

# MONSTER CARDS

B/W - Challenge 0-2 (except dragons)



173 Quick Reference Black and White Cards  
for Monsters from Challenge 0 to 2

10 **Acolyte** 9

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

Spellcasting.

**Club** +2, 5ft, 1d4.

12 p.pers.

+2 proficiency

challenge 1/4

speed 30ft

18 **Animated Armor** 33

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

Antimagic Susceptibility, False Appearance.

**Multiattack** 2 melee attacks.

**Slam** +4, 5ft, 1d6+2.

6 p.pers.

+2 proficiency

challenge 1

speed 25ft

14 **Ankheg** 39

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

**Bite** +5, 5ft, 2d6+3 plus 1d6 acid dmg.

**Acid Spray (R. 6)** The ankheg spits acid in a line that is 30ft long & 5ft wide, provided that it has no creature grappled.

11 p.pers.

+2 proficiency

challenge 2

speed 30ft burrow 10ft

12 **Ape** 19

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

**Multiattack** 2 fist attacks.

**Fist** +5, 5ft, 1d6+3.

**Rock** +5, 25/50ft, 1d6+3.

13 p.pers.

+2 proficiency

challenge 1/2

speed 30ft climb 30ft

9 **Awakened Shrub** 10

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

False Appearance.

**Rake** +1, 5ft, 1d4-1.

10 p.pers.

+2 proficiency

challenge 0

speed 20ft

13 **Awakened Tree** 59

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

False Appearance.

**Slam** +6, 10ft, 3d6+4.

10 p.pers.

+2 proficiency

challenge 2

speed 20ft

11 **Axe Beak** 19

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

**Beak** +4, 5ft, 1d8+2.

10 p.pers.

+2 proficiency

challenge 1/4

speed 50ft

17 **Azer** 39

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

Heated Body, Heated Weapons, Illumination.

**Warhammer** +5, 5ft, 1d8+3, or 1d10+3 with 2 hands, plus 1d6.

11 p.pers.

+2 proficiency

challenge 2

speed 30ft

12 **Baboon** 3

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

Pack Tactics.

**Bite** +1, 5ft, 1d4-1.

11 p.pers.

+2 proficiency

challenge 0

speed 30ft climb 30ft

10 **Badger** 3

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

*Keen Smell.*

**Bite** +2, 5ft, 1

11 p.pers.

+2 proficiency

challenge 0

speed 20ft burrow 5ft

12 **Bandit** 11

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

**Scimitar** +3, 5ft, 1d6+1

**Light Crossbow** +3, 80ft/320ft, 1d8+1

10 p.pers.

+2 proficiency

challenge 1/8

speed 30ft

15 **Bandit Captain** 65

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

**Multiattack** three melee attacks: 2 with its scimitar, 1 dagger.

**Scimitar** +5, 5ft, 1d6+3

**Dagger** +5, 5ft or 20/60ft, 1d4+3

10 p.pers.

+2 proficiency

challenge 2

speed 30ft

12 **Bat** 1

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

*Echolocation, Keen Hearing.*

**Bite** +0, 5ft, 1

11 p.pers.

+2 proficiency

challenge 0

speed 5ft fly 30ft

13 **Berserker** 67

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

*Reckless.*

**Greataxe** +5, 5ft, 1d12+3

10 p.pers.

+2 proficiency

challenge 2

speed 30ft

11 **Black Bear** 19

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

*Keen Smell.*

**Multiattack** 2 attacks: 1 bite, 1 claws.

**Bite** +3, 5ft, 1d6+2

**Claws** +3, 5ft, 2d4+2

11 p.pers.

+2 proficiency

challenge 1/2

speed 40ft climb 30ft

13 **Blink Dog** 22

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

*Keen Hearing and Smell.*

**Bite** +3, 5ft, 1d6+1

**Teleport (R. 4-6)** teleports, up to 40ft to an unoccupied space it can see.

13 p.pers.

+2 proficiency

challenge 1/4

speed 40ft

12 **Blood Hawk** 7

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

*Keen Sight, Pack Tactics.*

**Beak** +4, 5ft, 1d4+2

14 p.pers.

+2 proficiency

challenge 1/8

speed 10ft fly 60ft

11 **Boar** 11

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

*Charge, Relentless (R. short/long rest).*

**Tusk Weapon Attack:** +3, 5ft, 1d6+1

9 p.pers.

+2 proficiency

challenge 1/4

speed 40ft

11 **Brown Bear** 34

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

*Keen Smell.*

**Multiattack** 2 attacks: 1 bite, 1 claws.

**Bite** Weapon Attack: +5, 5ft, 1d8+4.

**Claws** +5, 5ft, 2d6+4.

13 p.pers.

+2 proficiency

challenge 1

speed 40ft climb 30ft

16 **Bugbear** 27

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

*Brute, Surprise Attack.*

**Morningstar** +4, 5ft, 2d8+2.

**Javelin** +4, 5ft or 30/120ft, 2d6+2 in melee or 1d6+2 at range.

10 p.pers.

+2 proficiency

challenge 1

speed 30ft

9 **Camel** 15

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

**Bite** +5, 5ft, 1d4.

9 p.pers.

+2 proficiency

challenge 1/8

speed 50ft

13 **Carrion Crawler** 51

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

*Keen Smell, Spider Climb.*

**Multiattack** The carrion crawler makes 2 attacks: 1 tentacles, 1 bite.

**Tentacles** +8, 10ft, 1d4+2, & DC 13 CON ST or be poisoned for 1min.

**Bite** +4, 5ft, 2d4+2.

13 p.pers.

+2 proficiency

challenge 2

speed 30ft climb 30ft

12 **Cat** 2

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

*Keen Smell.*

**Claws** +0, 5ft, 1.

13 p.pers.

+2 proficiency

challenge 0

speed 40ft climb 30ft

12 **Cave Bear** 42

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

*Keen Smell.*

**Multiattack** 2 attacks: 1 bite, 1 claws.

**Bite** +7, 5ft, 1d8+5.

**Claws** +7, 5ft, 2d6+5.

13 p.pers.

+2 proficiency

challenge 2

speed 40ft swim 30ft

12 **Centaur** 45

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

*Charge.*

**Multiattack** 2 attacks: 1 pike, 1 hooves or 2 with its longbow.

**Pike** +6, 10ft, 1d10+4.

**Hooves** +6, 5ft, 2d6+4.

**Longbow** +4, 150/600ft, 1d8+2.

13 p.pers.

