

# ONE COLUMN 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.



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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

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

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

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**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.

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**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.



# TWO COLUMN 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

**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:

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

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