

ONECOLUMN MONSTER STATBLOCK

BLANK MONSTER

Unidentified Monster, unaligned

Armor Class 10
Hit Points 12 (1d12 + 6)
Speed 30 ft., Climb 25 ft.

Initiative +3 (13)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	8 (-1)	14 (+2)	6 (-2)	16 (+3)

Saving Throws STR +0, DEX +0, CON +5, INT +5, WIS -5
Skills Acrobatics +3, Stealth -3
Damage Vulnerabilities Cold
Damage Resistances Fire, Lightning
Damage Immunities Poison
Condition Immunities Frightened, Poisoned
Gear a mysterious item
Senses Darkvision 60 ft., Passive Perception 14
Languages Common, Abyssal
Challenge 6 (2,300 XP) Proficiency Bonus +3

TRAITS

One of Many. The Blank Monster has advantage against being detected and on hiding in large groups.

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

ACTIONS

Multiattack. The Blank Monster makes two attacks with its dagger.

Longsword. Melee Weapon Attack: +3 to hit, reach 10 ft., one target. Hit: 6 (1d8 + 2) Slashing damage, or 7 (1d10 + 2) Slashing damage if used with two hands.

Poisoned Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 10 ft. or range 20/60 ft., one target. Hit: 6 (1d8 + 2) Piercing damage plus 3 (1d6) Poison damage.

Longbow of Fate. Ranged Weapon Attack: +5 to hit, range 150/450 ft., one target. Hit: 6 (1d8 + 2) Piercing damage. Critically hits the target on rolls of 19 and 20.

Poison Cloud. The creature releases a poisonous cloud from its body. Constitution Saving Throw: DC 15, all creatures within a 50 feet Emanation originating from the Blank Monster.

Failure: The target has the Poisoned condition for 1 minute.

Success: The target is not Poisoned.

Any Poisoned creature takes 3 (1d6) Poison damage at the start of its turn.

SPELLS

Innate Spellcasting The Blank Monster Innate Spellcasting ability is Charisma (Spell Save DC 15). She can innately cast the following spells, requiring no material components:

At will: At-Will Spell

1/day: Once-Per-Day Spells

Spellcasting The Blank Monster can cast the following spells using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

Cantrips (at will): Cantrip Spells

1st level (at will): 1st Level Spells

2nd level (3 slots): 2nd Level Spells

3rd level (3 slots): 3rd Level Spells

4th level (3 slots): 4th Level Spells

5th level (2 slots): 5th Level Spells

BONUS ACTIONS

Cunning Action. The Blank Monster can take one of the following actions as a Bonus Action: Dash, Disengage, or Hide.

REACTIONS

Retaliation. Trigger: A creature hits the Blank Monster with a melee attack

Response: The Blank Monster can make an attack against that creature

LEGENDARY ACTIONS

The Blank Monster 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 Blank Monster regains spent legendary actions at the start of its turn.

Detect. The Blank Monster makes a Wisdom (Perception) check.

Attack. The Blank Monster makes a Longsword attack.

Barrage (Costs 2 Actions). The Blank Monster makes two Longbow attacks.

TWOCOLUMN MONSTER STATBLOCK

BLANK MONSTER

Unidentified Monster, unaligned

Armor Class 10	Initiative +3 (13)
Hit Points 12 ($1d12 + 6$)	
Speed 30 ft., Climb 25 ft.	

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	8 (-1)	14 (+2)	6 (-2)	16 (+3)

Saving Throws STR +0, DEX +0, CON +5, INT +5, WIS -5
Skills Acrobatics +3, Stealth -3

Damage Vulnerabilities Cold

Damage Resistances Fire, Lightning

Damage Immunities Poison

Condition Immunities Frightened, Poisoned

Gear a mysterious item

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Abyssal

Challenge 6 (2,300 XP)

Proficiency Bonus +3

TRAITS

One of Many. The Blank Monster has advantage against being detected and on hiding in large groups.

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

ACTIONS

Multiattack. The Blank Monster makes two attacks with its dagger.

Longsword. Melee Weapon Attack: +3 to hit, reach 10 ft., one target. Hit: 6 ($1d8 + 2$) Slashing damage, or 7 ($1d10 + 2$) Slashing damage if used with two hands.

Poisoned Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 10 ft. or range 20/60 ft., one target. Hit: 6 ($1d8 + 2$) Piercing damage plus 3 ($1d6$) Poison damage.

Longbow of Fate. Ranged Weapon Attack: +5 to hit, range 150/450 ft., one target. Hit: 6 ($1d8 + 2$) Piercing damage. Critically hits the target on rolls of 19 and 20.