+2 proficiency

challenge 2

speed 50ft

11 **Cockatrice** 27

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

**Bite** +3, 5ft, 1d4+1, & DC 11 CON ST against being magically petrified.

11 p.pers.

+2 proficiency

challenge 1/2

speed 20ft fly 40ft

10 **Commoner** 4

STR +0 DEX +0 CON +0 INT +0 WIS +0 CHA +0

**Club** +2, 5ft, 1d4.

10 p.pers.

+2 proficiency

challenge 0

speed 30ft

12 **Constrictor Snake** 13

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

**Bite** +4, 5ft, 1d6+2. **Constrict** +4, 5ft, 1d8+2, & is grappled (escape DC 14).

10 p.pers.  
+2 proficiency  
challenge 1/4  
speed 30ft swim 30ft

11 **Crab** 2

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

*Amphibious.*  
**Claw** +0, 5ft, 1.

9 p.pers.  
+2 proficiency  
challenge 0  
speed 20ft swim 20ft

12 **Crocodile** 19

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

*Hold Breath.*  
**Bite** +4, 5ft, 1d10+2, & is grappled (escape DC 12).

10 p.pers.  
+2 proficiency  
challenge 1/2  
speed 20ft swim 20ft

13 **Cult Fanatic** 22

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

*Dark Devotion, Spellcasting.*  
**Multiattack** 2 melee attacks.  
**Dagger** +4, 5ft or 20/60ft, 1d4+2.

11 p.pers.  
+2 proficiency  
challenge 2  
speed 30ft

12 **Cultist** 9

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

*Dark Devotion.*  
**Scimitar** +3, 5ft, 1d6+1.

10 p.pers.  
+2 proficiency  
challenge 1/8  
speed 30ft

11 **Darkmantle** 22

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

*Echolocation, False Appearance.*  
**Crush** +5, 5ft, 1d6+3, & the darkmantle attaches to the target.  
**Darkness Aura (1/day)** 15ft magical darkness, moves with it, & spreads around corners.

10 p.pers.  
+2 proficiency  
challenge 1/2  
speed 10ft fly 30ft

12 **Death Dog** 39

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

*Two-Headed.*  
**Multiattack** 2 bite attacks.  
**Bite** +4, 5ft, 1d6+2.

15 p.pers.  
+2 proficiency  
challenge 1  
speed 40ft

15 **Deep Gnome (Svirfneblin)** 16

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

*Stone Camouflage, Gnome Cunning, Innate Spellcasting.*  
**War Pick** +4, 5ft, 1d8+2.  
**Poisoned Dart** +4, 30/120ft, 1d4+2, & DC 12 CON ST or be poisoned for 1min.

12 p.pers.  
+2 proficiency  
challenge 1/2  
speed 20ft

13 **Deer** 4

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

**Bite** +2, 5ft, 1d4.

12 p.pers.  
+2 proficiency  
challenge 0  
speed 50ft

14 **Dire Wolf** 37

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

*Keen Hearing and Smell, Pack Tactics.*

**Bite** +5, 5ft, 2d6+3.

13 p.pers.  
+2 proficiency  
challenge 1

speed 50ft

10 **Draft Horse** 19

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

**Hooves** +6, 5ft, 2d4+4.

10 p.pers.  
+2 proficiency  
challenge 1/4

speed 40ft

11 **Dretch** 18

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

**Multiattack** 2 attacks: 1 bite, 1 claws.  
**Bite** +2, 5ft, 1d6.  
**Claws** +2, 5ft, 2d4.  
**Fetid Cloud (1/Day)** 10ft disgusting green gas.

9 p.pers.  
+2 proficiency  
challenge 1/4

speed 20ft

15 **Drow** 13

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

*Fey Ancestry, Innate Spellcasting, Sunlight Sensitivity.*

**Shortsword** +4, 5ft, 1d6+2.  
**Hand Crossbow** +4, 30/120ft, 1d6+2, & DC 13 CON ST or be poisoned for 1 hour.

12 p.pers.  
+2 proficiency  
challenge 1/4

speed 30ft

11 **Druid** 27

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

*Spellcasting.*

**Quarterstaff** +2 (+4 with shillelagh), 5ft, 1d6, or 1d8+2 with shillelagh or if wielded with 2 hands.

14 p.pers.  
+2 proficiency  
challenge 2

speed 30ft

11 **Dryad** 22

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

*Innate Spellcasting, Magic Resistance, Speak with Beasts and Plants, Tree Stride.*

**Club** +2 (+6 with shillelagh), 5ft, 1d4, or 1d8+4 with shillelagh.  
**Fey Charm** 1 humanoid or beast that she can see within 30ft of her.

14 p.pers.  
+2 proficiency  
challenge 1

speed 30ft

16 **Duergar** 26

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

*Duergar Resilience, Sunlight Sensitivity.*

**Enlarge (R. short/long rest)** For 1min, increases in size.  
**War Pick** +4, 5ft, 1d8+2, or 2d8+2 while enlarged.  
**Javelin** +4, 5ft or 30/120ft, 1d6+2, or 2d6+2 while enlarged.  
**Invisibility (R. short/long rest)** invisible until attacks, (concentr., up to 1 hour).

10 p.pers.  
+2 proficiency  
challenge 1

speed 25ft

12 **Dust Mephit** 17

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

*Death Burst, Innate Spellcasting (1/Day).*

**Claws** +4, 5ft, 1d4+2.  
**Blinding Breath (R. 6)** 15-foot cone of blinding dust.

12 p.pers.  
+2 proficiency  
challenge 1/2

speed 30ft fly 30ft

12 **Eagle** 3

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

*Keen Sight.*

**Talons** +4, 5ft, 1d4+2.

14 p.pers.  
+2 proficiency  
challenge 0

speed 10ft fly 60ft

10 **Elk** 13

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

*Charge.*

**Ram** +5, 5ft, 1d6+3.

**Hooves** +5, 5ft, prone creature 2d4+3.

10 p.pers.

+2 proficiency

challenge 1/4

speed 50ft

13 **Ettercap** 44

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

*Spider Climb, Web Sense, Web Walker.*

**Multiattack** 2 attacks: 1 bite, 1 claws.

**Bite** +4, 5ft, 1d8+2 plus 1d8.

**Claws** +4, 5ft, 2d4+2.

**Web (R. 5-6)** +4, 30/60ft, 1 Large or smaller creature.

13 p.pers.

+2 proficiency

challenge 2

speed 30ft climb 30ft

14 **Flying Snake** 5

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

*Flyby.*

**Bite** +6, 5ft, 1 plus 3d4.

11 p.pers.

