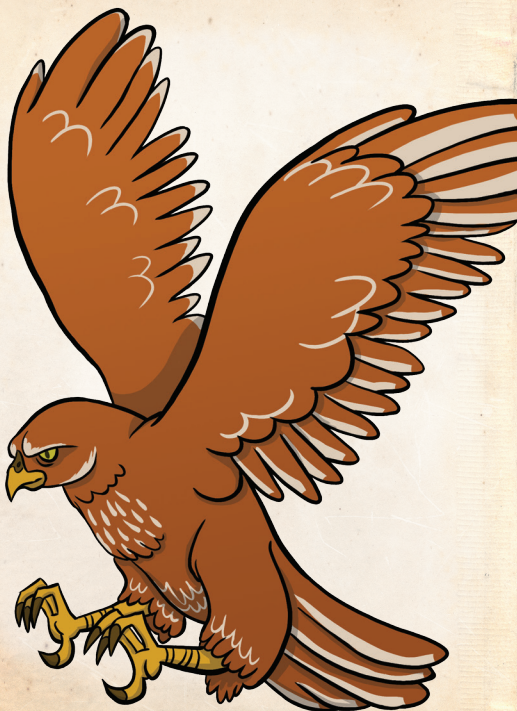
CR **0**

TINY BEAST, UNALIGNED

ART: JORDAN RICHER



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HAWK

CR **0**

TINY BEAST, UNALIGNED

ART: JORDAN RICHER



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OWL

CR **0**

TINY BEAST, UNALIGNED

ART: JORDAN RICHER



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STR 3 (-4) **DEX** 15 (+2) **CON** 10 (+0) **INT** 3 (-4) **WIS** 12 (+1) **CHA** 7 (-2)

CAT 10XP

SENSES
Passive Perception 13

SKILLS
Perception +3, Stealth +4

SPECIAL TRAITS

Keen Smell.
The cat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Claws.
Melee Weapon Attack: +0 to hit, reach 5 ft., one target.
Hit: 1 slashing damage.



ARMOR CLASS 12 **HIT POINTS** 2 (1D4) **SPEED** 40 FT., CLIMB 30 FT.

STR 2 (-4) **DEX** 15 (+2) **CON** 8 (-1) **INT** 2 (-4) **WIS** 12 (+1) **CHA** 4 (-3)

BAT 10XP

SENSES
Blindsight 60 ft.,
Passive Perception 11

SPECIAL TRAITS

Echolocation.
The bat can't use its blindsight while deafened.

Keen Hearing.
The bat has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one creature. Hit: 1 piercing damage.



ARMOR CLASS 12 **HIT POINTS** 1 (1D4 - 1) **SPEED** 5 FT., FLY 30 FT.

STR 3 (-4) **DEX** 13 (+1) **CON** 8 (-1) **INT** 2 (-4) **WIS** 12 (+1) **CHA** 7 (-2)

OWL 10XP

SENSES
Darkvision 120 ft., Passive Perception 13

SKILLS
Perception +3, Stealth +3

SPECIAL TRAITS

Flyby.
The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight.
The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Talons.
Melee Weapon Attack: +3 to hit,
reach 5 ft., one target.
Hit: 1 slashing damage.



ARMOR CLASS 11 **HIT POINTS** 1 (1D4 - 1) **SPEED** 5 FT., FLY 60 FT.

STR 5 (-3) **DEX** 16 (+3) **CON** 8 (-1) **INT** 2 (-4) **WIS** 14 (+2) **CHA** 6 (-2)

HAWK 10XP

SENSES
Passive Perception 14

SKILLS
Perception +4

SPECIAL TRAITS

Keen Sight.
The hawk has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Talons.
Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 1 slashing damage.



ARMOR CLASS 13 **HIT POINTS** 1 (1D4 - 1) **SPEED** 10 FT., FLY 60 FT.



OCTOPUS

CR 0

SMALL BEAST, UNALIGNED

ART: JORDAN RICHER



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PSEUDODRAGON

CR 1/4

TINY DRAGON, NEUTRAL GOOD

ART: JORDAN RICHER



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RAVEN

CR 0

TINY BEAST, UNALIGNED

ART: JORDAN RICHER



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LIZARD

CR 0

TINY BEAST, UNALIGNED

ART: JORDAN RICHER



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STR 6 (-2) **DEX** 15 (+2) **CON** 13 (+1) **INT** 10 (+0) **WIS** 12 (+1) **CHA** 10 (+0)

PSEUDODRAGON 50XP

SENSES
Blindsight 10 ft., Darkvision 60 ft., Passive Perception 13

SKILLS
Perception +3, Stealth +4

LANGUAGES
Understands Common and Draconic but can't speak

SPECIAL TRAITS

Keen Senses. The pseudodragon has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Magic Resistance. The pseudodragon has advantage on saving throws against spells and other magical effects.