Poison Cloud. The creature releases a poisonous cloud from its body. Constitution Saving Throw: DC 15, all creatures within a 50 feet Emanation originating from the Blank Monster.

Failure: The target has the Poisoned condition for 1 minute.

Success: The target is not Poisoned.

Any Poisoned creature takes 3 ($1d6$) Poison damage at the start of its turn.

SPELLS

Innate Spellcasting The Blank Monster Innate Spellcasting ability is Charisma (Spell Save DC 15). She can innately cast the following spells, requiring no material components:

At will: At-Will Spell

1/day: Once-Per-Day Spells

Spellcasting The Blank Monster can cast the following spells using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

Cantrips (at will): Cantrip Spells

1st level (at will): 1st Level Spells

2nd level (3 slots): 2nd Level Spells

3rd level (3 slots): 3rd Level Spells

4th level (3 slots): 4th Level Spells

5th level (2 slots): 5th Level Spells

BONUS ACTIONS

Cunning Action. The Blank Monster can take one of the following actions as a Bonus Action: Dash, Disengage, or Hide.

REACTIONS

Retaliation. Trigger: A creature hits the Blank Monster with a melee attack

Response: The Blank Monster can make an attack against that creature

LEGENDARY ACTIONS

The Blank Monster 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 Blank Monster regains spent legendary actions at the start of its turn.

Detect. The Blank Monster makes a Wisdom (Perception) check.

Attack. The Blank Monster makes a Longsword attack.

Barrage (Costs 2 Actions). The Blank Monster makes two Longbow attacks.

TWOCOLUMN MONSTER (LONG NAME) STATBLOCK

BLANK MONSTER WITH A LONG NAME

Unidentified Monster, unaligned

Armor Class 10	Initiative +3 (13)
Hit Points 12 (1d12 + 6)	
Speed 30 ft., Climb 25 ft.	

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	8 (-1)	14 (+2)	6 (-2)	16 (+3)
Saving Throws STR +0, DEX +0, CON +5, INT +5, WIS -5					
Skills Acrobatics +3, Stealth -3					
Damage Vulnerabilities Cold					
Damage Resistances Fire, Lightning					
Damage Immunities Poison					
Condition Immunities Frightened, Poisoned					
Gear a mysterious item					
Senses Darkvision 60 ft., Passive Perception 14					
Languages Common, Abyssal					
Challenge 6 (2,300 XP)					
Proficiency Bonus +3					

TRAITS

One of Many. The Blank Monster has advantage against being detected and on hiding in large groups.

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

ACTIONS

Multiaction. The Blank Monster makes two attacks with its dagger.

Longsword. Melee Weapon Attack: +3 to hit, reach 10 ft., one target. Hit: 6 (1d8 + 2) Slashing damage, or 7 (1d10 + 2) Slashing damage if used with two hands.

Poisoned Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 10 ft. or range 20/60 ft., one target. Hit: 6 (1d8 + 2) Piercing damage plus 3 (1d6) Poison damage.

Longbow of Fate. Ranged Weapon Attack: +5 to hit, range 150/450 ft., one target. Hit: 6 (1d8 + 2) Piercing damage. Critically hits the target on rolls of 19 and 20.

Poison Cloud. The creature releases a poisonous cloud from its body. Constitution Saving Throw: DC 15, all creatures within a 50 feet Emanation originating from the Blank Monster. Failure: The target has the Poisoned condition for 1 minute.

Success: The target is not Poisoned.

Any Poisoned creature takes 3 (1d6) Poison damage at the start of its turn.

SPELLS

Innate Spellcasting The Blank Monster Innate Spellcasting ability is Charisma (Spell Save DC 15). She can innately cast the following spells, requiring no material components:

At will: At-Will Spell

1/day: Once-Per-Day Spells

Spellcasting The Blank Monster can cast the following spells using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

Cantrips (at will): Cantrip Spells

1st level (at will): 1st Level Spells

2nd level (3 slots): 2nd Level Spells

3rd level (3 slots): 3rd Level Spells

4th level (3 slots): 4th Level Spells

5th level (2 slots): 5th Level Spells

BONUS ACTIONS

Cunning Action. The Blank Monster can take one of the following actions as a Bonus Action: Dash, Disengage, or Hide.

REACTIONS

Retaliation. Trigger: A creature hits the Blank Monster with a melee attack

Response: The Blank Monster can make an attack against that creature

LEGENDARY ACTIONS

The Blank Monster 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 Blank Monster regains spent legendary actions at the start of its turn.

Detect. The Blank Monster makes a Wisdom (Perception) check.

Attack. The Blank Monster makes a Longsword attack.

Barrage (Costs 2 Actions). The Blank Monster makes two Longbow attacks.