+2 proficiency

challenge 1/8

speed 30ft fly 60ft swim 30ft

17 **Flying Sword** 17

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

*Antimagic Susceptibility, False Appearance.*

**Longsword** +3, 5ft, 1d8+1.

7 p.pers.

+2 proficiency

challenge 1/4

speed 0ft fly 50ft hover.

11 **Frog** 1

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

*Amphibious, Standing Leap.*

11 p.pers.

+2 proficiency

challenge 0

speed 20ft swim 20ft

15 **Gargoyle** 52

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

*False Appearance.*

**Multiattack** 2 attacks: 1 bite, 1 claws.

**Bite** +4, 5ft, 1d6+2.

**Claws** +4, 5ft, 1d6+2.

10 p.pers.

+2 proficiency

challenge 2

speed 30ft fly 60ft

6 **Gelatinous Cube** 84

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

*Ooze Cube, Transparent.*

**Pseudopod** +4, 5ft, 3d6 acid dmg.

**Engulf** The cube moves up to its speed.

8 p.pers.

+2 proficiency

challenge 2

speed 15ft

13 **Ghast** 36

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

*Stench, Turn Defiance.*

**Bite** +3, 5ft, 2d8+3.

**Claws** +5, 5ft, 2d6+3.

10 p.pers.

+2 proficiency

challenge 2

speed 30ft

12 **Ghoul** 22

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

**Bite** +2, 5ft, 2d6+2.

**Claws** +4, 5ft, 2d4+2.

10 p.pers.

+2 proficiency

challenge 1

speed 30ft

**10** **Giant Badger** **13**

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

*Keen Smell.*

**Multiattack** 2 attacks: 1 bite, 1 claws.

**Bite** +3, 5ft, 1d6+1.

**Claws** +3, 5ft, 2d4+1.

11 p.pers.

+2 proficiency

challenge 1/4

speed 30ft burrow 10ft

**13** **Giant Bat** **22**

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

*Echolocation, Keen Hearing.*

**Bite** +4, 5ft, 1d6+2.

11 p.pers.

+2 proficiency

challenge 1/4

speed 10ft fly 60ft

**12** **Giant Boar** **42**

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

*Charge, Relentless (R. short/long rest).*

**Tusk** +5, 5ft, 2d6+3.

8 p.pers.

+2 proficiency

challenge 2

speed 40ft

**13** **Giant Centipede** **4**

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

**Bite** +4, 5ft, 1d4+2, & DC 11 CON ST or take 3d6.

8 p.pers.

+2 proficiency

challenge 1/4

speed 30ft climb 30ft

**12** **Giant Constrictor Snake** **60**

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

**Bite** +6, 10ft, 2d6+4.

**Constrict** +6, 5ft, 2d8+4, & is grappled (escape DC 16).

12 p.pers.

+2 proficiency

challenge 2

speed 30ft swim 30ft

**15** **Giant Crab** **13**

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

*Amphibious.*

**Claw** +3, 5ft, 1d6+1, & is grappled (escape DC 11).

9 p.pers.

+2 proficiency

challenge 1/8

speed 30ft swim 30ft

**13** **Giant Eagle** **26**

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

*Keen Sight.*

**Multiattack** 2 attacks: 1 beak, 1 talons.

**Beak** +5, 5ft, 1d6+3.

**Talons** +5, 5ft, 2d6+3.

14 p.pers.

+2 proficiency

challenge 1

speed 10ft fly 80ft

**15** **Giant Elk** **42**

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

*Charge.*

**Ram** +6, 10ft, 2d6+4.

**Hooves** +6, 5ft, prone creature 4d8+4.

14 p.pers.

+2 proficiency

challenge 2

speed 60ft

**13** **Giant Fire Beetle** **4**

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

*Illumination.*

**Bite** +1, 5ft, 1d6-1.

8 p.pers.

+2 proficiency

challenge 0

speed 30ft



**11** **Giant Frog** **18**

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

*Amphibious, Standing Leap.*

**Bite** +3, 5ft, 1d6+1, & is grappled (escape DC 11).

**Swallow** 1 bite attack against a Small or smaller target it is grappling.

12 p.pers.  
+2 proficiency  
challenge 1/4

speed  
30ft swim 30ft

**11** **Giant Goat** **19**

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

*Charge, Sure-Footed.*

**Ram** +5, 5ft, 2d4+3.

11 p.pers.  
+2 proficiency  
challenge 1/2

speed  
40ft

**12** **Giant Hyena** **45**

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

*Rampage.*

**Bite** +5, 5ft, 2d6+3.

13 p.pers.  
+2 proficiency  
challenge 1

speed  
50ft

**12** **Giant Lizard** **19**

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

**Bite** +4, 5ft, 1d8+2.

10 p.pers.  
+2 proficiency  
challenge 1/4

speed  
30ft climb 30ft

**11** **Giant Octopus** **52**

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

*Hold Breath, Underwater Camouflage, Water Breathing.*

**Tentacles** +5, 15ft, 2d6+3.

**Ink Cloud (R. short/long rest)** A 20-foot- cloud of ink extends all around the octopus if it is underwater.

14 p.pers.  
+2 proficiency  
challenge 1

speed  
10ft swim 60ft

**12** **Giant Owl** **19**

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

*Flyby, Keen Hearing and Sight.*

**Talons** +3, 5ft, 2d6+1.

15 p.pers.  
+2 proficiency  
challenge 1/4

speed  
5ft fly 60ft

**14** **Giant Poisonous Snake** **11**

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

**Bite** +6, 10ft, 1d4+4, & DC 11 CON ST, taking 3d6, fail, or 1/2 dmg success.

12 p.pers.  
+2 proficiency  
challenge 1/4

speed  
30ft swim 30ft

**12** **Giant Rat** **7**

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

*Keen Smell, Pack Tactics.*

**Bite** +4, 5ft, 1d4+2.

10 p.pers.  
+2 proficiency  
challenge 1/8

speed  
30ft

**12** **Giant Rat (Diseased)** **7**

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

**Bite** +4, 5ft, 1d4+2.

10 p.pers.  
+2 proficiency  
challenge 1/8

speed  
30ft

13 **Giant Sea Horse** 16

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

*Charge, Water Breathing.*

**Ram** +3, 5ft, 1d6+1.

11 p.pers.

