

# 1 Monster Traits

When using Quick Monster Statblocks to create monsters on the fly, you can add some traits to the monster that would make sense based on its environment. Use this method when building your own monsters, or if the adventure you are running does not provide a usable statblock.

## 1.1 Actions

These traits require a monster to use one (or more) of its attack actions.

Action	Effect
Magic	Cast a Spell (3rd Level = 2 attacks, 4th Level = 3 attacks, 5th Level = 4 attacks)
Melee	Make a melee attack (Use the listed damage)
Ranged	Make a ranged attack (Subtract 1 from the listed damage)
Petrifying Gaze	Target's creature the monster can see. It will often make a DC XX Wisdom check or is returned to stone as is usually where you want to be.
Damage Burst	The monster can forgo all of its attacks to create a 20 foot Aura at a point it can see. Affected creatures

## 1.2 Passives

These traits passively apply to a monster.

Passive	Example	Effect
Ambush	Thief	All hits against Surprised creatures count as Critical Hits.
Attach	Stirge	On hit: Becomes attached. Automatically hits attacks while attached. Re
Blindsight	Giant Scorpion	The creature has some method of fine perception that does not rely on sig
Corrode	Rust Monster	On hit: Roll a d6. On a 1-3, destroys a piece of Mundane Gear.
Cursed Disease	Werewolf / Vampire	If you take HP damage from this monster, you contract their magical dise
Damage Aura	Demon Lord	Creatures who start or end their Turn within 10 feet of the monster take
Damage Transfer	Archlich	When the monster takes damage, they transfer half or all of that damage
Disease	Rat	On hit: DC XX Constitution check or take 1d4 <i>temporary</i> Constitution d
Dodge	Goblin	Take 0 damage from an attack <b>ONCE</b> per day (cannot dodge a Critical I
Favored Terrain	Crocodile (Water)	When their target is in their favored terrain, all hits against that target c
Grapple	Owlbear	On hit: DC XX Dexterity or be Restrained. Repeat this Check as an Act
Greater Undead	Wight	Does not make Morale checks. Immune to Mundane Damage.
Hidden	Animated Armor, Grick	When standing still, they can blend into the environment.
Immune	Many	Immune to the Damage Type of its environment
Keen Senses	Golem	Cannot be Surprised.
Knockdown	Bear	On hit: DC XX Strength check or fall Prone.
Life Drain	Wight	On hit: Deal 1 <i>temporary</i> Constitution damage.
Magic Hide	Werewolf	Immune to Mundane Damage
Movement	Eagle	Has more movement, or a advantageous movement (ex. fly)

Pack Tactics	Wolf	Has Advantage o
Paralysis	Ghoul	On hit: DC XX
Regeneration	Troll	Heals HP equival
Resistance (Lesser)	Many	Resistant to the
Resistance (Greater)	Many	Resistant all Dan
Shadowcurse	Darkmantle	Extinguish all lig
Shapechanger	Hag	Can change its a
Sleep Poison	Fairy	On hit: DC XX
Slime Split	Ochre Jelly	Cutting in half s
Strong	Minotaur	Has Advantage o
Swallow	Dragon	On hit: (Only ap
Venom	Snake	On hit: DC XX

Generally, the number of passives you give a monster should not exceed its number of attacks. If you have a DC XX Wisdom check passive, it will often make a DC XX Wisdom check or is returned to stone as is usually where you want to be.