

+2	STR
+0	DEX
+1	CON
-5	INT
-4	WIS
-5	CHA
Animated Armor	
SIZE: medium	
ALIGNMENT: unaligned	
TYPE: construct	
IMMUNITIES: poison, psychic	
CONDITIONS: blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned	
SENSES: blindsight 60 ft. (blind beyond this radius)	
PASSIVE PERCEPTION: 6	
25 ft.	
SPEED	
33	HIT POINTS
18	ARMOUR

TRAIT: Antimagic Susceptibility

The armor is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

1
CR

TRAIT: False Appearance

While the armor remains motionless, it is indistinguishable from a normal suit of armor.

ACTION: Multiattack

The armor makes two melee attacks.

ACTION: Slam

Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

EXPERIENCE POINTS: 200

Monster Manual - 19

+3	STR
+0	DEX
+1	CON
-5	INT
+1	WIS
-2	CHA
Ankhег	
SIZE: large	
ALIGNMENT: unaligned	
TYPE: monstrosity	
SENSES: darkvision 60 ft., tremorsense 60 ft.	
PASSIVE PERCEPTION: 11	
30 ft., burrow 10 ft.	
SPEED	
39	HIT POINTS
14	ARMOUR

ACTION: Bite

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the ankhег can bite only the grappled creature and has advantage on attack rolls to do so.

2
CR

ACTION: Acid Spray (Recharge 6)

The ankhег spits acid in a line that is 30 ft. long and 5 ft. wide, provided that it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

EXPERIENCE POINTS: 450

Monster Manual - 21

+3	STR
+2	DEX
+2	CON
-2	INT
+1	WIS
-2	CHA
Ape	
SIZE: medium	
ALIGNMENT: unaligned	
TYPE: beast	
SKILLS: Athletics +5, Perception +3	
PASSIVE PERCEPTION: 13	
30 ft., climb 30 ft.	
SPEED	
19	HIT POINTS
12	ARMOUR

ACTION: Multiattack

The ape makes two fist attacks.

1/2
CR

ACTION: Fist

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

ACTION: Rock

Ranged Weapon Attack: +5 to hit, range 25/50 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

EXPERIENCE POINTS: 100

Monster Manual - 317

-4	STR
-1	DEX
+0	CON
+0	INT
+0	WIS
-2	CHA
Awakened Shrub	
SIZE: small	
ALIGNMENT: unaligned	
TYPE: plant	
RESISTANCES: piercing	
VULNERABILITIES: fire	
PASSIVE PERCEPTION: 10	
LANGUAGES: one language known by its creator	
20 ft.	
SPEED	
10	HIT POINTS
9	ARMOUR

TRAIT: False Appearance

While the shrub remains motionless, it is indistinguishable from a normal shrub.

0
CR

ACTION: Rake

Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 (1d4 - 1) slashing damage.

EXPERIENCE POINTS: 10

Monster Manual - 317

+4	Awakened Tree	2
STR	SIZE: huge ALIGNMENT: unaligned TYPE: plant	CR
-2	RESISTANCES: bludgeoning, piercing VULNERABILITIES: fire PASSIVE PERCEPTION: 10 LANGUAGES: one language known by its creator	
+2	20 ft.	
CON	SPEED	
+0		
INT		
+0		
WIS		
-2	59	13
CHA	HIT POINTS	ARMOUR

TRAIT: False Appearance
While the tree remains motionless, it is indistinguishable from a normal tree.

ACTION: Slam
Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 14 (3d6 + 4) bludgeoning damage.

EXPERIENCE POINTS: 450

Monster Manual - 317

+2	Axe Beak	1/4
STR	SIZE: large ALIGNMENT: unaligned TYPE: beast	CR
+1	PASSIVE PERCEPTION: 10	
DEX	50 ft.	
+1	SPEED	
CON		
-4		
INT		
+0		
WIS		
-3	19	11
CHA	HIT POINTS	ARMOUR

ACTION: Beak
Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

EXPERIENCE POINTS: 50

Monster Manual - 317

+3	Azer	2
STR	SIZE: medium ALIGNMENT: lawful neutral TYPE: elemental	CR
+1	SAVES: Con +4 IMMUNITIES: fire, poison CONDITIONS: poisoned PASSIVE PERCEPTION: 11 LANGUAGES: Ignan	
+2	30 ft.	
CON	SPEED	
+1		
INT		
+1		
WIS		
+0	39	17
CHA	HIT POINTS	ARMOUR

TRAIT: Heated Body
A creature that touches the azer or hits it with a melee attack while within 5 ft. of it takes 5 (1d10) fire damage.

TRAIT: Heated Weapons
When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

TRAIT: Illumination
The azer sheds bright light in a 10-foot radius and dim light for an additional 10 ft..

ACTION: Warhammer
Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

EXPERIENCE POINTS: 450

Monster Manual - 22

-1	Baboon	0
STR	SIZE: small ALIGNMENT: unaligned TYPE: beast	CR
+2	PASSIVE PERCEPTION: 11	
DEX	30 ft., climb 30 ft.	
+0	SPEED	
CON		
-3		
INT		
+1		
WIS		
-2	3	12
CHA	HIT POINTS	ARMOUR

TRAIT: Pack Tactics
The baboon has advantage on an attack roll against a creature if at least one of the baboon's allies is within 5 ft. of the creature and the ally isn't incapacitated.

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

EXPERIENCE POINTS: 10

Monster Manual - 318

-3	STR
+0	DEX
+1	CON
-4	INT
+1	WIS
-3	CHA
Badger	
SIZE: tiny ALIGNMENT: unaligned TYPE: beast	
SENSES: darkvision 30 ft. PASSIVE PERCEPTION: 11	
20 ft., burrow 5 ft. SPEED	
3	HIT POINTS
10	ARMOUR

TRAIT: Keen Smell
The badger has advantage on Wisdom (Perception) checks that rely on smell.

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

EXPERIENCE POINTS: 10

0
CR

Monster Manual - 318

-4	STR
+2	DEX
-1	CON
-4	INT
+1	WIS
-3	CHA
Bat	
SIZE: tiny ALIGNMENT: unaligned TYPE: beast	
SENSES: blindsight 60 ft. PASSIVE PERCEPTION: 11	
5 ft., fly 30 ft. SPEED	
1	HIT POINTS
12	ARMOUR

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

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

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

EXPERIENCE POINTS: 10

0
CR

Monster Manual - 318

+2	STR
+0	DEX
+2	CON
-4	INT
+1	WIS
-2	CHA
Black Bear	
SIZE: medium ALIGNMENT: unaligned TYPE: beast	
PASSIVE PERCEPTION: 13	
40 ft., climb 30 ft. SPEED	
19	HIT POINTS
11	ARMOUR

TRAIT: Keen Smell
The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTION: Multattack
The bear makes two attacks: one with its bite and one with its claws.

ACTION: Bite
Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

ACTION: Claws
Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage.

EXPERIENCE POINTS: 100

1/2
CR

Monster Manual - 318

+2	STR
+2	DEX
+1	CON
+0	INT
+0	WIS
+1	CHA
Black Dragon Wyrmling	
SIZE: medium ALIGNMENT: chaotic evil TYPE: dragon	
SAVES: Dex +4, Con +3, Wis +2, Cha +3 SKILLS: Perception +4, Stealth +4 IMMUNITIES: acid SENSES: blindsight 10 ft., darkvision 60 ft. PASSIVE PERCEPTION: 14 LANGUAGES: Draconic	
30 ft., fly 60 ft., swim 30 ft. SPEED	
33	HIT POINTS
17	ARMOUR

TRAIT: Amphibious
The dragon can breathe air and water.

ACTION: Bite
Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage plus 2 (1d4) acid damage.

ACTION: Acid Breath (Recharge 5-6)
The dragon exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 22 (Sd8) acid damage on a failed save, or half as much damage on a successful one.

EXPERIENCE POINTS: 450

2
CR

Monster Manual - 88

Blink Dog

SIZE: medium
ALIGNMENT: lawful good
TYPE: fey

SKILLS: Perception +3, Stealth +5
PASSIVE PERCEPTION: 10
LANGUAGES: Blink Dog, understands Sylvan but can't speak it

40 ft.
SPEED

HIT POINTS 22 **ARMOUR** 13

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

ACTION: Bite
Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

ACTION: Teleport (Recharge 4-6)
The dog magically teleports, along with any equipment it is wearing or carrying, up to 40 ft. to an unoccupied space it can see. Before or after teleporting, the dog can make one bite attack.

EXPERIENCE POINTS: 50

1/4 CR

Monster Manual - 318

Blood Hawk

SIZE: small
ALIGNMENT: unaligned
TYPE: beast

SKILLS: Perception +4
PASSIVE PERCEPTION: 14

10 ft., fly 60 ft.
SPEED

HIT POINTS 7 **ARMOUR** 12

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

TRAIT: Pack Tactics
The hawk has advantage on an attack roll against a creature if at least one of the hawk's allies is within 5 ft. of the creature and the ally isn't incapacitated.

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

EXPERIENCE POINTS: 25

1/8 CR

Monster Manual - 319

Blue Dragon Wyrmling

SIZE: medium
ALIGNMENT: lawful evil
TYPE: dragon

SAVES: Dex +2, Con +4, Wis +2, Cha +4
SKILLS: Perception +4, Stealth +2
IMMUNITIES: lightning
SENSES: blindsight 10 ft., darkvision 60 ft.
PASSIVE PERCEPTION: 14
LANGUAGES: Draconic

30 ft., burrow 15 ft., fly 60 ft.
SPEED

HIT POINTS 52 **ARMOUR** 17

ACTION: Bite
Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage plus 3 (1d6) lightning damage.

ACTION: Lightning Breath (Recharge 5-6)
The dragon exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

EXPERIENCE POINTS: 700

3 CR

Monster Manual - 91

Boar

SIZE: medium
ALIGNMENT: unaligned
TYPE: beast

PASSIVE PERCEPTION: 9

40 ft.
SPEED

HIT POINTS 11 **ARMOUR** 11

TRAIT: Charge
If the boar moves at least 20 ft. straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

TRAIT: Relentless (Recharges after a Short or Long Rest)
If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTION: Tusk
Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

EXPERIENCE POINTS: 50

1/4 CR

Monster Manual - 319

Brass Dragon Wyrmling

ACTION: Bite
Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

ACTION: Breath Weapons (Recharge 5-6)
The dragon uses one of the following breath weapons.

Fire Breath: The dragon exhales fire in an 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Sleep Breath: The dragon exhales sleep gas in a 15-foot cone. Each creature in that area must succeed on a DC 11 Constitution saving throw or fall unconscious for 1 minute. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

EXPERIENCE POINTS: 200

Monster Manual - 106

+2 STR	+0 DEX	+1 CON	+0 INT	+0 WIS	+1 CHA
SAVES: Dex +2, Con +3, Wis +2, Cha +3			SKILLS: Perception +4, Stealth +2		
IMMUNITIES: fire			SENSES: blindsight 10 ft., darkvision 60 ft.		
PASSIVE PERCEPTION: 14			LANGUAGES: Draconic		
30 ft., burrow 15 ft., fly 60 ft. SPEED					
16	16	16	16	16	16
HIT POINTS	ARMOUR				



Brown Bear

TRAIT: Keen Smell
The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTION: Multiattack
The bear makes two attacks: one with its bite and one with its claws.