Limited Telepathy. The pseudodragon can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

ARMOR CLASS 13 NATURAL ARMOR **HIT POINTS** 7 (2D4 + 2) **SPEED** 15 FT., FLY 60 FT.

STR 4 (-3) **DEX** 15 (+2) **CON** 11 (+0) **INT** 3 (-4) **WIS** 10 (+0) **CHA** 4 (-3)

OCTOPUS 10XP

SENSES
Darkvision 30 ft., Passive Perception 12

SKILLS
Perception +2, Stealth +4

SPECIAL TRAITS

Hold Breath. While out of water, the octopus can hold its breath for 30 minutes.

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

ACTIONS

Tentacles. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage, and the target is grappled (escape DC 10). Until this grapple ends, the octopus can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 5-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

ARMOR CLASS 12 **HIT POINTS** 3 (1D6) **SPEED** 5 FT., SWIM 30 FT.

STR 2 (-4) **DEX** 11 (+0) **CON** 10 (+0) **INT** 1 (-5) **WIS** 8 (-1) **CHA** 3 (-4)

LIZARD 10XP

SENSES
Darkvision 30 ft., Passive Perception 9

ACTIONS

Bite.
Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 piercing damage.



ARMOR CLASS 10 **HIT POINTS** 2 (1D4) **SPEED** 20 FT., CLIMB 20 FT.

STR 2 (-4) **DEX** 14 (+2) **CON** 8 (-1) **INT** 2 (-4) **WIS** 12 (+1) **CHA** 6 (-2)

RAVEN 10XP

SENSES
Passive Perception 13

SKILLS
Perception +3

SPECIAL TRAITS

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

ACTIONS

Beak. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1 piercing damage.



ARMOR CLASS 12 **HIT POINTS** 1 (1D4 - 1) **SPEED** 10 FT., FLY 50 FT.



RAT

CR 0

TINY BEAST, UNALIGNED

ART: JORDAN RICHER



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SEA HORSE

CR 0

TINY BEAST, UNALIGNED

ART: JORDAN RICHER



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SPIDER

CR 0

TINY BEAST, UNALIGNED

ART: JORDAN RICHER



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WEASEL

CR 0

TINY BEAST, UNALIGNED

ART: JORDAN RICHER



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STR 1 (-5) **DEX** 12 (+1) **CON** 8 (-1) **INT** 1 (-5) **WIS** 10 (+0) **CHA** 2 (-4)

SEA HORSE 0XP

SENSES
Passive Perception 10

SPECIAL TRAITS

Water Breathing.
The sea horse can breathe only underwater.



ARMOR CLASS 11 **HIT POINTS** 1 (1d4 - 1) **SPEED** 0 FT., SWIM 20 FT.

STR 3 (-4) **DEX** 16 (+3) **CON** 8 (-1) **INT** 2 (-4) **WIS** 12 (+1) **CHA** 3 (-4)

WEASEL 10XP

SENSES
Passive Perception 13

SKILLS
Perception +3, Stealth +5

SPECIAL TRAITS

Keen Hearing and Smell.
The weasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite.
Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 1 piercing damage.



ARMOR CLASS 13 **HIT POINTS** 1 (1d4 - 1) **SPEED** 30 FT.

STR 2 (-4) **DEX** 11 (+0) **CON** 9 (-1) **INT** 2 (-4) **WIS** 10 (+0) **CHA** 4 (-3)

RAT 10XP

SENSES
Darkvision 30 ft., Passive Perception 10

SPECIAL TRAITS

Keen Smell.
The rat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite.
Melee Weapon Attack: +0 to hit, reach 5 ft., one target.
Hit: 1 piercing damage.



ARMOR CLASS 10 **HIT POINTS** 1 (1d4 - 1) **SPEED** 20 FT.