+2 proficiency

challenge 1/2

speed 0ft swim 40ft

14 **Giant Spider** 26

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

*Spider Climb, Web Sense, Web Walker.*

**Bite** +5, 5ft, 1d8+3, & DC 11 CON ST, taking 2d8 fail, or 1/2 dmg success.

**Web (R. 5-6)** +5, 30/60ft, Hit: The target is restrained by webbing.

10 p.pers.

+2 proficiency

challenge 1

speed 30ft climb 30ft

11 **Giant Toad** 39

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

*Amphibious, Standing Leap.*

**Bite** +4, 5ft, 1d10+2 plus 1d10, & is grappled (escape DC 13).

**Swallow** 1 bite attack against a Medium or smaller target it is grappling.

10 p.pers.

+2 proficiency

challenge 1

speed 20ft swim 40ft

10 **Giant Vulture** 22

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

*Keen Sight and Smell, Pack Tactics.*

**Multiattack** 2 attacks: 1 beak, 1 talons.

**Beak** +4, 5ft, 2d4+2.

**Talons** +4, 5ft, 2d6+2.

13 p.pers.

+2 proficiency

challenge 1

speed 10ft fly 60ft

12 **Giant Wasp** 13

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

**Sting** +4, 5ft, 1d6+2, & DC 11 CON ST, taking 3d6 fail, or 1/2 dmg success.

10 p.pers.

+2 proficiency

challenge 1/2

speed 10ft fly 50ft swim 50ft

13 **Giant Weasel** 9

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

*Keen Hearing and Smell.*

**Bite Weapon Attack:** +5, 5ft, 1d4+3.

13 p.pers.

+2 proficiency

challenge 1/8

speed 40ft

13 **Giant Wolf Spider** 11

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

*Spider Climb, Web Sense, Web Walker.*

**Bite Weapon Attack:** +3, 5ft, 1d6+1, & DC 11 CON ST, taking 2d6 fail, or 1/2 dmg success.

13 p.pers.

+2 proficiency

challenge 1/4

speed 40ft climb 40ft

9 **Gibbering Moulder** 67

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

*Aberrant Ground, Gibbering.*

**Multiattack** The gibbering moulder makes 1 bite attack and, if it can, uses its Blinding Spittle.

**Bites** +2, 5ft, 5d6.

**Blinding Spittle (R. 5-6)** The moulder spits a chemical glob at a point it can see within 15ft of it.

10 p.pers.

+2 proficiency

challenge 2

speed 10ft swim 10ft

15 **Gnoll** 22

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

*Rampage.*

**Bite** +4, 5ft, 1d4+2.

**Spear** +4, 5ft or 20/60ft, 1d6+2, or 1d8+2 with 2 hands.

**Longbow** +3, 150/600ft, 1d8+1.

10 p.pers.

+2 proficiency

challenge 1/2

speed 30ft

10 **Goat** 4

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

*Charge, Sure-Footed.*

**Ram** +3, 5ft, 1d4+1 🗡️.

10 p.pers.  
+2 proficiency  
challenge 0  
speed 40ft

15 **Goblin** 7

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

*Nimble Escape.*

**Scimitar** +4, 5ft, 1d6+2 🗡️.  
**Shortbow** +4, 80/320ft, 1d6+2 🏹.

9 p.pers.  
+2 proficiency  
challenge 1/4  
speed 30ft

8 **Gray Ooze** 22

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

*Amorphous, Corrode Metal, False Appearance.*

**Pseudopod** +3, 5ft, 1d6+1 🗡️ plus 2d6 acid dmg, & corrodes non-magic metal (cumulative -1 AC)

8 p.pers.  
+2 proficiency  
challenge 1/2  
speed 10ft climb 10ft

14 **Grick** 27

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

*Stone Camouflage.*

**Multiattack** 1 attack with its tentacles.  
**Tentacles** +4, 5ft, 2d6+2 🗡️.  
**Beak** +4, 5ft, 1d6+2 🗡️.

12 p.pers.  
+2 proficiency  
challenge 2  
speed 30ft climb 30ft

12 **Griffon** 59

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

*Keen Sight.*

**Multiattack** 2 attacks: 1 beak, 1 claws.  
**Beak** +6, 5ft, 1d8+4 🗡️.  
**Claws** +6, 5ft, 2d6+4 🗡️.

15 p.pers.  
+2 proficiency  
challenge 2  
speed 30ft fly 80ft

11 **Grimlock** 11

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

*Blind Senses, Keen Hearing and Smell, Stone Camouflage.*

**Spiked Bone Club** +5, 5ft, 1d4+3 🗡️ plus 1d4 🗡️.

13 p.pers.  
+2 proficiency  
challenge 1/4  
speed 30ft

16 **Guard** 11

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

**Spear** +3, 5ft or 20/60ft, 1d6+1 🗡️ or 1d8+1 🗡️ with 2 hands.

12 p.pers.  
+2 proficiency  
challenge 1/8  
speed 30ft

11 **Harpy** 38

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

**Multiattack** 2 attacks: 1 claws, 1 club.  
**Claws** +3, 5ft, 2d4+1 🗡️.  
**Club** +3, 5ft, 1d4+1 🗡️.  
**Luring Song** humanoids/giants within 300ft of the harpy that can hear the song DC 11 WIS ST or be charmed until the song ends.