ACTION: Bite
Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

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

EXPERIENCE POINTS: 200

Monster Manual - 319

+4 STR	+0 DEX	+3 CON	-4 INT	+1 WIS	-2 CHA
SIZE: large			ALIGNMENT: unaligned		
SKILLS: Perception +3			PASSIVE PERCEPTION: 13		
40 ft., climb 30 ft. SPEED					
34	11	34	11	34	11
HIT POINTS	ARMOUR				



Bugbear

TRAIT: Brute
A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

TRAIT: Surprise Attack
If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTION: Morningstar
Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) piercing damage.

ACTION: Javelin
Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

EXPERIENCE POINTS: 200

Monster Manual - 33

+2 STR	+2 DEX	+1 CON	-1 INT	+0 WIS	-1 CHA
SIZE: medium			ALIGNMENT: chaotic evil		
TYPE: humanoid (goblinoid)					
SKILLS: Stealth +6, Survival +2 SENSES: darkvision 60 ft. PASSIVE PERCEPTION: 10 LANGUAGES: Common, Goblin					
30 ft. SPEED					
27	16	27	16	27	16
HIT POINTS	ARMOUR				

Camel

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

EXPERIENCE POINTS: 25

Monster Manual - 320

+3 STR	-1 DEX	+2 CON	-4 INT	-1 WIS	-3 CHA
SIZE: large			ALIGNMENT: unaligned		
TYPE: beast					
PASSIVE PERCEPTION: 9					
50 ft. SPEED					
15	9	15	9	15	9
HIT POINTS	ARMOUR				



Cat

SIZE: tiny **ALIGNMENT:** unaligned **TYPE:** beast

SKILLS: Perception +3, Stealth +4
PASSIVE PERCEPTION: 13

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

40 ft., climb 30 ft.
SPEED

2	HIT POINTS
12	ARMOUR

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

0
CR

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

EXPERIENCE POINTS: 10

Monster Manual - 320

Cloud Giant

SIZE: huge **ALIGNMENT:** NG (50%) or NE **TYPE:** giant

SAVES: Con +10, Wis +7, Cha +7
SKILLS: Insight +7, Perception +7
PASSIVE PERCEPTION: 17
LANGUAGES: Common, Giant

+8	STR
+0	DEX
+6	CON
+1	INT
+3	WIS
+3	CHA

40 ft.
SPEED

200	HIT POINTS
(50%)	14 ARMOUR

TRAIT: Innate
The giant has advantage on Wisdom (Perception) checks that rely on smell.

9
CR

Spellcasting — +7 / DC 15
At will: detect magic, fog cloud, light 3/day each: feather fall, fly, misty step, telekinesis 1/day each: control weather, gaseous form

ACTION: Multiattack
The giant makes two morningstar attacks.

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

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

EXPERIENCE POINTS: 5,000

Monster Manual - 154

Cockatrice

SIZE: small **ALIGNMENT:** unaligned **TYPE:** monstrosity

SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 11

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

20 ft., fly 40 ft.
SPEED

27	HIT POINTS
11	ARMOUR

ACTION: Bite
Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

EXPERIENCE POINTS: 100

Monster Manual - 42

Constrictor Snake

SIZE: large **ALIGNMENT:** unaligned **TYPE:** beast

SENSES: blindsight 10 ft.
PASSIVE PERCEPTION: 10

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

30 ft., swim 30 ft.
SPEED

13	HIT POINTS
12	ARMOUR

ACTION: Bite
Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

EXPERIENCE POINTS: 50

Monster Manual - 320

-4	STR
+0	DEX
+0	CON
-5	INT
-1	WIS
-4	CHA
Crab	
SIZE: tiny ALIGNMENT: unaligned TYPE: beast	
SKILLS: Stealth +2 SENSES: blindsight 30 ft. PASSIVE PERCEPTION: 9	
20 ft., swim 20 ft. SPEED	
2	HIT POINTS
11	ARMOUR

TRAIT: Amphibious
The crab can breathe air and water.

ACTION: Claw
Melee Weapon Attack:
+0 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage.

EXPERIENCE POINTS: 10

0
CR

Monster Manual - 320

+2	STR
+0	DEX
+1	CON
-4	INT
+0	WIS
-3	CHA
Crocodile	
SIZE: large ALIGNMENT: unaligned TYPE: beast	
SKILLS: Stealth +2 PASSIVE PERCEPTION: 10	
20 ft., swim 20 ft. SPEED	
19	HIT POINTS
12	ARMOUR

TRAIT: Hold Breath
The crocodile can hold its breath for 15 minutes.

ACTION: Bite
Melee Weapon Attack:
+4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

EXPERIENCE POINTS: 100

1/2
CR

Monster Manual - 320

+2	STR
+2	DEX
+2	CON
-4	INT
+1	WIS
-2	CHA
Death Dog	
SIZE: medium ALIGNMENT: neutral evil TYPE: monstrosity	
SKILLS: Perception +5, Stealth +4 SENSES: darkvision 120 ft. PASSIVE PERCEPTION: 15	
40 ft. SPEED	
39	HIT POINTS
12	ARMOUR

TRAIT: Two-Headed
The dog has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

ACTION: Multiattack
The dog makes two bite attacks.

ACTION: Bite
Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

EXPERIENCE POINTS: 200

1
CR

Monster Manual - 321

+0	STR
+3	DEX
+0	CON
-4	INT
+2	WIS
-3	CHA
Deer	
SIZE: medium ALIGNMENT: unaligned TYPE: beast	
PASSIVE PERCEPTION: 12	
50 ft. SPEED	
4	HIT POINTS
13	ARMOUR

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

EXPERIENCE POINTS: 10

0
CR

Monster Manual - 321

+3	Dire Wolf	1
STR	SIZE: large ALIGNMENT: unaligned TYPE: beast	
+2	DEX	
+2	CON	
-4	INT	
+1	WIS	
-2	CHA	
SKILLS: Perception +3, Stealth +4 PASSIVE PERCEPTION: 13		
50 ft.		
SPEED		
37	14	
HIT POINTS	ARMOUR	

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

TRAIT: Pack Tactics
The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTION: Bite
Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

EXPERIENCE POINTS: 200

Monster Manual - 321

+4	Draft Horse	1/4
STR	SIZE: large ALIGNMENT: unaligned TYPE: beast	
+0	DEX	
+1	CON	
-4	INT	
+0	WIS	
-2	CHA	
PASSIVE PERCEPTION: 10		
40 ft.		
SPEED		
19	10	
HIT POINTS	ARMOUR	

ACTION: Hooves
Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) bludgeoning damage.

EXPERIENCE POINTS: 50

Monster Manual - 321

-2	Eagle	0
STR	SIZE: small ALIGNMENT: unaligned TYPE: beast	
+2	DEX	
+0	CON	
-4	INT	
+2	WIS	
-2	CHA	
SKILLS: Perception +4 PASSIVE PERCEPTION: 14		
10 ft., fly 60 ft.		
SPEED		
3	12	
HIT POINTS	ARMOUR	

TRAIT: Keen Sight
The eagle has advantage on Wisdom (Perception) checks that rely on sight.

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

EXPERIENCE POINTS: 10

Monster Manual - 322

+6	Elephant	4
STR	SIZE: huge ALIGNMENT: unaligned TYPE: beast	
-1	DEX	
+3	CON	
-4	INT	
+0	WIS	
-2	CHA	
PASSIVE PERCEPTION: 10		
40 ft.		
SPEED		
76	12	
HIT POINTS	ARMOUR	

TRAIT: Trampling Charge
If the elephant moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

ACTION: Gore
Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) piercing damage.

ACTION: Stomp
Melee Weapon Attack: +8 to hit, reach 5 ft., one prone creature. Hit: 22 (3d10 + 6) bludgeoning damage.

EXPERIENCE POINTS: 1,100

Monster Manual - 322

Elk

SIZE: large
ALIGNMENT: unaligned
TYPE: beast

PASSIVE PERCEPTION: 10

50 ft. **SPEED**

HIT POINTS 13 **ARMOUR** 10

TRAIT: Charge
If the elk moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

ACTION: Ram
Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

ACTION: Hooves
Melee Weapon Attack: +5 to hit, reach 5 ft., one prone creature. Hit: 8 (2d4 + 3) bludgeoning damage.

EXPERIENCE POINTS: 50

1/4 CR

Monster Manual - 322

Ettin

SIZE: large
ALIGNMENT: chaotic evil
TYPE: giant

SKILLS: Perception +4
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 14
LANGUAGES: Giant, Orc

40 ft. **SPEED**

HIT POINTS 85 **ARMOUR** 12

TRAIT: Two Heads
The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

TRAIT: Wakeful
When one of the ettin's heads is asleep, its other head is awake.

ACTION: Multiattack
The ettin makes two attacks: one with its battleaxe and one with its morningstar.

ACTION: Battleaxe
Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

ACTION: Morningstar
Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage.

EXPERIENCE POINTS: 1,100

4 CR

Monster Manual - 132

Fire Giant

SIZE: huge
ALIGNMENT: lawful evil
TYPE: giant

SAVES: Dex +3, Con +10, Cha +5
SKILLS: Athletics +11, Perception +6
IMMUNITIES: fire
PASSIVE PERCEPTION: 16
LANGUAGES: Giant

30 ft. **SPEED**

HIT POINTS 162 **ARMOUR** 18

ACTION: Multiattack
The giant makes two greatsword attacks.

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

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

EXPERIENCE POINTS: 5,000

9 CR

Monster Manual - 154

Flying Snake

SIZE: tiny
ALIGNMENT: unaligned
TYPE: beast

SENSES: blindsight 10 ft.
PASSIVE PERCEPTION: 11

30 ft., fly 60 ft., swim 30 ft. **SPEED**

HIT POINTS 5 **ARMOUR** 14

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

ACTION: Bite
Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1 piercing damage plus 7 (3d4) poison damage.

EXPERIENCE POINTS: 25

1/8 CR

Monster Manual - 322

Frog

SIZE: tiny **ALIGNMENT:** unaligned **TYPE:** beast

SKILLS: Perception +1, Stealth +3
SENSES: darkvision 30 ft.
PASSIVE PERCEPTION: 11

EXPERIENCE POINTS: 10

0
CR

-5	STR
+1	DEX
-1	CON
-5	INT
-1	WIS
-4	CHA
20 ft., swim 20 ft.	
SPEED	
1	HIT POINTS
11	ARMOUR

Monster Manual - 322

Frost Giant

SIZE: huge **ALIGNMENT:** neutral evil **TYPE:** giant

SAVES: Con +8, Wis +3, Cha +4
SKILLS: Athletics +9, Perception +3
IMMUNITIES: cold
PASSIVE PERCEPTION: 13
LANGUAGES: Giant

EXPERIENCE POINTS: 3,900

8
CR

+6	STR
-1	DEX
+5	CON
-1	INT
+0	WIS
+1	CHA
40 ft.	
SPEED	
138	HIT POINTS
15	ARMOUR

Monster Manual - 155

Ghoul

SIZE: medium **ALIGNMENT:** chaotic evil **TYPE:** undead

CONDITIONS: poisoned
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 10
LANGUAGES: Common

EXPERIENCE POINTS: 200

1
CR

+1	STR
+2	DEX
+0	CON
-2	INT
+0	WIS
-2	CHA
30 ft.	
SPEED	
22	HIT POINTS
12	ARMOUR

Monster Manual - 148

Giant Ape

SIZE: huge **ALIGNMENT:** unaligned **TYPE:** beast

SKILLS: Athletics +9, Perception +4
PASSIVE PERCEPTION: 14

EXPERIENCE POINTS: 2,900

7
CR

+6	STR
+2	DEX
+4	CON
-2	INT
+1	WIS
-2	CHA
40 ft., climb 40 ft.	
SPEED	
157	HIT POINTS
12	ARMOUR

Monster Manual - 323

+1	Giant Badger
STR	SIZE: medium ALIGNMENT: unaligned TYPE: beast
+0	SENSES: darkvision 30 ft. PASSIVE PERCEPTION: 11
+2	
-4	
+1	30 ft., burrow 10 ft. SPEED
-3	HIT POINTS 13 ARMOUR 10

TRAIT: Keen Smell
The badger has advantage on Wisdom (Perception) checks that rely on smell.