STR 2 (-4) **DEX** 14 (+2) **CON** 8 (-1) **INT** 1 (-5) **WIS** 10 (+0) **CHA** 2 (-4)

SPIDER 10XP

SENSES
Darkvision 30 ft., Passive Perception 10

SKILLS
Stealth + 4

SPECIAL TRAITS

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1 piercing damage, and the target must succeed on a DC 9 Constitution saving throw or take 2 (1d4) poison damage.



ARMOR CLASS 12 **HIT POINTS** 1 (1d4 - 1) **SPEED** 20 FT., CLIMB 20 FT.



HOMUNCULUS

CR 0

TINY CONSTRUCT, NEUTRAL

ART: JORDAN RICHER



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IMP

CR 1

TINY FIEND (DEVIL, SHAPECHANGER), LAWFUL EVIL

ART: JORDAN RICHER



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CLOUD GIANT

CR 9

HUGE GIANT, NEUTRAL GOOD (50%) OR NEUTRAL EVIL (50%)

ART: ANDREA BRUCE & RICARDO EVANGELHO



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FROST GIANT

CR 8

HUGE GIANT, NEUTRAL EVIL

ART: ANDREA BRUCE & RICARDO EVANGELHO



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STR 6 (-2) **DEX** 17 (+3) **CON** 13 (+1) **INT** 11 (+0) **WIS** 12 (+1) **CHA** 14 (+2)

IMP 200XP

SENSES
Darkvision 120 ft.,
Passive Perception 11

SKILLS
Deception +4, Insight +3,
Persuasion +4, Stealth +5

LANGUAGES
Infernal, Common

DAMAGE RESISTANCES
Cold; bludgeoning,
piercing, and slashing
from nonmagical attacks
that aren't silvered

DAMAGE IMMUNITIES
Fire, Poison
CONDITION IMMUNITIES
Poisoned

SPECIAL TRAITS

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

Magic Resistance. The imp has advantage on saving throws against spells and other magical effects.

ACTIONS

Sting (Bite in Beast Form). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

ARMOR CLASS 13 **HIT POINTS** 10 (3D4 + 3) **SPEED** 20 FT., FLY 40 FT.

STR 23 (+6) **DEX** 9 (-1) **CON** 21 (+5) **INT** 9 (-1) **WIS** 10 (+0) **CHA** 12 (+1)

FROST GIANT 3,900XP

SENSES
Passive Perception 13

LANGUAGES
Giant

DAMAGE IMMUNITIES
Cold

SAVING THROWS
Con +8, Wis +3, Cha +4

SKILLS
Athletics +9, Perception +3

ACTIONS

Multiattack.
The giant makes two greataxe attacks.

Greataxe.
Melee Weapon Attack: +9 to hit, reach 10 ft., one target.
Hit: 25 (3d12 + 6) slashing damage.

Rock.
Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

“The legends say I’m cold-hearted and they are entirely correct.”

ARMOR CLASS 15 PATCHWORK ARMOR **HIT POINTS** 138 (12D12 + 60) **SPEED** 40 FT.

STR 4 (-3) **DEX** 15 (+2) **CON** 11 (+0) **INT** 10 (+0) **WIS** 10 (+0) **CHA** 7 (-2)

HOMUNCULUS 10XP

SENSES
Darkvision 60 ft.,
Passive Perception 10

LANGUAGES
Understands the languages
of its creator but can't speak

DAMAGE IMMUNITIES
Poison
CONDITION IMMUNITIES
Charmed, Poisoned

SPECIAL TRAITS

Telepathic Bond.
While the homunculus is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

ACTIONS

Bite.
Melee Weapon Attack: +4 to hit, reach 5 ft., one creature.
Hit: 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1d10) minutes and unconscious while poisoned in this way.



ARMOR CLASS 13 NATURAL ARMOR **HIT POINTS** 5 (2D4) **SPEED** 20 FT., FLY 40 FT.

STR 27 (+8) **DEX** 10 (+0) **CON** 22 (+6) **INT** 12 (+1) **WIS** 16 (+3) **CHA** 16 (+3)

CLOUD GIANT 5,000XP

SENSES
Passive Perception 17

LANGUAGES
Common, Giant

SAVING THROWS
Con +10, Wis +7, Cha +7

SKILLS
Insight +7, Perception +7

SPECIAL TRAITS

Keen Smell. The giant has advantage on Wisdom (Perception) checks that rely on smell.

Innate Spellcasting. The giant's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

<i>At will</i>	detect magic, fog cloud, light
<i>3/day each</i>	feather fall, fly, misty step, telekinesis
<i>1/day each</i>	control weather, gaseous form

ACTIONS

Multiattack. The giant makes two morningstar attacks.