10 p.pers.  
+2 proficiency  
challenge 1  
speed 20ft fly 40ft

13 **Hawk** 1

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

*Keen Sight.*

**Talons** +5, 5ft, 1 🗡️.

14 p.pers.  
+2 proficiency  
challenge 0  
speed 10ft fly 60ft

11 **Hippogriff** 19

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

*Keen Sight.*

**Multiattack** 2 attacks: 1 beak, 1 claws.

**Beak** +5, 5ft, 1d10+3.

**Claws** +5, 5ft, 2d6+3.

15 p.pers.  
+2 proficiency  
challenge 1

speed  
40 ft  
fly 60ft

18 **Hobgoblin** 11

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

*Martial Advantage.*

**Longsword** +3, 5ft, 1d8+1, or 1d10+1 if used with 2 hands.

**Longbow** +3, 150/600ft, 1d8+1.

10 p.pers.  
+2 proficiency  
challenge 1/2

speed  
30ft

13 **Homunculus** 5

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

*Telepathic Bond.*

**Bite** +4, 5ft, 1, & DC 10 CON ST or be poisoned for 1min.

10 p.pers.  
+2 proficiency  
challenge 0

speed  
20ft  
fly 40ft

12 **Hunter Shark** 45

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

*Blood Frenzy, Water Breathing.*

**Bite** +6, 5ft, 2d8+4.

12 p.pers.  
+2 proficiency  
challenge 2

speed  
swim 40ft

11 **Hyena** 5

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

*Pack Tactics.*

**Bite** Weapon Attack: +2, 5ft, 1d6.

13 p.pers.  
+2 proficiency  
challenge 0

speed  
50ft

11 **Ice Mephit** 21

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

*Death Burst, False Appearance, Innate Spellcasting (1/Day).*

**Claws** +3, 5ft, 1d4+1 plus 1d4.

**Frost Breath (R. 6)** 15-foot cone of cold air.

12 p.pers.  
+2 proficiency  
challenge 1/2

speed  
30ft  
fly 30ft

13 **Imp** 10

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

*Shapechanger, Devil's Sight, Magic Resistance.*

**Sting (or bite)** +5, 5 ft., 1d4+3, & the target must make on a DC 11 CON ST, taking 3d6 fail, or 1/2 dmg success.

**Invisibility** turns invisible until it attacks, (concentration).

11 p.pers.  
+2 proficiency  
challenge 1

speed  
20ft  
fly 40ft

12 **Jackal** 3

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

*Keen Hearing and Smell, Pack Tactics.*

**Bite** +1, 5ft, 1d4-1.

13 p.pers.  
+2 proficiency  
challenge 0

speed  
40ft

12 **Kobold** 5

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

*Sunlight Sensitivity, Pack Tactics.*

**Dagger** +4, 5ft, 1d4+2.

**Sling** +4, 30/120ft, 1d4+2.

8 p.pers.  
+2 proficiency  
challenge 1/8

speed  
30ft

**7** **Lemure** **13**

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

*Devil's Sight, Hellish Rejuvenation.*

**Fist** +3, 5ft, 1d4

10 p.pers.  
+2 proficiency  
challenge 0  
speed 15ft

**12** **Lion** **26**

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

*Keen Smell, Pack Tactics, Pounce, Running Leap.*

**Bite** +5, 5ft, 1d8+3  
**Claw** +5, 5ft, 1d6+3

13 p.pers.  
+2 proficiency  
challenge 1  
speed 50ft

**10** **Lizard** **2**

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

**Bite** +0, 5ft, 1

9 p.pers.  
+2 proficiency  
challenge 0  
speed 20ft climb 20ft

**15** **Lizardfolk** **22**

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

*Hold Breath.*

**Multiattack** 2 melee attacks, each 1 with a different weapon.  
**Bite** +4, 5ft, 1d6+2  
**Heavy Club** +4, 5ft, 1d6+2  
**Javelin** +4, 5ft or 30/120ft, 1d6+2  
**Spiked Shield** +4, 5ft, 1d6+2

13 p.pers.  
+2 proficiency  
challenge 1/2  
speed 30ft swim 30ft

**11** **Magma Mephit** **22**

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

*Death Burst, False Appearance, Innate Spellcasting (1/Day).*

**Claws** +3, 5 ft., 1d4+1 plus 1d4  
**Fire Breath (R. 6)** 15-foot cone of fire.

10 p.pers.  
+2 proficiency  
challenge 1/2  
speed 30ft fly 30ft

**14** **Magmin** **9**

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

*Death Burst, Ignited Illumination.*

**Touch** +4, 5ft, 2d6

10 p.pers.  
+2 proficiency  
challenge 1/2  
speed 30ft

**12** **Mastiff** **5**

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

*Keen Hearing and Smell.*

**Bite** +3, 5ft, 1d6+1

13 p.pers.  
+2 proficiency  
challenge 1/8  
speed 40ft

**11** **Merfolk** **11**

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

*Amphibious.*

**Spear** +2, 5ft or 20/60ft, 1d6, or 1d8 with 2 hands.

12 p.pers.  
+2 proficiency  
challenge 1/8  
speed 10ft swim 40ft

**13** **Merrow** **45**

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

*Amphibious.*

**Multiattack** 2 attacks: 1 bite, 1 claws or harpoon.  
**Bite** +6, 5ft, 1d8+4  
**Claws** +6, 5ft, 2d4+4  
**Harpoon** +6, 5ft or 20/60ft, 2d6+4

10 p.pers.  
+2 proficiency  
challenge 2  
speed 10ft swim 40ft

12 **Mimic** 58

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

*Shapechanger, Adhesive (Object Form Only), False Appearance (Object Form Only), Grappler.*

11 p.pers.

+2 proficiency

challenge 2

**Pseudopod** +5, 5ft, 1d8+3.

**Bite** +5, 5ft, 1d8+3 plus 1d8 acid dmg.

speed 15ft

12 **Minotaur Skeleton** 67

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

*Charge.*

9 p.pers.

+2 proficiency

challenge 2

**Greataxe** +6, 5ft, 2d12+4.

**Gore** +6, 5ft, 2d8+4.

speed 40ft

10 **Mule** 11

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

*Beast of Burden, Sure-footed.*

10 p.pers.

+2 proficiency

challenge 1/8

**Hooves** +2, 5ft, 1d4+2.

speed 40ft

15 **Noble** 9

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

**Rapier** +3, 5ft, 1d8+1.

12 p.pers.

+2 proficiency

challenge 1/8

speed 30ft

8 **Ochre Jelly** 45

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

*Amorphous, Spider Climb.*

8 p.pers.

+2 proficiency

challenge 2

**Pseudopod** +4, 5ft, 2d6+2 plus 1d6 acid dmg.

speed 10ft climb 10ft

12 **Octopus** 3

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

*Hold Breath, Underwater Camouflage, Water Breathing.*

12 p.pers.

+2 proficiency

challenge 0

**Tentacles** +4, 5ft, 1, & is grappled (escape DC 10).

**Ink Cloud (R. short/long rest)** A 5-foot- cloud of ink extends all around the octopus if it is underwater.

speed 5ft swim 30ft

11 **Ogre** 59

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

**Greatclub** +6, 5ft, 2d8+4.

**Javelin** +6, 5ft or 30/120ft, 2d6+4.

8 p.pers.

+2 proficiency

challenge 2

speed 40ft

8 **Ogre Zombie** 85

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

*Undead Fortitude.*

8 p.pers.

+2 proficiency

challenge 2

**Morningstar** +6, 5ft, 2d8+4.

speed 30ft

13 **Orc** 15

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

*Aggressive.*

10 p.pers.