ACTION: Multiattack
The badger makes two attacks: one with its bite and one with its claws.

ACTION: Bite
Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

ACTION: Claws
Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.

EXPERIENCE POINTS: 50

1/4
CR

Monster Manual - 323

+2	Giant Bat
STR	SIZE: large ALIGNMENT: unaligned TYPE: beast
+3	SENSES: blindsight 60 ft. PASSIVE PERCEPTION: 11
+0	
-4	
+1	10 ft., fly 60 ft. SPEED
-2	HIT POINTS 22 ARMOUR 13

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

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

ACTION: Bite
Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) piercing damage.

EXPERIENCE POINTS: 50

1/4
CR

Monster Manual - 323

+3	Giant Boar
STR	SIZE: large ALIGNMENT: unaligned TYPE: beast
+0	PASSIVE PERCEPTION: 8
+3	
-4	
-2	40 ft. SPEED
-3	HIT POINTS 42 ARMOUR 12

TRAIT: Charge
If the boar moves at least 20 ft. straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

TRAIT: Relentless (Recharges after a Short or Long Rest)
If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTION: Tusk
Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

EXPERIENCE POINTS: 450

2
CR

Monster Manual - 323

-3	Giant Centipede
STR	SIZE: small ALIGNMENT: unaligned TYPE: beast
+2	SENSES: blindsight 30 ft. PASSIVE PERCEPTION: 8
+1	
-5	
-2	30 ft., climb 30 ft. SPEED
-4	HIT POINTS 4 ARMOUR 13

ACTION: Bite
Bite. 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 take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

EXPERIENCE POINTS: 50

1/4
CR

Monster Manual - 323

+4 STR **Giant Constrictor Snake**

SIZE: huge **ALIGNMENT:** unaligned **TYPE:** beast

+2 DEX

+1 CON

-5 INT

+0 WIS

-4 CHA

2 CR

ACTION: Bite Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage.	ACTION: Constrict Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.
EXPERIENCE POINTS: 450	
30 ft., swim 30 ft. SPEED	
60 HIT POINTS	12 ARMOUR

Monster Manual - 324

+1 STR

+2 DEX

+0 CON

-5 INT

-1 WIS

-4 CHA

1/8 CR

Giant Crab	
SIZE: medium ALIGNMENT: unaligned TYPE: beast	
SKILLS: Stealth +4 SENSES: blindsight 30 ft. PASSIVE PERCEPTION: 9	
30 ft., swim 30 ft. SPEED	
13 HIT POINTS	15 ARMOUR

Monster Manual - 324

+5 STR **Giant Crocodile**

SIZE: huge **ALIGNMENT:** unaligned **TYPE:** beast

-1 DEX

+3 CON

-4 INT

+0 WIS

-2 CHA

5 CR

TRAIT: Hold Breath The crocodile can hold its breath for 30 minutes.	
ACTION: Multiattack The crocodile makes two attacks: one with its bite and one with its tail.	
ACTION: Bite Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.	
ACTION: Tail Melee Weapon Attack: +8 to hit, reach 10 ft., one target not grappled by the crocodile. Hit: 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.	
EXPERIENCE POINTS: 1,800	
30 ft., swim 50 ft. SPEED	
85 HIT POINTS	14 ARMOUR

Monster Manual - 324

+3 STR

+3 DEX

+1 CON

-1 INT

+2 WIS

+0 CHA

1 CR

TRAIT: Keen Sight The eagle has advantage on Wisdom (Perception) checks that rely on sight.	
ACTION: Multiattack The eagle makes two attacks: one with its beak and one with its talons.	
ACTION: Beak Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.	
ACTION: Talons Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.	
EXPERIENCE POINTS: 200	
10 ft., fly 80 ft. SPEED	
26 HIT POINTS	13 ARMOUR

Monster Manual - 324

Giant Elk

SIZE: huge **ALIGNMENT:** unaligned **TYPE:** beast

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

SKILLS: Perception +4 **PASSIVE PERCEPTION:** 14 **LANGUAGES:** Giant Elk, understands Common, Elvish, and Sylvan but can't speak

60 ft. **SPEED**

42 **15** **HIT POINTS** **ARMOUR**

TRAIT: Charge
If the elk moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

ACTION: Ram
Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

ACTION: Hooves
Melee Weapon Attack: +6 to hit, reach 5 ft., one prone creature. Hit: 22 (4d6 + 4) bludgeoning damage.

EXPERIENCE POINTS: 450

Monster Manual - 325

Giant Fire Beetle

SIZE: small **ALIGNMENT:** unaligned **TYPE:** beast

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

SENSES: blindsight 30 ft. **PASSIVE PERCEPTION:** 8

30 ft. **SPEED**

4 **13** **HIT POINTS** **ARMOUR**

TRAIT: Illumination
The beetle sheds bright light in a 10-foot radius and dim light for an additional 10 ft..

ACTION: Bite
Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 2 (1d6 - 1) slashing damage.

EXPERIENCE POINTS: 10

Monster Manual - 325

Giant Goat

SIZE: large **ALIGNMENT:** unaligned **TYPE:** beast

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

PASSIVE PERCEPTION: 11

40 ft. **SPEED**

19 **11** **HIT POINTS** **ARMOUR**

TRAIT: Charge
If the goat moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

TRAIT: Sure-Footed
The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTION: Ram
Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) bludgeoning damage.

EXPERIENCE POINTS: 100

Monster Manual - 326

Giant Hyena

SIZE: large **ALIGNMENT:** unaligned **TYPE:** beast

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

SKILLS: Perception +3 **PASSIVE PERCEPTION:** 13

50 ft. **SPEED**

45 **12** **HIT POINTS** **ARMOUR**

TRAIT: Rampage
When the hyena reduces a creature to 0 hit points with a melee attack on its turn, the hyena can take a bonus action to move up to half its speed and make a bite attack.

ACTION: Bite
Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

EXPERIENCE POINTS: 200

Monster Manual - 326

Giant Lizard

SIZE: large
ALIGNMENT: unaligned
TYPE: beast

SENSES: darkvision 30 ft.
PASSIVE PERCEPTION: 10

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

30 ft., climb 30 ft.
SPEED

HIT POINTS 19 **ARMOUR** 12

TRAIT: Variant: Hold Breath
The lizard can hold its breath for 15 minutes. (A lizard that has this trait also has a swimming speed of 30 feet.)

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

ACTION: Bite
Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

EXPERIENCE POINTS: 50

1/4 CR

Monster Manual - 326

Giant Owl

SIZE: large
ALIGNMENT: neutral
TYPE: beast

SKILLS: Perception +5, Stealth +4
SENSES: darkvision 120 ft.
PASSIVE PERCEPTION: 15

LANGUAGES: Giant Owl, understands Common, Elvish, and Sylvan but can't speak

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

5 ft., fly 60 ft.
SPEED

HIT POINTS 19 **ARMOUR** 12

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

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

ACTION: Talons
Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) slashing damage.

EXPERIENCE POINTS: 50

1/4 CR

Monster Manual - 327

Giant Poisonous Snake

SIZE: medium
ALIGNMENT: unaligned
TYPE: beast

SKILLS: Perception +2
SENSES: blindsight 10 ft.
PASSIVE PERCEPTION: 12

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

30 ft., swim 30 ft.
SPEED

HIT POINTS 11 **ARMOUR** 14

ACTION: Bite
Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

EXPERIENCE POINTS: 50

1/4 CR

Monster Manual - 327

Giant Rat

SIZE: small
ALIGNMENT: unaligned
TYPE: beast

SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 10

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

30 ft.
SPEED

HIT POINTS 7 **ARMOUR** 12

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

TRAIT: Pack Tactics
The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 ft. of the creature and the ally isn't incapacitated.

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

EXPERIENCE POINTS: 25

1/8 CR

Monster Manual - 327

Giant Scorpion

SIZE: large
ALIGNMENT: unaligned
TYPE: beast

SENSES: blindsight 60 ft.
PASSIVE PERCEPTION: 9

40 ft.
SPEED

52 HIT POINTS **15** ARMOUR

ACTION: Claw
Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The scorpion has two claws, each of which can grapple only one target.

ACTION: Multiattack
The scorpion makes three attacks: two with its claws and one with its sting.

ACTION: Sting
Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

EXPERIENCE POINTS: 700



Monster Manual - 327

Giant Sea Horse

SIZE: large
ALIGNMENT: unaligned
TYPE: beast

PASSIVE PERCEPTION: 11

0 ft., swim 40 ft.
SPEED

16 HIT POINTS **13** ARMOUR

TRAIT: Charge
If the sea horse moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

TRAIT: Water Breathing
The sea horse can breathe only underwater.

ACTION: Ram
Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

EXPERIENCE POINTS: 100



Monster Manual - 328

Giant Shark

SIZE: huge
ALIGNMENT: unaligned
TYPE: beast

SKILLS: Perception +3
SENSES: blindsight 60 ft.
PASSIVE PERCEPTION: 13

swim 50 ft.
SPEED

126 HIT POINTS **13** ARMOUR

TRAIT: Blood Frenzy
The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

TRAIT: Water Breathing
The shark can breathe only underwater.

ACTION: Bite
Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) piercing damage.

EXPERIENCE POINTS: 1,800



Monster Manual - 328

Giant Vulture

SIZE: large
ALIGNMENT: neutral evil
TYPE: beast

SKILLS: Perception +3
PASSIVE PERCEPTION: 13
LANGUAGES: understands Common but can't speak

10 ft., fly 60 ft.
SPEED

22 HIT POINTS **10** ARMOUR

TRAIT: Keen Sight and Smell
The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

TRAIT: Pack Tactics
The vulture has advantage on an attack roll against a creature if at least one of the vulture's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTION: Multiattack
The vulture makes two attacks: one with its beak and one with its talons.

ACTION: Beak
Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage.