Morningstar. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 21 (3d8 + 8) piercing damage.

Rock. Ranged Weapon Attack: +12 to hit, range 60/240 ft., one target. Hit: 30 (4d10 + 8) bludgeoning damage.

ARMOR CLASS 14 NATURAL ARMOR **HIT POINTS** 200 (16D12 + 96) **SPEED** 40 FT.



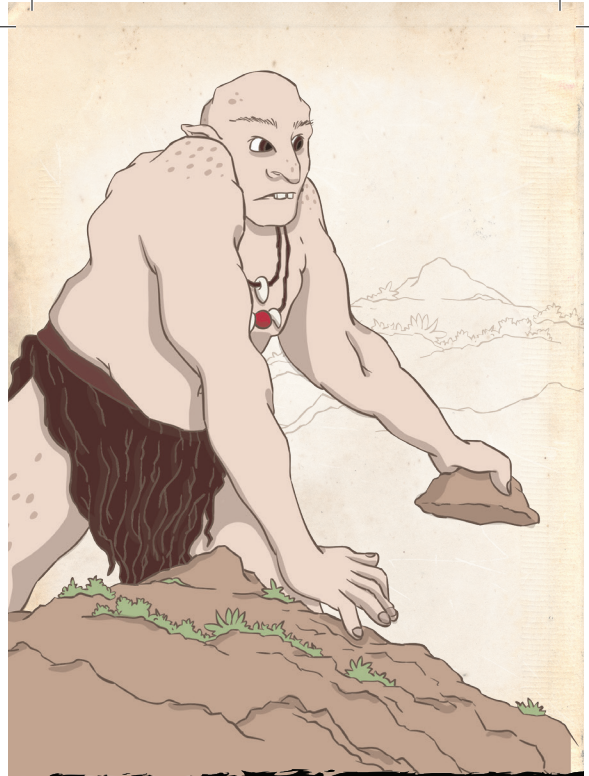
FIRE GIANT

CR 9

HUGE GIANT, LAWFUL EVIL

ART. ANDREA BRUCE & RICARDO EVANGELHO ✱

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HILL GIANT

CR 5

HUGE GIANT, CHAOTIC EVIL

ART. ANDREA BRUCE & RICARDO EVANGELHO ✱

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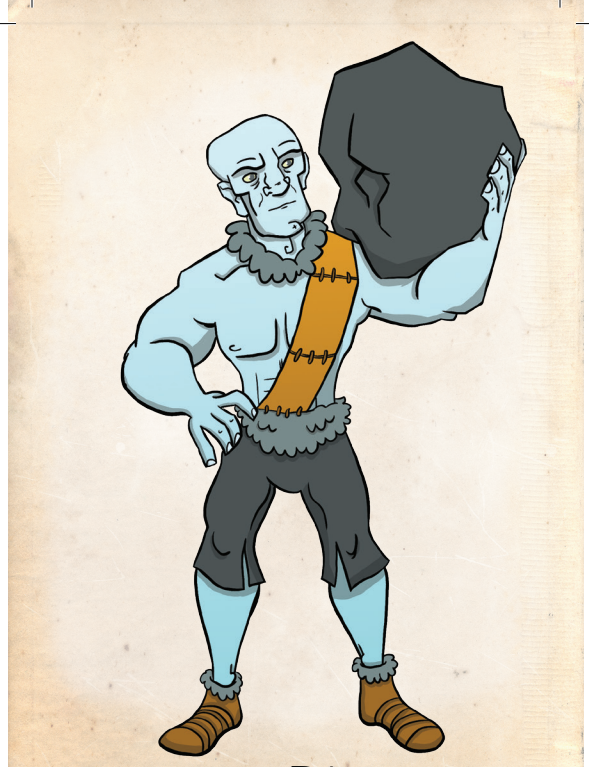
ONI

CR 7

LARGE GIANT, LAWFUL EVIL

ART. JORDAN RICHER ✱

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STONE GIANT

CR 7

HUGE GIANT, NEUTRAL

ART. JORDAN RICHER ✱

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STR 21 (+5) **DEX** 8 (-1) **CON** 19 (+4) **INT** 5 (-3) **WIS** 9 (-1) **CHA** 6 (-2)

HILL GIANT 1,800XP

SENSES
Passive Perception 12

SKILLS
Perception +2

LANGUAGES
Giant

ACTIONS

Multiattack.