+2 proficiency

challenge 1/2

**Greataxe** +5, 5ft, 1d12+3.

**Javelin** +5, 5ft or 30/120ft, 1d6+3.

speed 30ft

11 **Owl** 1

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

*Flyby, Keen Hearing and Sight.*

**Talons** +3, 5ft, 1🐾.

13 p.pers.

+2 proficiency

challenge 0

speed 5ft fly 60ft

12 **Panther** 13

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

*Keen Smell, Pounce.*

**Bite** +4, 5ft, 1d6+2🐾.

**Claw** +4, 5ft, 1d4+2🐾.

14 p.pers.

+2 proficiency

challenge 1/4

speed 50ft climb 40ft

12 **Pegasus** 59

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

**Hooves** +6, 5ft, 2d6+4🐾.

16 p.pers.

+2 proficiency

challenge 2

speed 60ft fly 90ft

13 **Plesiosaurus** 68

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

*Hold Breath.*

**Bite** +6, 10ft, 3d6+4🐾.

13 p.pers.

+2 proficiency

challenge 2

speed 20ft swim 40ft

13 **Poisonous Snake** 2

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

**Bite** +5, 5ft, 1🐾, & DC 10 CON ST, taking 2d4🐍 fail, or 1/2 dmg success.

10 p.pers.

+2 proficiency

challenge 1/8

speed 30ft swim 30ft

12 **Polar Bear** 42

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

*Keen Smell.*

**Multiattack** 2 attacks: 1 bite, 1 claws.

**Bite** +7, 5ft, 1d8+5🐾.

**Claws** +7, 5ft, 2d6+5🐾.

13 p.pers.

+2 proficiency

challenge 2

speed 40ft swim 30ft

10 **Pony** 11

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

**Hooves** +4, 5ft, 2d4+2🐾.

10 p.pers.

+2 proficiency

challenge 1/8

speed 40ft

13 **Priest** 27

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

*Divine Eminence, Spellcasting.*

**Mace** +2, 5ft, 1d6🐾.

13 p.pers.

+2 proficiency

challenge 2

speed 25ft

13 **Quasit** 7

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

*Shapechanger, Magic Resistance.*

**Claw (or bite)** +4, 5ft., 1d4+3🐾, & DC 10 CON ST or take 2d4🐍 & poisoned for 1min.

**Scare (1/day)** 20ft DC 10 WIS ST or be frightened for 1min.

**Invisibility** invisible until attacks, (concentration).

10 p.pers.

+2 proficiency

challenge 1

speed 40ft

13 **Quipper** 1

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

*Blood Frenzy, Water Breathing.*

**Bite** +5, 5ft, 1 🗡️.

8 p.pers.

+2 proficiency

challenge 0

speed

swim 40ft

10 **Rat** 1

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

*Keen Smell.*

**Bite** +0, 5ft, 1 🗡️.

10 p.pers.

+2 proficiency

challenge 0

speed

20ft

12 **Raven** 1

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

*Mimicry.*

**Beak** +4, 5ft, 1 🗡️.

13 p.pers.

+2 proficiency

challenge 0

speed

10ft fly 50ft

12 **Reef Shark** 22

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

*Pack Tactics, Water Breathing.*

**Bite** +4, 5ft, 1d8+2 🗡️.

12 p.pers.

+2 proficiency

challenge 1/2

speed

swim 40ft

11 **Rhinoceros** 45

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

*Charge.*

**Gore** +7, 5ft, 2d8+5 🗡️.

11 p.pers.

+2 proficiency

challenge 2

speed

40ft

10 **Riding Horse** 13

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

**Hooves** +5, 5ft, 2d4+3 🗡️.

10 p.pers.

+2 proficiency

challenge 1/4

speed

60ft

12 **Rug of Smothering** 33

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

*Antimagic Susceptibility, Damage Transfer, False Appearance.*

**Smother** +5, 5ft, 1 Medium or smaller creature.

6 p.pers.

+2 proficiency

challenge 2

speed

10ft

14 **Rust Monster** 27

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

*Iron Scent, Rust Metal.*

**Bite** +3, 5ft, 1d8+1 🗡️.

**Antennae** The rust monster corrodes a nonmagical ferrous metal object it can see within 5ft of it.

11 p.pers.

+2 proficiency

challenge 1/2

speed

40ft

12 **Saber-Toothed Tiger** 52

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

*Keen Smell, Pounce.*

**Bite** +6, 5ft, 1d10+5 🗡️.

**Claw** +6, 5ft, 2d6+5 🗡️.

13 p.pers.

+2 proficiency

challenge 2

speed

40ft



12 **Sahuagin** 22

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

*Blood Frenzy, Limited Amphibiousness, Shark Telepathy.*

**Multiattack** 2 melee attacks: 1 bite, 1 claws or spear.

**Bite** +3, 5ft, 1d4+1.

**Claws** +3, 5ft, 1d4+1.

**Spear** +3, 5ft or 20/60ft, 1d6+1, or 1d8+1 with 2 hands.

15 p.pers.  
+2 proficiency  
challenge 1/2  
speed 30ft swim 40ft

14 **Satyr** 31

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

*Magic Resistance.*

**Ram** +3, 5ft, 2d4+1.

**Shortsword** +5, 5ft, 1d6+3.

**Shortbow** +5, 80/320ft, 1d6+3.

12 p.pers.  
+2 proficiency  
challenge 1/2  
speed 40ft

11 **Scorpion** 1

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

**Sting** +2, 5ft, 1, & DC 9 CON ST, taking 1d8 fail, or 1/2 dmg success.

9 p.pers.  
+2 proficiency  
challenge 0  
speed 10ft

13 **Scout** 16

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

*Keen Hearing and Sight.*

**Multiattack** 2 melee attacks or 2 ranged attacks.

**Shortsword** +4, 5ft, 1d6+2.

**Longbow** +4, ranged 150/600ft, 1d8+2.

15 p.pers.  
+2 proficiency  
challenge 1/2  
speed 30ft

14 **Sea Hag** 52

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

*Amphibious, Horrific Appearance, Hag Coven, Shared Spellcasting (Coven Only), Hag Eye (Coven Only).*

**Claws** +5, 5ft, 2d6+3.

**Death Glare** 1 frightened creature she can see within 30ft of her.

**Illusory Appearance** disguise herself in a horrible humanoid of her size

11 p.pers.  
+2 proficiency  
challenge 2  
speed 30ft swim 40ft

11 **Sea Horse** 1

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

*Water Breathing.*

10 p.pers.  
+2 proficiency  
challenge 0  
speed swim 20ft

12 **Shadow** 16

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

*Amorphous, Shadow Stealth, Sunlight Weakness.*

**Strength Drain** +4, 5ft, 2d6+2 necrotic dmg, & the target's STR score is reduced by 1d4.

10 p.pers.  
+2 proficiency  
challenge 1/2  
speed 40ft

5 **Shrieker** 13

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

*False Appearance.*

**Shriek** When bright light or a creature is within 30ft of the shrieker, it emits a shriek audible within 300ft of it.

6 p.pers.  
+2 proficiency  
challenge 0  
speed 0ft

13 **Skeleton** 13

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

**Shortsword** +4, 5ft, 1d6+2.

**Shortbow** +4, 80/320ft, 1d6+2.

9 p.pers.  
+2 proficiency  
challenge 1/4  
speed 30ft

12 **Specter** 22

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

*Incorporeal Movement, Sunlight Sensitivity.*

**Life Drain** Melee Spell Attack: +4, 5ft, 3d6 necrotic dmg.

10 p.pers.