ACTION: Talons
Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

EXPERIENCE POINTS: 200



Monster Manual - 329

+0	Giant Wasp
STR	<i>SIZE: medium</i>
+2	<i>ALIGNMENT: unaligned</i>
DEX	<i>TYPE: beast</i>
+0	PASSIVE PERCEPTION: 10
CON	
-5	
INT	
+0	10 ft., fly 50 ft., swim 50 ft.
WIS	SPEED
-4	13
CHA	12
	HIT POINTS
	ARMOUR

ACTION: Sting
Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

1/2
CR

EXPERIENCE POINTS: 100

Monster Manual - 329

+0	Giant Weasel
STR	<i>SIZE: medium</i>
+3	<i>ALIGNMENT: unaligned</i>
DEX	<i>TYPE: beast</i>
+0	SKILLS: Perception +3, Stealth +5
CON	SENSES: darkvision 60 ft.
-3	PASSIVE PERCEPTION: 13
INT	
+1	40 ft.
WIS	SPEED
-3	9
CHA	13
	HIT POINTS
	ARMOUR

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

1/8
CR

ACTION: Bite
Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

EXPERIENCE POINTS: 25

Monster Manual - 329

+2	Gnoll
STR	<i>SIZE: medium</i>
+1	<i>ALIGNMENT: chaotic evil</i>
DEX	<i>TYPE: humanoid (gnoll)</i>
+0	SENSES: darkvision 60 ft.
CON	PASSIVE PERCEPTION: 10
-2	LANGUAGES: Gnoll
INT	
+0	30 ft.
WIS	SPEED
-2	22
CHA	15
	HIT POINTS
	ARMOUR

TRAIT: Rampage
When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

1/2
CR

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

ACTION: Spear
Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

ACTION: Longbow
Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

EXPERIENCE POINTS: 100

Monster Manual - 163

+1	Goat
STR	<i>SIZE: medium</i>
+0	<i>ALIGNMENT: unaligned</i>
DEX	<i>TYPE: beast</i>
+0	PASSIVE PERCEPTION: 10
CON	
-4	
INT	
+0	40 ft.
WIS	SPEED
-3	4
CHA	10
	HIT POINTS
	ARMOUR

TRAIT: Charge
If the goat moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

0
CR

TRAIT: Sure-Footed
The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTION: Ram
Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage.

EXPERIENCE POINTS: 10

Monster Manual - 330

-1	STR
Goblin	SIZE: small
ALIGNMENT: neutral evil	TYPE: humanoid (goblinoid)
+2	DEX
SKILLS: Stealth +6	SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 9	LANGUAGES: Common, Goblin
+0	CON
+0	INT
-1	WIS
-1	CHA

30 ft.
SPEED

7 HIT POINTS **15** ARMOUR

TRAIT: Nimble Escape
The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTION: Scimitar
Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

ACTION: Shortbow
Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

EXPERIENCE POINTS: 50

1/4 CR

Monster Manual - 166

+2	STR
Green Dragon Wyrmling	SIZE: medium
ALIGNMENT: lawful evil	TYPE: dragon
+1	DEX
SAVES: Dex +3, Con +3, Wis +2, Cha +3	SKILLS: Perception +4, Stealth +3
+1	CON
IMMUNITIES: poison	CONDITIONS: poisoned
+2	INT
SENSES: blindsight 10 ft., darkvision 60 ft.	PASSIVE PERCEPTION: 14
+0	WIS
LANGUAGES: Draconic	ARMOUR
+1	CHA

30 ft., fly 60 ft., swim 30 ft.
SPEED

38 HIT POINTS **17** ARMOUR

TRAIT: Amphibious
The dragon can breathe air and water.

ACTION: Bite
Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage plus 3 (1d6) poison damage.

ACTION: Poison Breath (Recharge 5-6)
The dragon exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

EXPERIENCE POINTS: 450

2 CR

Monster Manual - 95

+2	STR
Grick	SIZE: medium
ALIGNMENT: neutral	TYPE: monstrosity
+2	DEX
RESISTANCES: bludgeoning, piercing, and slashing damage from nonmagical weapons	SENSES: darkvision 60 ft.
+0	CON
-4	INT
+2	WIS
-3	CHA

30 ft., climb 30 ft.
SPEED

27 HIT POINTS **14** ARMOUR

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

ACTION: Multiattack
The grick makes one attack with its tentacles. If that attack hits, the grick can make one beak attack against the same target.

ACTION: Tentacles
Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

ACTION: Beak
Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

EXPERIENCE POINTS: 450

2 CR

Monster Manual - 173

+4	STR
Griffon	SIZE: large
ALIGNMENT: unaligned	TYPE: monstrosity
+2	DEX
SKILLS: Perception +5	SENSES: darkvision 60 ft.
+3	CON
PASSIVE PERCEPTION: 15	ARMOUR
-4	INT
+1	WIS
-1	CHA

30 ft., fly 80 ft.
SPEED

59 HIT POINTS **12** ARMOUR

TRAIT: Keen Sight
The griffon has advantage on Wisdom (Perception) checks that rely on sight.

ACTION: Multiattack
The griffon makes two attacks: one with its beak and one with its claws.

ACTION: Beak
Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

ACTION: Claws
Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

EXPERIENCE POINTS: 450

2 CR

Monster Manual - 174

Grimlock

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

SIZE: medium **ALIGNMENT**: neutral evil **TYPE**: humanoid (grimlock)

SKILLS: Athletics +5, Perception +3, Stealth +3

IMMUNITIES: blinded

SENSES: blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius)

PASSIVE PERCEPTION: 13

LANGUAGES: Undercommon

1/4 CR

TRAIT: Blind Senses
The grimlock can't use its blindsight while deafened and unable to smell.

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

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

ACTION: Spiked Bone Club
Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) piercing damage.

EXPERIENCE POINTS: 50

30 ft.

SPEED

11

HIT POINTS

11

ARMOUR

Monster Manual - 175

Hawk

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

SIZE: tiny **ALIGNMENT**: unaligned **TYPE**: beast

SKILLS: Perception +4

PASSIVE PERCEPTION: 14

0 CR

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

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

EXPERIENCE POINTS: 10

10 ft., fly 60 ft.

SPEED

1

HIT POINTS

13

ARMOUR

Monster Manual - 330

Hell Hound

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

SIZE: medium **ALIGNMENT**: lawful evil **TYPE**: fiend

SKILLS: Perception +5

IMMUNITIES: fire

SENSES: darkvision 60 ft.

PASSIVE PERCEPTION: 15

LANGUAGES: understands Infernal but can't speak it

3 CR

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

TRAIT: Pack Tactics
The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTION: Bite
Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

ACTION: Fire Breath (Recharge 5-6)
The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

EXPERIENCE POINTS: 700

50 ft.

SPEED

45

HIT POINTS

15

ARMOUR

Monster Manual - 182

Hill Giant

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

SIZE: huge **ALIGNMENT**: chaotic evil **TYPE**: giant

SKILLS: Perception +2

PASSIVE PERCEPTION: 12

LANGUAGES: Giant

5 CR

ACTION: Multiattack
The giant makes two greatclub attacks.

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

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

EXPERIENCE POINTS: 1,800

40 ft.

SPEED

105

HIT POINTS

13

ARMOUR

Monster Manual - 155

Hippogriff

SIZE: large
ALIGNMENT: unaligned
TYPE: monstrosity

SKILLS: Perception +5
PASSIVE PERCEPTION: 15

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

40 ft, fly 60 ft.
SPEED

19 HIT POINTS **11** ARMOUR

TRAIT: Keen Sight
The hippogriff has advantage on Wisdom (Perception) checks that rely on sight.

ACTION: Multiattack
The hippogriff makes two attacks: one with its beak and one with its claws.

ACTION: Beak
Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage.

ACTION: Claws
Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

EXPERIENCE POINTS: 200

Monster Manual - 184

Hobgoblin

SIZE: medium
ALIGNMENT: lawful evil
TYPE: humanoid (goblinoid)

SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 10
LANGUAGES: Common, Goblin

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

30 ft.
SPEED

11 HIT POINTS **18** ARMOUR

TRAIT: Martial Advantage
Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 ft. of an ally of the hobgoblin that isn't incapacitated.

ACTION: Longsword
Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

ACTION: Longbow
Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

EXPERIENCE POINTS: 100

Monster Manual - 186

Homunculus

SIZE: tiny
ALIGNMENT: neutral
TYPE: construct

IMMUNITIES: poison
CONDITIONS: charmed, poisoned
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 10
LANGUAGES: understands languages of its creator but can't speak

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

20 ft., fly 40 ft.
SPEED

5 HIT POINTS **13** ARMOUR

TRAIT: 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.

ACTION: 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.

EXPERIENCE POINTS: 10

Monster Manual - 188

Hunter Shark

SIZE: large
ALIGNMENT: unaligned
TYPE: beast

SKILLS: Perception +2
SENSES: darkvision 30 ft.
PASSIVE PERCEPTION: 12

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

swim 40 ft.
SPEED

45 HIT POINTS **12** ARMOUR

TRAIT: Blood Frenzy
The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

TRAIT: Water Breathing
The shark can breathe only underwater.

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

EXPERIENCE POINTS: 450

Monster Manual - 330

+0	STR
Hyena	SIZE: medium
-1	DEX
SKILLS: Perception +3	ALIGNMENT: unaligned
+1	CON
PASSIVE PERCEPTION: 13	TYPE: beast
-4	INT
50 ft.	SPEED
+1	WIS
5	HIT POINTS
-3	CHA
11	ARMOUR

TRAIT: Pack Tactics
The hyena has advantage on an attack roll against a creature if at least one of the hyena's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTION: Bite
Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) piercing damage.

EXPERIENCE POINTS: 10

0
CR

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

TRAIT: Pack Tactics
The jackal has advantage on an attack roll against a creature if at least one of the jackal's allies is within 5 ft. of the creature and the ally isn't incapacitated.

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

EXPERIENCE POINTS: 10

Monster Manual - 331

-1	STR
Jackal	SIZE: small
+2	DEX
SKILLS: Perception +3	ALIGNMENT: unaligned
+0	CON
PASSIVE PERCEPTION: 13	TYPE: beast
-4	INT
40 ft.	SPEED
+1	WIS
3	HIT POINTS
-2	CHA
12	ARMOUR

0
CR

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

TRAIT: Pack Tactics
The jackal has advantage on an attack roll against a creature if at least one of the jackal's allies is within 5 ft. of the creature and the ally isn't incapacitated.

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

EXPERIENCE POINTS: 10

Monster Manual - 331

+4	STR
Killer Whale	SIZE: huge
+0	DEX
SKILLS: Perception +3	ALIGNMENT: unaligned
+1	CON
SENSES: blindsight 120 ft.	TYPE: beast
-4	INT
PASSIVE PERCEPTION: 13	
-2	WIS
swim 60 ft.	SPEED
-1	CHA
90	HIT POINTS
12	ARMOUR

TRAIT: Echolocation
The whale can't use its blindsight while deafened.

TRAIT: Hold Breath
The whale can hold its breath for 30 minutes.

TRAIT: Keen Hearing
The whale has advantage on Wisdom (Perception) checks that rely on hearing.

ACTION: Bite
Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 21 (5d6 + 4) piercing damage.

EXPERIENCE POINTS: 700

3
CR

TRAIT: Sunlight Sensitivity
While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

TRAIT: Pack Tactics
The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 ft. of the creature and the ally isn't incapacitated.

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

ACTION: Sling
Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

EXPERIENCE POINTS: 25

-2	STR
Kobold	SIZE: small
+2	DEX
SENSES: darkvision 60 ft.	ALIGNMENT: lawful evil
-1	CON
PASSIVE PERCEPTION: 8	TYPE: humanoid (kobold)
-1	INT
30 ft.	LANGUAGES: Common, Draconic
-2	WIS
-1	CHA
5	HIT POINTS
12	ARMOUR

1/8
CR

TRAIT: Sunlight Sensitivity
While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

TRAIT: Pack Tactics
The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 ft. of the creature and the ally isn't incapacitated.