The giant makes two greatclub attacks.

Greatclub.

Melee Weapon Attack: +8 to hit, reach 10 ft., one target.
Hit: 18 (3d8 + 5) bludgeoning damage.

Rock.

Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. Hit: 21 (3d10 + 5) bludgeoning damage.

ARMOR CLASS
13 NATURAL ARMOR

HIT POINTS
105 (10D12 + 40)

SPEED
40 FT.

STR 23 (+6) **DEX** 15 (+2) **CON** 20 (+5) **INT** 10 (+0) **WIS** 12 (+1) **CHA** 9 (-1)

STONE GIANT 2,900XP

SENSES
Darkvision 60 ft.,
Passive Perception 14

SKILLS
Athletics +12,
Perception +4

SAVING THROWS
Dex +5, Con +8, Wis +4

LANGUAGES
Giant

SPECIAL TRAITS

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

Greatclub. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

ARMOR CLASS
17 NATURAL ARMOR

HIT POINTS
126 (11D12 + 55)

SPEED
40 FT.

STR 25 (+7) **DEX** 9 (-1) **CON** 23 (+6) **INT** 10 (+0) **WIS** 14 (+2) **CHA** 13 (+1)

FIRE GIANT 5,000XP

SENSES
Passive Perception 16

SAVING THROWS
Dex +3, Con +10, Cha +5

LANGUAGES
Giant

SKILLS
Athletics +11,
Perception +6

DAMAGE IMMUNITIES
Fire

ACTIONS

Multiattack.

The giant makes two greatsword attacks.

Greatsword.

Melee Weapon Attack: +11 to hit, reach 10 ft., one target.
Hit: 28 (6d6 + 7) slashing damage.

Rock.

Ranged Weapon Attack: +11 to hit, range 60/240 ft., one target. Hit: 29 (4d10 + 7) bludgeoning damage.

"My greatsword is definitely too hot for you to handle."

ARMOR CLASS
18 PLATE

HIT POINTS
162 (13D12 + 78)

SPEED
30 FT.

STR 19 (+4) **DEX** 11 (+0) **CON** 16 (+3) **INT** 14 (+2) **WIS** 12 (+1) **CHA** 15 (+2)

ONI 2,900XP

SENSES
Darkvision 60 ft.,
Passive Perception 14

SAVING THROWS
Dex +3, Con +6,
Wis +4, Cha +5

LANGUAGES
Common, Giant

SKILLS
Arcana +5, Deception +8,
Perception +4

SPECIAL TRAITS

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 13). The oni can innately cast the following spells, requiring no material components:

At will darkness, invisibility
1/day each charm person, cone of cold, gaseous form, sleep

Magic Weapons. The oni's weapon attacks are magical.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The oni makes two attacks, either with its claws or its glaive.

Claw (Oni Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Glaive. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) slashing damage, or 9 (1d10 + 4) slashing damage in Small or Medium form.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its glaive reverts to its normal size.

ARMOR CLASS
16 CHAIN MAIL

HIT POINTS
110 (13D10 + 39)

SPEED
30 FT., FLY 30 FT.



STORM GIANT

CR 13

HUGE GIANT, CHAOTIC GOOD

ART: JORDAN RICHER



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TROLL

CR 5

LARGE GIANT, CHAOTIC EVIL

ART: JORDAN RICHER



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MINOTAUR

CR 3

LARGE MONSTROSITY, CHAOTIC EVIL

ART: © AARON MILLER 2018



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GRAY BOOZE

CR 1/2

MEDIUM OOZE, UNALIGNED

ART: BRIAN SCOTT WALTERS

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STR 18 (+4) **DEX** 13 (+1) **CON** 20 (+5) **INT** 7 (-2) **WIS** 9 (-1) **CHA** 7 (-2)

TROLL 1,800XP

SENSES
Darkvision 60 ft.,
Passive Perception 12

SKILLS
Perception +2
LANGUAGES
Giant

SPECIAL TRAITS

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

ARMOR CLASS
15 NATURAL ARMOR **HIT POINTS**
84 (8D10 + 40) **SPEED**
30 FT.