+2 proficiency

challenge 1

speed 0ft fly 50ft (hover)

12 **Spider** 1

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

*Spider Climb, Web Sense, Web Walker.*

**Bite** +4, 5ft, 1, & DC 9 CON ST or take 1d4.

10 p.pers.

+2 proficiency

challenge 0

speed 20ft climb 20ft

15 **Sprite** 2

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

**Longsword** +2, 5ft, 1. **Shortbow** +6, 40/160ft, 1, & DC 10 CON ST or poisoned for 1min. **Heart Sight** knows the creature's current emotional state. **Invisibility** invisible until attacks, (concentration).

13 p.pers.

+2 proficiency

challenge 1/4

speed 10ft fly 40ft

12 **Spy** 27

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

*Cunning Action, Sneak Attack (1/Turn).*

**Multiattack** 2 melee attacks. **Shortsword** +4, 5ft, 1d6+2. **Hand Crossbow** +4, 30/120ft, 1d6+2.

16 p.pers.

+2 proficiency

challenge 1

speed 30ft

10 **Steam Mephit** 21

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

*Death Burst, Innate Spellcasting (1/Day).*

**Claws** +2, 5ft, 1d4 plus 1d4. **Steam Breath (R. 6)** 15-foot cone of scalding steam.

10 p.pers.

+2 proficiency

challenge 1/4

speed 30ft fly 30ft

14 **Stirge** 2

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

**Blood Drain** +5, 5ft, 1d4+3, & the stirge attaches to the target.

9 p.pers.

+2 proficiency

challenge 1/8

speed 10ft fly 40ft

12 **Swarm of Bats** 22

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

*Echolocation, Keen Hearing, Swarm.*

**Bites** +4, 0ft, 1 creature in the swarm's space.

11 p.pers.

+2 proficiency

challenge 1/4

speed 0ft fly 30ft

12 **Swarm of Beetles** 22

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

*Swarm.*

**Bites** +3, 0ft, 1 target in the swarm's space.

8 p.pers.

+2 proficiency

challenge 1/2

speed 20ft burrow 5ft climb 20ft

12 **Swarm of Centipedes** 22

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

*Swarm.*

**Bites** +3, 0ft, 1 target in the swarm's space.

8 p.pers.

+2 proficiency

challenge 1/2

speed 20ft climb 20ft

12 **Swarm of Insects** 22

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

*Swarm.*

**Bites** +3, 0ft, 1 target in the swarm's space.

8 p.pers.

+2 proficiency

challenge 1/2

speed 20ft climb 20ft

14 **Swarm of Poisonous Snakes** 36

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

*Swarm.*

**Bites** +6, 0ft, 1 creature in the swarm's space.

10 p.pers.

+2 proficiency

challenge 2

speed 30ft swim 30ft

13 **Swarm of Quippers** 28

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

*Blood Frenzy, Swarm, Water Breathing.*

**Bites** +5, 0ft, 1 creature in the swarm's space.

8 p.pers.

+2 proficiency

challenge 1

speed 0ft swim 40ft

10 **Swarm of Rats** 24

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

*Keen Smell, Swarm.*

**Bites** +2, 0ft, 1 target in the swarm's space.

10 p.pers.

+2 proficiency

challenge 1/4

speed 30ft

12 **Swarm of Ravens** 24

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

*Swarm.*

**Beaks** +4, 5ft, 1 target in the swarm's space.

11 p.pers.

+2 proficiency

challenge 1/4

speed 10ft fly 50ft

12 **Swarm of Spiders** 22

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

*Swarm, Spider Climb, Web Sense, Web Walker.*

**Bites** +3, 0ft, 1 target in the swarm's space.

8 p.pers.

+2 proficiency

challenge 1/2

speed 20ft climb 20ft

12 **Swarm of Wasps** 22

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

*Swarm.*

**Bites** +3, 0ft, 1 target in the swarm's space.

8 p.pers.

+2 proficiency

challenge 1/2

speed 5ft fly 30ft

11 **Thug** 32

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

*Pack Tactics.*

**Multiattack** 2 melee attacks.

**Mace** +4, 5ft, 1d6+2.

**Heavy Crossbow** +2, 100/400ft, 1d10.

10 p.pers.

+2 proficiency

challenge 1/2

speed 30ft

12 **Tiger** 37

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

*Keen Smell, Pounce.*

**Bite** +5, 5ft, 1d10+3.

**Claw** +5, 5ft, 1d8+3.

13 p.pers.

+2 proficiency

challenge 1

speed 40ft

12 Tribal Warrior 11

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

*Pack Tactics.*

**Spear** +3, 5ft or 20/60ft, 1d6+1 , or 1d8+1  with 2 hands.

10 p.pers.  
+2 proficiency  
challenge 1/8  
speed 30ft

5 Violet Fungus 18

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

*False Appearance.*


**Multiattack** 1d4 Rotting Touch attacks.  
**Rotting Touch** +2, 10ft, 1d8 necrotic dmg.

6 p.pers.  
+2 proficiency  
challenge 1/4  
speed 5ft

10 Vulture 5

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

*Keen Sight and Smell, Pack Tactics.*


**Beak** +2, 5ft, 1d4 .

13 p.pers.  
+2 proficiency  
challenge 0  
speed 10ft fly 50ft

11 Warhorse 19

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


*Trampling Charge.*

**Hooves** +6, 5ft, 2d6+4 .

11 p.pers.  
+2 proficiency  
challenge 1/2  
speed 60ft

13 Warhorse Skeleton 22

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


**Hooves** +6, 5ft, 2d6+4 .

9 p.pers.  
+2 proficiency  
challenge 1/2  
speed 60ft

13 Weasel 1

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

*Keen Hearing and Smell.*

**Bite** +5, 5ft, 1 .

13 p.pers.  
+2 proficiency  
challenge 0  
speed 30ft

12 Wererat 33

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

*Shapechanger, Keen Smell.*

**Multiattack (Humanoid or Hybrid Form Only)** 2 attacks, only 1 of which can be a bite.  
**Bite (Rat or Hybrid Form Only).** +4, 5ft, 1d4+2 .