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

ACTION: Sling
Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

EXPERIENCE POINTS: 25

Monster Manual - 195

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

Lemure

SIZE: medium **ALIGNMENT:** lawful evil **TYPE:** fiend (devil)

RESISTANCES: cold **IMMUNITIES:** fire, poison **CONDITIONS:** charmed, frightened, poisoned **SENSES:** darkvision 120 ft. **PASSIVE PERCEPTION:** 10 **LANGUAGES:** understands infernal but can't speak

15 ft. SPEED

13 HIT POINTS **7** ARMOUR

TRAIT: Devil's Sight
Magical darkness doesn't impede the lemure's darkvision.

TRAIT: Hellish Rejuvenation
A lemure that dies in the Nine Hells comes back to life with all its hit points in 1d10 days unless it is killed by a good-aligned creature with a bless spell cast on that creature or its remains are sprinkled with holy water.

Action: Fist
Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage

EXPERIENCE POINTS: 10

Monster Manual - 76

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

Lizard

SIZE: tiny **ALIGNMENT:** unaligned **TYPE:** beast

SENSES: darkvision 30 ft. **PASSIVE PERCEPTION:** 9

20 ft., climb 20 ft. SPEED

2 HIT POINTS **10** ARMOUR

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

EXPERIENCE POINTS: 10

Monster Manual - 332

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

Magmin

SIZE: small **ALIGNMENT:** chaotic neutral **TYPE:** elemental

RESISTANCES: bludgeoning, piercing, and slashing from nonmagical weapons **IMMUNITIES:** fire **SENSES:** darkvision 60 ft. **PASSIVE PERCEPTION:** 10 **LANGUAGES:** Ignan

30 ft. SPEED

9 HIT POINTS **14** ARMOUR

TRAIT: Death Burst
When the magmin dies, it explodes in a burst of fire and magma. Each creature within 10 ft. of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

TRAIT: Ignited Illumination
As a bonus action, the magmin can set itself ablaze or extinguish its flames. While ablaze, the magmin sheds bright light in a 10-foot radius and dim light for an additional 10 ft.

ACTION: Touch
Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a target takes an action to douse the fire, the target takes 3 (1d6) fire damage at the end of each of its turns.

EXPERIENCE POINTS: 100

Monster Manual - 212

+7	STR
-1	DEX
+5	CON
-4	INT
+0	WIS
-2	CHA

Mammoth

SIZE: huge **ALIGNMENT:** unaligned **TYPE:** beast

PASSIVE PERCEPTION: 10

40 ft. SPEED

126 HIT POINTS **13** ARMOUR

TRAIT: Trampling Charge
If the mammoth moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

ACTION: Gore
Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 25 (4d10 + 7) piercing damage.

ACTION: Stomp
Melee Weapon Attack: +10 to hit, reach 5 ft., one prone creature. Hit: 29 (4d10 + 7) bludgeoning damage.

EXPERIENCE POINTS: 2,300

Monster Manual - 332

Manticore

SIZE: large
ALIGNMENT: lawful evil
TYPE: monstrosity

SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 11

30 ft., fly 50 ft.
SPEED

68 HIT POINTS **14** ARMOUR

TRAIT: Tail Spike Regrowth
The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

ACTION: Multiattack
The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

ACTION: Bite
Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

ACTION: Claw
Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

ACTION: Tail Spike
Ranged Weapon Attack: +5 to hit, range 100/200 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

EXPERIENCE POINTS: 700

Monster Manual - 213

Mastiff

SIZE: medium
ALIGNMENT: unaligned
TYPE: beast

SKILLS: Perception +3
PASSIVE PERCEPTION: 13

40 ft.
SPEED

5 HIT POINTS **12** ARMOUR

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

ACTION: Bite
Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

EXPERIENCE POINTS: 25

Monster Manual - 332

Merfolk

SIZE: medium
ALIGNMENT: neutral
TYPE: humanoid (merfolk)

SKILLS: Perception +2
PASSIVE PERCEPTION: 12
LANGUAGES: Aquan, Common

10 ft., swim 40 ft.
SPEED

11 HIT POINTS **11** ARMOUR

TRAIT: Amphibious
The merfolk can breathe air and water.

ACTION: Spear
Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.

EXPERIENCE POINTS: 25

Monster Manual - 218

Merrow

SIZE: large
ALIGNMENT: chaotic evil
TYPE: monstrosity

SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 10
LANGUAGES: Abyssal, Aquan

10 ft., swim 40 ft.
SPEED

45 HIT POINTS **13** ARMOUR

TRAIT: Amphibious
The merrow can breathe air and water.

ACTION: Multiattack
The merrow makes two attacks: one with its bite and one with its claws or harpoon.

ACTION: Bite
Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

ACTION: Claws
Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) slashing damage.

ACTION: Harpoon
Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow or be pulled up to 20 feet toward the merrow.

EXPERIENCE POINTS: 450

Monster Manual - 219

Minotaur Skeleton

SIZE: large
ALIGNMENT: lawful evil
TYPE: undead

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

VULNERABILITIES: bludgeoning
IMMUNITIES: poison
CONDITIONS: exhaustion, poisoned
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 9
LANGUAGES: understands Abyssal but can't speak

40 ft.
SPEED

67 HIT POINTS **12** ARMOUR

TRAIT: Charge
If the skeleton 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.

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

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

EXPERIENCE POINTS: 450

Monster Manual - 273

Mule

SIZE: medium
ALIGNMENT: unaligned
TYPE: beast

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

PASSIVE PERCEPTION: 10

40 ft.
SPEED

11 HIT POINTS **10** ARMOUR

TRAIT: Beast of Burden
The mule is considered to be a Large animal for the purpose of determining its carrying capacity.

TRAIT: Sure-Footed
The mule has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

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

EXPERIENCE POINTS: 25

Monster Manual - 333

Nightmare

SIZE: large
ALIGNMENT: neutral evil
TYPE: fiend

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

IMMUNITIES: fire
PASSIVE PERCEPTION: 11
LANGUAGES: understands Abyssal, Common, and Infernal but can't speak

60 ft., fly 90 ft.
SPEED

68 HIT POINTS **13** ARMOUR

TRAIT: Confer Fire Resistance
The nightmare can grant resistance to fire damage to anyone riding it.

TRAIT: Illumination
The nightmare sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTION: Hooves
Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) fire damage.

ACTION: Ethereal Stride
The nightmare and up to three willing creatures within 5 feet of it magically enter the Ethereal Plane from the Material Plane, or vice versa.

EXPERIENCE POINTS: 700

Monster Manual - 235

Acolyte

SIZE: medium
ALIGNMENT: any alignment
TYPE: humanoid (any race)

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

SKILLS: Medicine +4, Religion +2
PASSIVE PERCEPTION: 12
LANGUAGES: any one language (usually Common)

30 ft.
SPEED

9 HIT POINTS **10** ARMOUR

TRAIT: Spellcasting
— +4 / DC 12

- Cantrips (at will): light, sacred flame, thaumaturgy
- 1st level (3 slots): bless, cure wounds, sanctuary

ACTION: Club
Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

EXPERIENCE POINTS: 50

Monster Manual - 342

+0 STR	Bandit
+1 DEX	<i>SIZE:</i> medium <i>ALIGNMENT:</i> any non-lawful <i>TYPE:</i> humanoid (any race)
+1 CON	PASSIVE PERCEPTION: 10 LANGUAGES: any one language (usually Common)
+0 INT	30 ft. SPEED
+0 WIS	11 HIT POINTS
+0 CHA	12 ARMOUR <i>alignment</i>

ACTION: Scimitar
Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

ACTION: Light Crossbow
Ranged Weapon Attack: +3 to hit, range 80 ft./320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

EXPERIENCE POINTS: 25

1/8 CR

Monster Manual - 343

+2 STR	Bandit Captain
+3 DEX	<i>SIZE:</i> medium <i>ALIGNMENT:</i> any non-lawful <i>TYPE:</i> humanoid (any race)
+2 CON	SAVES: Str +4, Dex +5, Wis +2 SKILLS: Athletics +4, Deception +4 PASSIVE PERCEPTION: 10 LANGUAGES: any two languages
+2 INT	30 ft. SPEED
+0 WIS	65 HIT POINTS
+2 CHA	15 ARMOUR

ACTION: Multiattack
The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

ACTION: Scimitar
Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

ACTION: Dagger
Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

REACTION: Parry
The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

EXPERIENCE POINTS: 450

2 CR

Monster Manual - 344

+3 STR	Berserker
+1 DEX	<i>SIZE:</i> medium <i>ALIGNMENT:</i> any chaotic <i>TYPE:</i> humanoid (any race)
+3 CON	PASSIVE PERCEPTION: 10 LANGUAGES: any one language (usually Common)
-1 INT	30 ft. SPEED
+0 WIS	67 HIT POINTS
-1 CHA	13 ARMOUR <i>alignment</i>

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

ACTION: Greataxe
Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) slashing damage.

EXPERIENCE POINTS: 450

2 CR

Monster Manual - 344

+0 STR	Commoner
+0 DEX	<i>SIZE:</i> medium <i>ALIGNMENT:</i> any alignment <i>TYPE:</i> humanoid (any race)
+0 CON	PASSIVE PERCEPTION: 10 LANGUAGES: any one language (usually Common)
+0 INT	30 ft. SPEED
+0 WIS	4 HIT POINTS
+0 CHA	10 ARMOUR

ACTION: Club
Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

EXPERIENCE POINTS: 10

0 CR

Monster Manual - 345

Cult Fanatic

SIZE: medium
ALIGNMENT: any non-good
TYPE: humanoid (any race)

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

SKILLS: Deception +4, Persuasion +4, Religion +2
PASSIVE PERCEPTION: 11
LANGUAGES: any one language (usually Common)

30 ft. SPEED

HIT POINTS 22 **ARMOUR** 13

TRAIT: Dark Devotion
The fanatic has advantage on saving throws against being charmed or frightened.

TRAIT: Spellcasting — +3 / DC 11
Cantrips (at will): light, sacred flame, thaumaturgy
• 1st level (4 slots): command, inflict wounds, shield of faith
• 2nd level (3 slots): hold person, spiritual weapon

ACTION: Multiattack
The fanatic makes two melee attacks.

ACTION: Dagger
Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 4 (1d4 + 2) piercing damage.

EXPERIENCE POINTS: 450

Monster Manual - 345



Cultist

SIZE: medium
ALIGNMENT: any non-good
TYPE: humanoid (any race)

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

SKILLS: Deception +2, Religion +2
PASSIVE PERCEPTION: 10
LANGUAGES: any one language (usually Common)

30 ft. SPEED

HIT POINTS 9 **ARMOUR** 12

TRAIT: Dark Devotion
The cultist has advantage on saving throws against being charmed or frightened.

ACTION: Scimitar
Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) slashing damage.

EXPERIENCE POINTS: 25

Monster Manual - 345



Druid

SIZE: medium
ALIGNMENT: any alignment
TYPE: humanoid (any race)

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

SKILLS: Medicine +4, Nature +3, Perception +4
PASSIVE PERCEPTION: 14
LANGUAGES: Druidic plus any two languages

30 ft. SPEED

HIT POINTS 27 **ARMOUR** 11

TRAIT: Spellcasting — +4 / DC 12
Cantrips (at will): druidcraft, produce flame, shillelagh
• 1st level (4 slots): entangle, longstrider, speak with animals, thunderwave
• 2nd level (3 slots): animal messenger, barkskin

ACTION: Quarterstaff
Melee Weapon Attack: +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage with shillelagh or if wielded with two hands.

