

## Orc

Medium humanoid (orc), chaotic evil

SRD, MM 246

**STR** 16 (+3) **DEX** 12 (+1) **CON** 16 (+3) **INT** 7 (-2) **WIS** 11 (+0) **CHA** 10 (+0)

**AC:** 13 (hide armor)  
**HP:** 15 (2d8+6)  
**Speed:** 30ft

**CR:** 1/2 (100XP)  
**Skills:** Intimidation +2  
**Senses:** Darkvision 60ft  
**Languages:** Common, Orc

### Actions

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

**Javelin:** *Melee or Thrown Attack:* +5 to hit, reach 5ft or range 30/120ft, one target. *Hit:* 6 (1d6+3) piercing damage.

### Bonus Actions

**Aggressive:** Move up to speed towards a hostile creature.

## Acolyte

Medium humanoid (any race), any alignment

SRD, MM 342

**STR** 10 (+0) **DEX** 10 (+0) **CON** 10 (+0) **INT** 10 (+0) **WIS** 14 (+2) **CHA** 11 (+0)

**AC:** 10  
**HP:** 9 (2d8)  
**Speed:** 30 ft

**CR:** 1/4 (50XP)  
**Skills:** Medicine +4, Religion +2  
**Languages:** Any one language (usually Common)

**Spellcasting:** The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has the following cleric spells prepared: Cantrips (at will): *light, sacred flame, thaumaturgy*  
1st level (3 slots): *bless, cure wounds, sanctuary*

### Actions

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

## Gray Ooze

Medium ooze, unaligned

SRD, MM 243

**STR** 12 (+1) **DEX** 6 (-2) **CON** 16 (+3) **INT** 1 (-5) **WIS** 6 (-2) **CHA** 2 (-4)

**AC:** 8  
**HP:** 22 (3d8+9)  
**Speed:** 10ft, climb 10ft  
**CR:** 1/2 (100XP)  
**Skills:** Stealth +2  
**Resistances:** acid, cold, fire

**Immunities:** *Conditions:* blinded, charmed, deafened, exhaustion, frightened, prone  
**Senses:** Blindsight 60ft (blind beyond this radius)  
**Languages:** None

**Amorphous:** The ooze can move through a space as narrow as 1 inch wide without squeezing.  
**Corrode Metal:** Nonmagical weapons made of metal that hits the ooze corrodes after dealing damage, taking a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage. The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

**False Appearance:** While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

### Actions

**Pseudopod:** *Melee Attack:* +3 to hit, reach 5ft, one target *Hit:* 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative –1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

## Noble

Medium humanoid (any race), any alignment

SRD, MM 348

**STR** 11 (+0) **DEX** 12 (+1) **CON** 11 (+0) **INT** 12 (+1) **WIS** 14 (+2) **CHA** 16 (+3)

**AC:** 15 (breastplate)  
**HP:** 9 (2d8)  
**Speed:** 30ft

**CR:** 1/8 (25XP)  
**Skills:** Deception +5, Insight +4, Persuasion +5  
**Languages:** Any two languages

### Actions

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

### Reactions

**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.

## Bandit

Medium humanoid (any race), any non-lawful alignment

MM 343

**STR** 11 (+0) **DEX** 12 (+1) **CON** 12 (+1) **INT** 10 (+0) **WIS** 10 (+0) **CHA** 10 (+0)

**AC:** 12 (leather armor)  
**HP:** 11 (2d8+2)  
**Speed:** 30ft

**CR:** 1/8 (25XP)  
**Languages:** any one language (usually Common)

### Actions

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

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

## Adult Red Dragon

Huge dragon, chaotic evil

SRD, MM 98

**STR** 27 (+8) **DEX** 10 (+0) **CON** 25 (+7) **INT** 16 (+3) **WIS** 13 (+1) **CHA** 21 (+5)

**AC:** 19 (natural armor)  
**HP:** 256 (19d12+133)  
**Speed:** 40ft, climb 40ft, fly 80ft  
**CR:** 17 (18000XP)  
**Saves:** DEX +6, CON +13, WIS +7, CHA

+11  
**Skills:** Perception +13, Stealth +6  
**Immunities:** *Damage:* fire  
**Senses:** Blindsight 60ft, Darkvision 120ft  
**Languages:** Common, Draconic

**Legendary Resistance (3/Day):** If fail a saving throw, can choose to succeed instead.

### Actions

**Multiattack:** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite:** *Melee Attack:* +14 to hit, reach 10ft, one target. *Hit:* 19 (2d10+8) piercing damage plus 7 (2d6) fire damage.

**Claw:** *Melee Attack:* +14 to hit, reach 5ft, one target. *Hit:* 15 (2d6+8) slashing damage.

**Tail:** *Melee Attack:* +14 to hit, reach 15ft, one target. *Hit:* 17 (2d8+8) bludgeoning damage.

**Frightful Presence:** Each creature of dragon's choice within 120 feet of dragon and aware of it must succeed on a DC 19 WIS save or become frightened for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Fire Breath (Recharge 5-6):** Exhale fire in a 60-foot cone. Each creature in that area makes a DC 21 DEX save, taking 63 (18d6) fire damage on fail or half on a success.

### Legendary Actions (3)

**Detect:** The dragon makes a Wisdom (Perception) check.

**Tail Attack:** The dragon makes a tail attack.

**Wing Attack (Costs 2 Actions):** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 DEX save or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

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