**Shortsword (Humanoid or Hybrid Form Only)** +4, 5ft, 1d6+2 .

**Hand Crossbow (Humanoid or Hybrid Form Only)** +4, 30/120ft, 1d6+2 .

12 p.pers.  
+2 proficiency  
challenge 2  
speed 30ft

19 Will-o'-Wisp 22

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

*Consume Life, Ephemeral, Incorporeal Movement, Variable Illumination.*


**Shock** Melee Spell Attack: +4, 5ft, 2d8 lightning dmg.  
**Invisibility** The will-o'-wisp & its light magically become invisible until it attacks or uses its Consume Life, (concentration).

12 p.pers.  
+2 proficiency  
challenge 2  
speed 0ft fly 50ft (hover)

13 Wolf 11

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

*Keen Hearing and Smell, Pack Tactics.*

**Bite** +4, 5ft, 2d4+2 .

13 p.pers.  
+2 proficiency  
challenge 1/4  
speed 40ft

13 **Worg** 26

ac hp

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

*Keen Hearing and Smell.*

**Bite** +5, 5ft, 2d6+3 🗡️.

14 p.pers.

+2 proficiency

challenge

1/2

speed

50ft

8 **Zombie** 22

ac hp

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

*Undead Fortitude.*

**Slam** +3, 5ft, 1d6+1 🗡️.

8 p.pers.

+2 proficiency

challenge

1/4

speed

20ft

ac hp

STR	DEX	CON	INT	WIS	CHA

p.pers.

proficiency

challenge

speed

ac hp

STR	DEX	CON	INT	WIS	CHA

p.pers.

proficiency

challenge

speed

ac hp

STR	DEX	CON	INT	WIS	CHA

p.pers.

proficiency

challenge

speed

ac hp

STR	DEX	CON	INT	WIS	CHA

p.pers.

proficiency

challenge

speed

ac hp

STR	DEX	CON	INT	WIS	CHA

p.pers.

proficiency

challenge

speed

ac hp

STR	DEX	CON	INT	WIS	CHA

p.pers.

proficiency

challenge

speed

ac hp

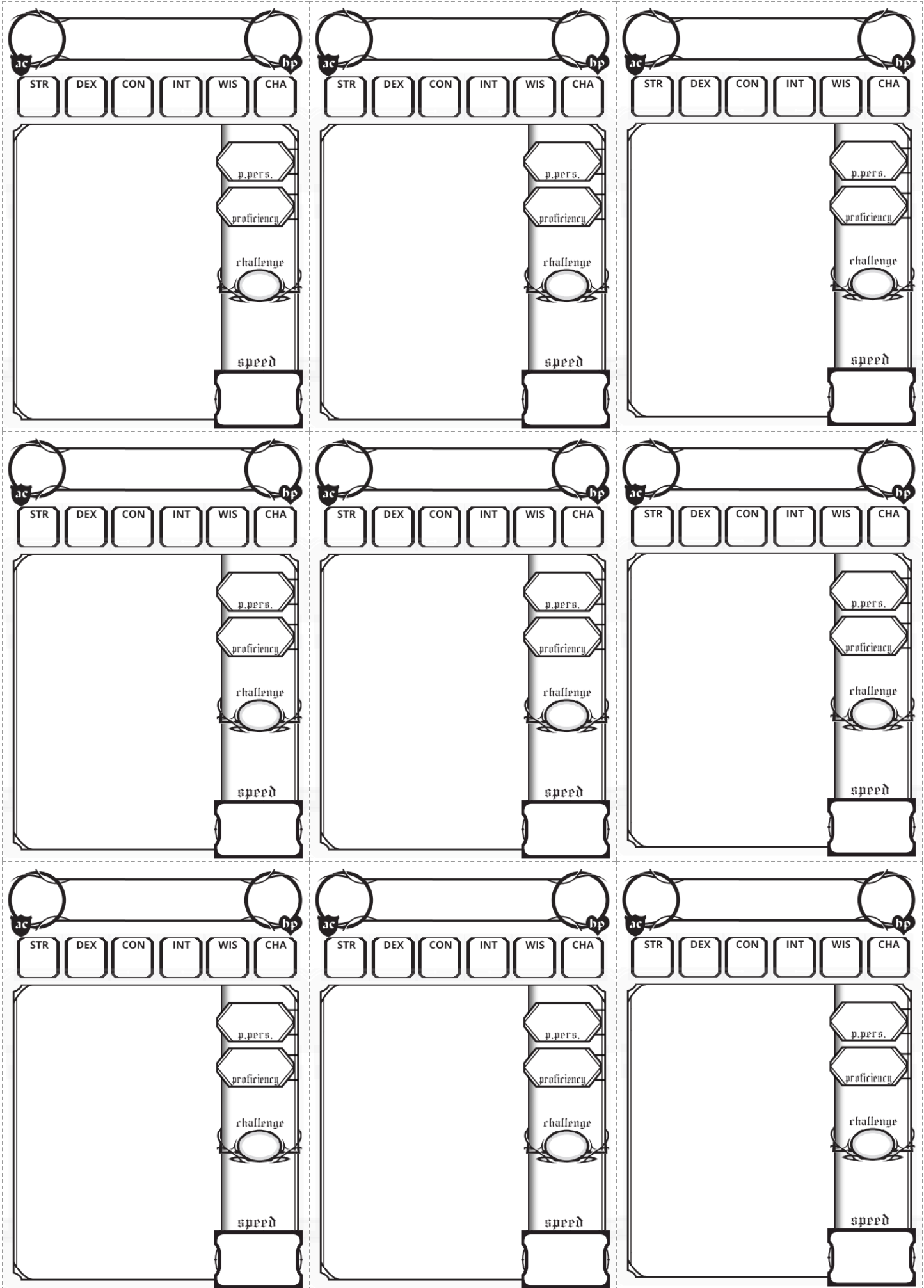
STR	DEX	CON	INT	WIS	CHA

p.pers.

proficiency

challenge

speed



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