EXPERIENCE POINTS: 450

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Guard

SIZE: medium
ALIGNMENT: any alignment
TYPE: humanoid (any race)

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

SKILLS: Perception +2
PASSIVE PERCEPTION: 12
LANGUAGES: any one language (usually Common)

30 ft. SPEED

HIT POINTS 11 **ARMOUR** 16

ACTION: Spear
Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

EXPERIENCE POINTS: 25



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Mage

SIZE: medium
ALIGNMENT: any alignment
TYPE: humanoid (any race)

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

SAVES: Int +6, Wis +4
SKILLS: Arcana +6, History +6
PASSIVE PERCEPTION: 11
LANGUAGES: any four languages

30 ft.
SPEED

40 **HIT POINTS** **12** **ARMOUR**

TRAIT: Spellcasting — +6 / DC 14

- Cantrips (at will): fire bolt, light, mage hand, prestidigitation
- 1st level (4 slots): detect magic, mage armor, magic missile, shield
- 2nd level (3 slots): misty step, suggestion
- 3rd level (3 slots): counterspell, fireball, fly
- 4th level (3 slots): greater invisibility, ice storm
- 5th level (1 slot): cone of cold

ACTION: Dagger
Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

EXPERIENCE POINTS: 2,300

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Noble

SIZE: medium
ALIGNMENT: any alignment
TYPE: humanoid (any race)

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

SKILLS: Deception +5, Insight +4, Persuasion +5
PASSIVE PERCEPTION: 12
LANGUAGES: any two languages

30 ft.
SPEED

9 **HIT POINTS** **15** **ARMOUR**

ACTION: Rapier
Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

REACTION: Parry
The noble adds 2 to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon.

EXPERIENCE POINTS: 25

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Priest

SIZE: medium
ALIGNMENT: any alignment
TYPE: humanoid (any race)

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

SKILLS: Medicine +7, Persuasion +3, Religion +4
PASSIVE PERCEPTION: 13
LANGUAGES: any two languages

25 ft.
SPEED

27 **HIT POINTS** **13** **ARMOUR**

TRAIT: Divine Eminence
As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

TRAIT: Spellcasting — +5 / DC 13

- Cantrips (at will): light, sacred flame, thaumaturgy
- 1st level (4 slots): cure wounds, guiding bolt, sanctuary
- 2nd level (3 slots): lesser restoration, spiritual weapon
- 3rd level (2 slots): dispel magic, spirit guardians

ACTION: Mace
Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

EXPERIENCE POINTS: 450

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Scout

SIZE: medium
ALIGNMENT: any alignment
TYPE: humanoid (any race)

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

SKILLS: Nature +4, Perception +5, Stealth +6, Survival +5
PASSIVE PERCEPTION: 15
LANGUAGES: any one language (usually Common)

30 ft.
SPEED

16 **HIT POINTS** **13** **ARMOUR**

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

ACTION: Multiattack
The scout makes two melee attacks or two ranged attacks.

ACTION: Shortsword
Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

ACTION: Longbow
Ranged Weapon Attack: +4 to hit, ranged 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

EXPERIENCE POINTS: 100

Monster Manual - 349

Spy

SIZE: medium
ALIGNMENT: any alignment
TYPE: humanoid (any race)

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

SKILLS: Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4
PASSIVE PERCEPTION: 16
LANGUAGES: any two languages

30 ft.
SPEED

HIT POINTS 27 **ARMOUR** 12

EXPERIENCE POINTS: 200

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TRAIT: Cunning Action
On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

1 CR

TRAIT: Sneak Attack (1/turn)
The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTION: Multiattack
The spy makes two melee attacks.

ACTION: Shortsword
Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

ACTION: Hand Crossbow
Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

EXPERIENCE POINTS: 200

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Thug

SIZE: medium
ALIGNMENT: any non-good
TYPE: humanoid (any race)

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

SKILLS: Intimidation +2
PASSIVE PERCEPTION: 10
LANGUAGES: any one language (usually Common)

30 ft.
SPEED

HIT POINTS 32 **ARMOUR** 11

EXPERIENCE POINTS: 100

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1/2 CR

TRAIT: Pack Tactics
The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTION: Multiattack
The thug makes two melee attacks.

ACTION: Mace
Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) bludgeoning damage.

ACTION: Heavy Crossbow
Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

EXPERIENCE POINTS: 100

Monster Manual - 350

Tribal Warrior

SIZE: medium
ALIGNMENT: any alignment
TYPE: humanoid (any race)

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

PASSIVE PERCEPTION: 10
LANGUAGES: any one language

30 ft.
SPEED

HIT POINTS 11 **ARMOUR** 12

EXPERIENCE POINTS: 25

Monster Manual - 350

TRAIT: Pack Tactics
The warrior has advantage on an attack roll against a creature if at least one of the warrior's allies is within 5 ft. of the creature and the ally isn't incapacitated.

1/8 CR

ACTION: Spear
Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

EXPERIENCE POINTS: 25

Monster Manual - 350

Veteran

SIZE: medium
ALIGNMENT: any alignment
TYPE: humanoid (any race)

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

SKILLS: Athletics +5, Perception +2
PASSIVE PERCEPTION: 12
LANGUAGES: any one language (usually Common)

30 ft.
SPEED

HIT POINTS 58 **ARMOUR** 17

ACTION: Multiattack
The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

ACTION: Longsword
Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

ACTION: Shortsword
Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

ACTION: Heavy Crossbow
Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

EXPERIENCE POINTS: 700

Monster Manual - 350

+2	Ochre Jelly	2
STR	SIZE: large ALIGNMENT: unaligned TYPE: ooze	CR
-2	RESISTANCES: acid IMMUNITIES: lightning, slashing CONDITIONS: blinded, charmed, deafened, exhaustion, frightened, prone SENSES: blindsight 60 ft. (blind beyond this radius) PASSIVE PERCEPTION: 8	
+2		
CON		
-4		
INT		
-2		
WIS		
-5		
CHA		

10 ft., climb 10 ft.
SPEED

45	8
HIT POINTS	ARMOUR

EXPERIENCE POINTS: 450
Monster Manual - 243

+4	Ogre	2
STR	SIZE: large ALIGNMENT: chaotic evil TYPE: giant	CR
-1	SENSES: darkvision 60 ft. PASSIVE PERCEPTION: 8 LANGUAGES: Common, Giant	
+3		
CON		
-3		
INT		
-2		
WIS		
-2		
CHA		

40 ft.
SPEED

59	11
HIT POINTS	ARMOUR

EXPERIENCE POINTS: 450
Monster Manual - 237

+4	Ogre Zombie	2
STR	SIZE: large ALIGNMENT: neutral evil TYPE: undead	CR
-2	SAVES: Wis +0 IMMUNITIES: poison CONDITIONS: poisoned SENSES: darkvision 60 ft. PASSIVE PERCEPTION: 8 LANGUAGES: understands Common and Giant but can't speak	
+4		
CON		
-4		
INT		
-2		
WIS		
-3		
CHA		

30 ft.
SPEED

85	8
HIT POINTS	ARMOUR

EXPERIENCE POINTS: 450
Monster Manual - 316

+3	Orc	1/2
STR	SIZE: medium ALIGNMENT: chaotic evil TYPE: humanoid (orc)	CR
+1	SKILLS: Intimidation +2 SENSES: darkvision 60 ft. PASSIVE PERCEPTION: 10 LANGUAGES: Common, Orc	
+3		
CON		
-2		
INT		
+0		
WIS		
+0		
CHA		

30 ft.
SPEED

15	13
HIT POINTS	ARMOUR

EXPERIENCE POINTS: 100
Monster Manual - 246

-4	STR
+1	DEX
-1	CON
-4	INT
+1	WIS
-2	CHA
Owl	
SIZE: tiny ALIGNMENT: unaligned TYPE: beast	
SKILLS: Perception +3, Stealth +3 SENSES: darkvision 120 ft. PASSIVE PERCEPTION: 13	
5 ft., fly 60 ft. SPEED	
1	HIT POINTS
11	ARMOUR

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

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

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

EXPERIENCE POINTS: 10

0 CR

Monster Manual - 333

+5	STR
+1	DEX
+3	CON
-4	INT
+1	WIS
-2	CHA
Owlbear	
SIZE: large ALIGNMENT: unaligned TYPE: monstrosity	
SKILLS: Perception +3 SENSES: darkvision 60 ft. PASSIVE PERCEPTION: 13	
40 ft. SPEED	
59	HIT POINTS
13	ARMOUR

TRAIT: Keen Sight and Smell
The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTION: Multiattack
The owlbear makes two attacks: one with its beak and one with its claws.

ACTION: Beak
Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 10 (1d10 + 5) piercing damage.

ACTION: Claws
Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

EXPERIENCE POINTS: 700

3 CR

Monster Manual - 249

+2	STR
+2	DEX
+0	CON
-4	INT
+2	WIS
-2	CHA
Panther	
SIZE: medium ALIGNMENT: unaligned TYPE: beast	
SKILLS: Perception +4, Stealth +6 PASSIVE PERCEPTION: 14	
50 ft., climb 40 ft. SPEED	
13	HIT POINTS
12	ARMOUR

TRAIT: Keen Smell
The panther has advantage on Wisdom (Perception) checks that rely on smell.

TRAIT: Pounce
If the panther moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

ACTION: Bite
Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

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

EXPERIENCE POINTS: 50

1/4 CR

Monster Manual - 333

+4	STR
+2	DEX
+3	CON
+0	INT
+2	WIS
+1	CHA
Pegasus	
SIZE: large ALIGNMENT: chaotic good TYPE: celestial	
SAVES: Dex +4, Wis +4, Cha +3 SKILLS: Perception +6 PASSIVE PERCEPTION: 16 LANGUAGES: understands Celestial, Common, Elvish, and Sylvan but can't speak	
60 ft., fly 90 ft. SPEED	
59	HIT POINTS
12	ARMOUR

ACTION: Hooves
Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

EXPERIENCE POINTS: 450

2 CR

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Plesiosaurus

SIZE: large
ALIGNMENT: unaligned
TYPE: beast

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

SKILLS: Perception +3, Stealth +4
PASSIVE PERCEPTION: 13

EXPERIENCE POINTS: 450

20 ft., swim 40 ft.
SPEED

HIT POINTS: 68 **ARMOUR:** 13

TRAIT: Hold Breath
The plesiosaurus can hold its breath for 1 hour.

ACTION: Bite
Melee Weapon Attack:
+6 to hit, reach 10 ft., one target. Hit: 14 (3d6 + 4) piercing damage.

2 CR

Monster Manual - 80

Poisonous Snake

SIZE: tiny
ALIGNMENT: unaligned
TYPE: beast

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

SENSES: blindsight 10 ft.
PASSIVE PERCEPTION: 10

30 ft., swim 30 ft.
SPEED

HIT POINTS: 2 **ARMOUR:** 13

ACTION: Bite
Melee Weapon Attack:
+5 to hit, reach 5 ft., one target. Hit: 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

1/8 CR

EXPERIENCE POINTS: 25

Monster Manual - 334

Polar Bear

SIZE: large
ALIGNMENT: unaligned
TYPE: beast

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

SKILLS: Perception +3
PASSIVE PERCEPTION: 13

EXPERIENCE POINTS: 450

40 ft., swim 30 ft.
SPEED

HIT POINTS: 42 **ARMOUR:** 12

TRAIT: Keen Smell
The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTION: Multiattack
The bear makes two attacks: one with its bite and one with its claws.