STR 12 (+1) **DEX** 6 (-2) **CON** 16 (+3) **INT** 1 (-5) **WIS** 6 (-2) **CHA** 2 (-4)

GRAY BOOZE 100XP

SKILLS
Stealth +2
CONDITION IMMUNITIES
Blinded, Charmed,
Deafened, Exhaustion,
Frightened, Prone

DAMAGE RESISTANCES
Acid, Cold, Fire
SENSES
Blindsight 60 ft.
(blind beyond this radius),
Passive Perception 10

SPECIAL TRAITS

Amorphous. The gray booze can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the gray booze remains motionless, it is indistinguishable from a pool of alcohol.

Inebriating Attacks. Any creature susceptible to poison struck by any gray booze attack must succeed at a DC 11 Constitution saving throw or gain the intoxicated condition. Any creature susceptible to poison who ingests any part of a gray booze, immediately gains the intoxicated condition.

Shrink. Though a gray booze is typically a Medium sized creature, it can condense its mass to appear to be approximately the volume of 1 pint.

ACTIONS

Pseudopod. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) bludgeon damage plus 7 (2d6) poison damage.

ARMOR CLASS
8 **HIT POINTS**
22 (3D8 + 9) **SPEED**
10 FT., CLIMB

STR 29 (-9) **DEX** 14 (+2) **CON** 20 (+5) **INT** 16 (+3) **WIS** 18 (+4) **CHA** 18 (+4)

STORM GIANT 10,000XP

SENSES
Passive Perception 19

SAVING THROWS
Str +14, Con +10,
Wis +9, Cha +9

LANGUAGES
Common, Giant

DAMAGE RESISTANCES
Cold

DAMAGE IMMUNITIES
Lightning, Thunder

SKILLS
Arcana +8, Athletics +14,
History +8, Perception +9

SPECIAL TRAITS

Amphibious. The giant can breathe air and water.

Innate Spellcasting. The giant's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

<i>At will</i>	detect magic, feather fall, levitate, light
<i>3/day each</i>	control weather, water breathing

ACTIONS

Multiattack. The giant makes two greatsword attacks.

Greatsword. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 30 (6d6 + 9) slashing damage.

Rock. Ranged Weapon Attack: +14 to hit, range 60/240 ft., one target. Hit: 35 (4d12 + 9) bludgeoning damage.

Lightning Strike (Recharge 5-6). The giant hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 17 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.

ARMOR CLASS
16 SCALE MAIL **HIT POINTS**
230 (20D12 + 100) **SPEED**
50 FT., SWIM 50 FT.

STR 18 (+4) **DEX** 11 (+0) **CON** 16 (+3) **INT** 6 (-2) **WIS** 16 (+3) **CHA** 9 (-1)

MINOTAUR 700XP

SKILLS
Perception +7
LANGUAGES
Abyssal

SENSES
Darkvision 60 ft.,
Passive Perception 17

ABILITIES

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 17 (2d12 + 4) slashing damage.

Gore. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

ARMOR CLASS
14 NATURAL ARMOR **HIT POINTS**
76 (9D10 + 27) **SPEED**
40 FT.



ANCIENT RED DRAGON CR 24

GARGANTUAN DRAGON, CHAOTIC EVIL

ART. TOM BABBEY



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ANCIENT RED DRAGON (CONTINUED)

ART. TOM BABBEY

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ANCIENT RED DRAGON (CONTINUED)

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ACTIONS

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

"They can hear a coin from their horde drop into an adventurers pouch from a mile away... and can melt the flesh off your bones just as easily."

*

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STR 30 (+10) **DEX** 10 (+0) **CON** 29 (+9) **INT** 18 (+4) **WIS** 15 (+2) **CHA** 23 (+6)

ANCIENT RED DRAGON 62,000XP

SENSES

Blindsight 60 ft.,
Darkvision 120 ft.,
Passive Perception 26

LANGUAGES

Common, Draconic

SAVING THROWS

Dex +7, Con +16,
Wis +9, Cha +13

SKILLS

Perception +16, Stealth +7

DAMAGE IMMUNITIES

Fire

SPECIAL TRAITS

***Legendary Resistance (3/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 21 (2d10 + 10) piercing damage plus 14 (4d6) fire damage.

Claw. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. Hit: 17 (2d6 + 10) slashing damage.

Tail. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage.

ARMOR CLASS

22 NATURAL ARMOR

HIT POINTS

546 (28D20 + 252)

SPEED

40 FT., CLIMB 40 FT.,
FLY 80 FT.

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ANCIENT RED DRAGON 62,000XP

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