ACTION: Bite
Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

ACTION: Claws
Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

2 CR

Monster Manual - 334

Pony

SIZE: medium
ALIGNMENT: unaligned
TYPE: beast

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

PASSIVE PERCEPTION: 10

40 ft.
SPEED

HIT POINTS: 11 **ARMOUR:** 10

ACTION: Hooves
Melee Weapon Attack:
+4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) bludgeoning damage.

1/8 CR

EXPERIENCE POINTS: 25

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-4	STR
+3	DEX
-1	CON
-5	INT
-2	WIS
-4	CHA
Quipper	
SIZE: tiny ALIGNMENT: unaligned TYPE: beast	
SENSES: darkvision 60 ft. PASSIVE PERCEPTION: 8	
swim 40 ft.	
SPEED	
1	HIT POINTS
13	ARMOUR

TRAIT: Blood Frenzy
The quipper has advantage on melee attack rolls against any creature that doesn't have all its hit points.

TRAIT: Water Breathing
The quipper can breathe only underwater.

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

EXPERIENCE POINTS: 10

0 CR

Monster Manual - 335

-4	STR
+0	DEX
-1	CON
-4	INT
+0	WIS
-3	CHA
Rat	
SIZE: tiny ALIGNMENT: unaligned TYPE: beast	
SENSES: darkvision 30 ft. PASSIVE PERCEPTION: 10	
20 ft.	
SPEED	
1	HIT POINTS
10	ARMOUR

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

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

EXPERIENCE POINTS: 10

0 CR

Monster Manual - 335

-4	STR
+2	DEX
-1	CON
-4	INT
+1	WIS
-2	CHA
Raven	
SIZE: tiny ALIGNMENT: unaligned TYPE: beast	
SKILLS: Perception +3 PASSIVE PERCEPTION: 13	
10 ft., fly 50 ft.	
SPEED	
1	HIT POINTS
12	ARMOUR

TRAIT: 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.

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

EXPERIENCE POINTS: 10

0 CR

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+4	STR
+0	DEX
+3	CON
+1	INT
+0	WIS
+2	CHA
Red Dragon Wyrmling	
SIZE: medium ALIGNMENT: chaotic evil TYPE: dragon	
SAVES: Dex +2, Con +5, Wis +2, Cha +4	
SKILLS: Perception +4, Stealth +2	
IMMUNITIES: fire	
SENSES: blindsight 10 ft., darkvision 60 ft.	
PASSIVE PERCEPTION: 14	
LANGUAGES: Draconic	
30 ft., climb 30 ft., fly 60 ft.	
SPEED	
75	HIT POINTS
17	ARMOUR

ACTION: Bite
Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage plus 3 (1d6) fire damage.

ACTION: Fire Breath (Recharge 5-6)
The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

EXPERIENCE POINTS: 1,100

4 CR

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+2	STR
+1	DEX
+1	CON
-5	INT
+0	WIS
-3	CHA
Reef Shark	
SIZE: medium	
ALIGNMENT: unaligned	
TYPE: beast	
SKILLS: Perception +2	
SENSES: blindsight 30 ft.	
PASSIVE PERCEPTION: 12	
EXPERIENCE POINTS: 100	
swim 40 ft.	
SPEED	
22	HIT POINTS
12	ARMOUR

TRAIT: Pack Tactics
The shark has advantage on an attack roll against a creature if at least one of the shark's allies is within 5 ft. of the creature and the ally isn't incapacitated.

TRAIT: Water Breathing
The shark can breathe only underwater.

ACTION: Bite
Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

EXPERIENCE POINTS: 100

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+5	STR
-1	DEX
+2	CON
-4	INT
+1	WIS
-2	CHA
Rhinoceros	
SIZE: large	
ALIGNMENT: unaligned	
TYPE: beast	
PASSIVE PERCEPTION: 11	
40 ft.	
SPEED	
45	HIT POINTS
11	ARMOUR

TRAIT: Charge
If the rhinoceros moves at least 20 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTION: Gore
Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

EXPERIENCE POINTS: 450

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+3	STR
+0	DEX
+1	CON
-4	INT
+0	WIS
-2	CHA
Riding Horse	
SIZE: large	
ALIGNMENT: unaligned	
TYPE: beast	
PASSIVE PERCEPTION: 10	
EXPERIENCE POINTS: 50	
60 ft.	
SPEED	
13	HIT POINTS
10	ARMOUR

ACTION: Hooves
Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) bludgeoning damage.

EXPERIENCE POINTS: 50

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+9	STR
+0	DEX
+5	CON
-4	INT
+0	WIS
-1	CHA
Roc	
SIZE: gargantuan	
ALIGNMENT: unaligned	
TYPE: monstrosity	
SAVES: Dex +4, Con +9, Wis +4, Cha +3	
SKILLS: Perception +4	
PASSIVE PERCEPTION: 14	
20 ft., fly 120 ft.	
SPEED	
248	HIT POINTS
15	ARMOUR

TRAIT: Keen Sight
The roc has advantage on Wisdom (Perception) checks that rely on sight.

ACTION: Multiattack
The roc makes two attacks: one with its beak and one with its talons.

ACTION: Beak
Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 23 (4d6 + 9) slashing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the roc can't use its talons on another target.

EXPERIENCE POINTS: 7,200

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+4	STR
+2	DEX
+2	CON
-4	INT
+1	WIS
-1	CHA
Saber-Toothed Tiger	
SIZE: large ALIGNMENT: unaligned TYPE: beast	
SKILLS: Perception +3, Stealth +6 PASSIVE PERCEPTION:13	
40 ft. SPEED	
52 HIT POINTS 12 ARMOUR	

TRAIT: Keen Smell
The tiger has advantage on Wisdom (Perception) checks that rely on smell.

2 CR

TRAIT: Pounce
If the tiger moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

ACTION: Bite
Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) piercing damage.

ACTION: Claw
Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

EXPERIENCE POINTS: 450

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-4	STR
+0	DEX
-1	CON
-5	INT
-1	WIS
-4	CHA
Scorpion	
SIZE: tiny ALIGNMENT: unaligned TYPE: beast	
SENSES: blindsight 10 ft. PASSIVE PERCEPTION:9	
10 ft. SPEED	
1 HIT POINTS 11 ARMOUR	

ACTION: Sting
Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 1 piercing damage, and the target must make a DC 9 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

EXPERIENCE POINTS: 10

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-5	STR
+1	DEX
-1	CON
-5	INT
+0	WIS
-4	CHA
Sea Horse	
SIZE: tiny ALIGNMENT: unaligned TYPE: beast	
PASSIVE PERCEPTION:10	
swim 20 ft. SPEED	
1 HIT POINTS 11 ARMOUR	

TRAIT: Water Breathing
The sea horse can breathe only underwater.

0 CR

EXPERIENCE POINTS: 10

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-5	STR
-5	DEX
+0	CON
-5	INT
-4	WIS
-5	CHA
Shrieker	
SIZE: medium ALIGNMENT: unaligned TYPE: plant	
CONDITIONS: blinded, deafened, frightened SENSES: blindsight 30 ft. (blind beyond this radius) PASSIVE PERCEPTION:6	
0 ft. SPEED	
13 HIT POINTS 5 ARMOUR	

TRAIT: False Appearance
While the shrieker remains motionless, it is indistinguishable from an ordinary fungus.

ACTION: Shriek
When bright light or a creature is within 30 feet of the shrieker, it emits a shriek audible within 300 feet of it. The shrieker continues to shriek until the disturbance moves out of range and for 1d4 of the shrieker's turns afterward

EXPERIENCE POINTS: 10

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Silver Dragon Wyrmling

SIZE: medium
ALIGNMENT: lawful good
TYPE: dragon

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

SAVES: Dex +2, Con +5, Wis +2, Cha +4
SKILLS: Perception +4, Stealth +2
IMMUNITIES: cold
SENSES: blindsight 10 ft., darkvision 60 ft.
PASSIVE PERCEPTION: 14
LANGUAGES: Draconic

30 ft., fly 60 ft.
SPEED

45 HIT POINTS **17** ARMOUR

ACTION: Bite
Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage.

ACTION: Breath Weapons (Recharge 5-6)
The dragon uses one of the following breath weapons.

Cold Breath: The dragon exhales an icy blast in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath: The dragon exhales paralyzing gas in a 15-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw or be paralyzed 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.

EXPERIENCE POINTS: 450
Monster Manual - 118

Skeleton

SIZE: medium
ALIGNMENT: lawful evil
TYPE: undead

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

VULNERABILITIES: bludgeoning
CONDITIONS: poisoned
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 9
LANGUAGES: understands languages it spoke in life, can't speak

30 ft.
SPEED

13 HIT POINTS **13** ARMOUR

ACTION: Shortsword
Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

ACTION: Shortbow
Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

EXPERIENCE POINTS: 50
Monster Manual - 272

Spider

SIZE: tiny
ALIGNMENT: unaligned
TYPE: beast

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

SKILLS: Stealth +4
SENSES: darkvision 30 ft.
PASSIVE PERCEPTION: 12

20 ft., climb 20 ft.
SPEED

1 HIT POINTS **12** ARMOUR

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

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

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

ACTION: 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.

EXPERIENCE POINTS: 10
Monster Manual - 337

Stirge

SIZE: tiny
ALIGNMENT: unaligned
TYPE: beast

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

SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 9

10 ft., fly 40 ft.
SPEED

2 HIT POINTS **14** ARMOUR

ACTION: Blood Drain
Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

EXPERIENCE POINTS: 25
Monster Manual - 284

-3 STR	Swarm of Bats	
+2 DEX	SIZE: medium ALIGNMENT: unaligned TYPE: swarm of Tiny beasts	
+0 CON	RESISTANCES: bludgeoning, piercing, slashing	
-4 INT	CONDITIONS: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned	
+1 WIS	SENSES: blindsight 60 ft. PASSIVE PERCEPTION: 11	
0 ft., fly 30 ft. SPEED		
-3 CHA	22 HIT POINTS	12 ARMOUR

TRAIT: Echolocation
The swarm can't use its blindsight while deafened.

TRAIT: Keen Hearing
The swarm has advantage on Wisdom (Perception) checks that rely on hearing.

TRAIT: Swarm
The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

ACTION: Bites
Melee Weapon Attack: +4 to hit, reach 0 ft., one creature in the swarm's space. Hit: 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

EXPERIENCE POINTS: 50

Monster Manual - 337

-4 STR	Swarm of Insects	
+1 DEX	SIZE: medium ALIGNMENT: unaligned TYPE: swarm of Tiny beasts	
+0 CON	RESISTANCES: bludgeoning, piercing, slashing	
-5 INT	CONDITIONS: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned	
-2 WIS	SENSES: blindsight 10 ft. PASSIVE PERCEPTION: 8	
20 ft., climb 20 ft. SPEED		
-5 CHA	22 HIT POINTS	12 ARMOUR

TRAIT: Swarm
The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

ACTION: Bites
Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

EXPERIENCE POINTS: 100

Monster Manual - 338

-1 STR	Swarm of Poisonous Snakes	
+4 DEX	SIZE: medium ALIGNMENT: unaligned TYPE: swarm of Tiny beasts	
+0 CON	RESISTANCES: bludgeoning, piercing, slashing	
-5 INT	CONDITIONS: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned	
+0 WIS	SENSES: blindsight 10 ft. PASSIVE PERCEPTION: 10	
30 ft., swim 30 ft. SPEED		
-4 CHA	36 HIT POINTS	14 ARMOUR

TRAIT: Swarm
The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny snake. The swarm can't regain hit points or gain temporary hit points.

ACTION: Bites
Melee Weapon Attack: +6 to hit, reach 0 ft., one creature in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

EXPERIENCE POINTS: 450

Monster Manual - 338

+1 STR	Swarm of Quippers	
+3 DEX	SIZE: medium ALIGNMENT: unaligned TYPE: swarm of Tiny beasts	
-1 CON	RESISTANCES: bludgeoning, piercing, slashing	
-5 INT	CONDITIONS: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned	
-2 WIS	SENSES: darkvision 60 ft. PASSIVE PERCEPTION: 8	
0 ft., swim 40 ft. SPEED		
-4 CHA	28 HIT POINTS	13 ARMOUR

TRAIT: Blood Frenzy
The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

TRAIT: Swarm
The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny quipper. The swarm can't regain hit points or gain temporary hit points.

ACTION: Bites
Melee Weapon Attack: +5 to hit, reach 0 ft., one creature in the swarm's space. Hit: 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

EXPERIENCE POINTS: 200

Monster Manual - 338

-1 STR	Swarm of Rats	
+0 DEX	SIZE: medium ALIGNMENT: unaligned TYPE: swarm of Tiny beasts	
-1 CON	RESISTANCES: bludgeoning, piercing, slashing	
-4 INT	CONDITIONS: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned	
+0 WIS	SENSES: darkvision 30 ft. PASSIVE PERCEPTION: 10	
-4 CHA	30 ft. SPEED	
	24	10 ARMOUR

TRAIT: Keen Smell
The swarm has advantage on Wisdom (Perception) checks that rely on smell.

TRAIT: Swarm
The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

ACTION: Bites
Melee Weapon Attack: +2 to hit, reach 0 ft., one target in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

EXPERIENCE POINTS: 50

1/4 CR

Monster Manual - 339

-2 STR	Swarm of Ravens	
+2 DEX	SIZE: medium ALIGNMENT: unaligned TYPE: swarm of Tiny beasts	
-1 CON	RESISTANCES: bludgeoning, piercing, slashing	
-4 INT	CONDITIONS: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned	
+1 WIS	PASSIVE PERCEPTION: 15	
-2 CHA	10 ft., fly 50 ft. SPEED	
	24	12 ARMOUR

TRAIT: Swarm
The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny raven. The swarm can't regain hit points or gain temporary hit points.

ACTION: Beaks
Melee Weapon Attack: +4 to hit, reach 5 ft., one target in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

EXPERIENCE POINTS: 50

1/4 CR

Monster Manual - 339

+3 STR	Tiger	
+2 DEX	SIZE: large ALIGNMENT: unaligned TYPE: beast	
+2 CON	SKILLS: Perception +3, Stealth +6 SENSES: darkvision 60 ft. PASSIVE PERCEPTION: 13	
-4 INT	40 ft. SPEED	
+1 WIS		
-1 CHA	37	12 ARMOUR

TRAIT: Keen Smell
The tiger has advantage on Wisdom (Perception) checks that rely on smell.

TRAIT: Pounce
If the tiger moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

ACTION: Bite
Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage.

ACTION: Claw
Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

EXPERIENCE POINTS: 200

1 CR

Monster Manual - 339

+6 STR	Triceratops	
-1 DEX	SIZE: huge ALIGNMENT: unaligned TYPE: beast	
+3 CON	PASSIVE PERCEPTION: 10	
-4 INT	50 ft. SPEED	
+0 WIS		
-3 CHA	95	13 ARMOUR

TRAIT: Trampling Charge
If the triceratops moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the triceratops can make one stomp attack against it as a bonus action.

ACTION: Gore
Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 24 (4d8 + 6) piercing damage.

ACTION: Stomp
Melee Weapon Attack: +9 to hit, reach 5 ft., one prone creature. Hit: 22 (3d10 + 6) bludgeoning damage

EXPERIENCE POINTS: 1,800

5 CR

Monster Manual - 80

+7	Tyrannosaurus Rex
STR	SIZE: huge ALIGNMENT: unaligned TYPE: beast
+0	SKILLS: Perception +4 PASSIVE PERCEPTION: 14
+4	
-4	
+1	50 ft. SPEED
-1	
HIT POINTS	136
ARMOUR	13

ACTION: Multiattack
The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

ACTION: Bite
Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target.

ACTION: Tail
Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage.

EXPERIENCE POINTS: 3,900

Monster Manual - 80

-2	Vulture
STR	SIZE: medium ALIGNMENT: unaligned TYPE: beast
+0	SKILLS: Perception +3 PASSIVE PERCEPTION: 13
+1	
-4	
+1	10 ft., fly 50 ft. SPEED
-3	
HIT POINTS	5
ARMOUR	10

TRAIT: Keen Sight and Smell
The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

TRAIT: Pack Tactics
The vulture has advantage on an attack roll against a creature if at least one of the vulture's allies is within 5 ft. of the creature and the ally isn't incapacitated.

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

EXPERIENCE POINTS: 10

Monster Manual - 339

+4	Warhorse Skeleton
STR	SIZE: large ALIGNMENT: lawful evil TYPE: undead
+1	VULNERABILITIES: bludgeoning IMMUNITIES: poison CONDITIONS: exhaustion, poisoned SENSES: darkvision 60 ft. PASSIVE PERCEPTION: 9
+2	
-4	
-1	60 ft. SPEED
-3	
HIT POINTS	22
ARMOUR	13

ACTION: Hooves
Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

EXPERIENCE POINTS: 100

Monster Manual - 273

+4	Warhorse
STR	SIZE: large ALIGNMENT: unaligned TYPE: beast
+1	PASSIVE PERCEPTION: 11
+1	
-4	
+1	60 ft. SPEED
-2	
HIT POINTS	19
ARMOUR	11

TRAIT: Trampling Charge
If the horse moves at least 20 ft. straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

ACTION: Hooves
Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

EXPERIENCE POINTS: 100

Monster Manual - 340

Weasel

SIZE: tiny **ALIGNMENT:** unaligned **TYPE:** beast

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

SKILLS: Perception +3, Stealth +5
PASSIVE PERCEPTION: 13

30 ft. **SPEED**

1	HIT POINTS
13	ARMOUR

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

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

EXPERIENCE POINTS: 10

Monster Manual - 340

Wolf

SIZE: medium **ALIGNMENT:** unaligned **TYPE:** beast

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

SKILLS: Perception +3, Stealth +4
PASSIVE PERCEPTION: 13

40 ft. **SPEED**

11	HIT POINTS
13	ARMOUR

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

TRAIT: Pack Tactics
The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTION: Bite
Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

EXPERIENCE POINTS: 50

Monster Manual - 341

White Dragon Wyrmling

SIZE: medium **ALIGNMENT:** chaotic evil **TYPE:** dragon

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

SAVES: Dex +2, Con +4, Wis +2, Cha +2
SKILLS: Perception +4, Stealth +2
IMMUNITIES: cold
SENSES: blindsight 10 ft., darkvision 60 ft.
PASSIVE PERCEPTION: 14
LANGUAGES: Draconic

30 ft., burrow 15 ft., fly 60 ft., swim 30 ft. **SPEED**

32	HIT POINTS
16	ARMOUR

ACTION: Bite
Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage plus 2 (1d4) cold damage.

ACTION: Cold Breath (Recharge 5-6)
The dragon exhales an icy blast of hail in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one.

EXPERIENCE POINTS: 450

Monster Manual - 102

Worg

SIZE: large **ALIGNMENT:** neutral evil **TYPE:** monstrosity

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

SKILLS: Perception +4
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 14
LANGUAGES: Goblin, Worg

50 ft. **SPEED**

26	HIT POINTS
13	ARMOUR

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

ACTION: Bite
Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

EXPERIENCE POINTS: 100

Monster Manual - 341

Wyvern

SIZExlarge
ALIGNMENTunaligned
TYPEdragon

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

SKILLS: Perception +4
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 14

20 ft., fly 80 ft.
SPEED

110 HIT POINTS **13** ARMOUR

ACTION: Multiattack

The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

ACTION: Bite

Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage.

ACTION: Claws

Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

ACTION: Stinger

Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

EXPERIENCE POINTS: 2,300

6
CR

Monster Manual - 303

Young Black Dragon

SIZExlarge
ALIGNMENTchaotic evil
TYPEdragon

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

SAVES: Dex +5, Con +6, Wis +3, Cha +5
SKILLS: Perception +6, Stealth +5
IMMUNITIES: acid
SENSES: blindsight 30 ft., darkvision 120 ft.
PASSIVE PERCEPTION: 16
LANGUAGES: Common, Draconic

40 ft., fly 80 ft., swim 40 ft.
SPEED

127 HIT POINTS **18** ARMOUR

ACTION: Bite

Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage plus 4 (1d8) acid damage.

ACTION: Claw

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

ACTION: Acid Breath (Recharge 5-6)

The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

7
CR

EXPERIENCE POINTS: 2,900
Monster Manual - 88

Young Blue Dragon

SIZExlarge
ALIGNMENTlawful evil
TYPEdragon

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

SAVES: Dex +4, Con +8, Wis +5, Cha +7
SKILLS: Perception +9, Stealth +4
IMMUNITIES: lightning
SENSES: blindsight 30 ft., darkvision 120 ft.
PASSIVE PERCEPTION: 19
LANGUAGES: Common, Draconic

40 ft., burrow 40 ft., fly 80 ft.
SPEED

152 HIT POINTS **18** ARMOUR

ACTION: Multiattack

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

ACTION: Bite

Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) piercing damage plus 5 (1d10) lightning damage.

ACTION: Claw

Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

ACTION: Lightning Breath (Recharge 5-6)

The dragon exhales lightning in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

EXPERIENCE POINTS: 5,000

9
CR

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Young Red Dragon

SIZExlarge
ALIGNMENTchaotic evil
TYPEdragon

+6	STR
+0	DEX
+5	CON
+2	INT
+0	WIS
+4	CHA

SAVES: Dex +4, Con +9, Wis +4, Cha +8
SKILLS: Perception +8, Stealth +4
IMMUNITIES: fire
SENSES: blindsight 30 ft., darkvision 120 ft.
PASSIVE PERCEPTION: 18
LANGUAGES: Common, Draconic

40 ft., climb 40 ft., fly 80 ft.
SPEED

178 HIT POINTS **18** ARMOUR

ACTION: Multiattack

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

ACTION: Bite

Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage.

ACTION: Claw

Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

ACTION: Fire Breath (Recharge 5-6)

The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

10
CR

EXPERIENCE POINTS: 5,900
Monster Manual - 98

+1
STR

-2
DEX

+3
CON

-4
INT

-2
WIS

-3
CHA

Zombie

SIZE: medium
ALIGNMENT: neutral evil
TYPE: undead

SAVES: Wis +0

CONDITIONS: poisoned

SENSES: darkvision 60 ft.

PASSIVE PERCEPTION: 8

LANGUAGES: understands languages it spoke in life, can't speak

20 ft.

SPEED

22

HIT POINTS

8

ARMOUR

1/4
CR

TRAIT: Undead Fortitude

If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTION: Slam

Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

EXPERIENCE POINTS: 50

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