

Shadow, M

1/2

NAME						CR
12	16	10	40			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT <input type="checkbox"/>	WIS <input type="checkbox"/>	CHA <input type="checkbox"/>	
-2	2	1	-2	0	-1	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

SKILLS / TRAITS

Darkvision 60', Stealth +4 (+6 dim light/dark), vuln: radiant, resist: acid, cold, fire, lightning, thunder, bps nonmagic, immune: exhaust, fright, grapple, necrotic, paralyze, petrify, poison, prone, restrain
Amorphous: >1" no squeeze
Shadow Stealth: Dim light/dark, Hide bonus action
Sunlight Weakness: In sun, disadv attacks, ability checks, saves

2

ACTIONS

Strength Drain: +4, 2d6+2 necrotic & Str reduced 1d4 (die at 0), short/long rest ends

Shambling Mound, L

5

NAME						CR
15	136	10	20/20s			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
4	-1	3	-3	0	-3	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

SKILLS / TRAITS

Blindsight 60', Stealth +2, resist: cold, fire, immune: blind, deaf, exhaust, lightning

Lightning Absorption: Lightning damage heals instead

3

ACTIONS

Multiattack: 2 slam, if both hit <L, grappled escaped DC 14 & Engulf
Slam: +7, 2d8+4b
Engulf: Grappled <L target, blinded, restrained, suffocate, DC 14 Con save mound's turn or 2d8+4b, move w/mound, 1 target max

Shield Guardian, L

7

NAME						CR
17	142	10	30			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
4	-1	4	-2	0	-4	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

SKILLS / TRAITS

Darkvision 60', blindsight 10', immune: charm, exhaust, fright, paralyze, poison
Bound: Amulet wearer can summon telepathically, if within 60', guardian takes half wearer's damage
Regeneration: If 1+ HP, regain 10 HP on turn
Spell Storing: Store and cast <5th lvl spell

3

ACTIONS

Multiattack: 2 fist
Fist: +7, 2d6+4b
Shield (react): Guardian grants +2 AC to amulet wearer if within 5'

Shrieker, M

0

NAME						CR	
5		13		6		0	
AC		HP		PASSIVE PERCEPTION		SPEED	
STR	DEX	CON	INT	WIS	CHA		
-5	-5	0	-5	-4	-5		
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS		

SKILLS / TRAITS

Blindsight 30', immune: blind, deaf, fright

False Appearance: Looks like fungus

2

ACTIONS

Shriek (react): If bright light/creature within 30', shriek: audible 300', lasts 1d4 rounds after trigger out of range

Silver Dragon Wyrmling, M

2

NAME				CR	
17	45	14	30/60f		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
4	0	3	1	0	2
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', blindsight 10', Perception +4, Stealth +2, immune: cold

2

ACTIONS

Bite: +6, 1d10+4p
Cold Breath (5-6): 15' cone, DC 13 Con save, 4d8 cold, save half
Paralyzing Breath (5-6): 15' cone, DC 13 Con save or paralyze 1min/until save

Skeleton, M

1/4

NAME					CR	
13	13	9	30			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
0	2	2	-2	-1	-3	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

SKILLS / TRAITS

Darkvision 60', vuln: b, immune: exhaust, poison

2

ACTIONS

Shortsword: +4, 1d6+2p
Shortbow: 80/320, +4, 1d6+2p

Solar, L

21

NAME						CR	
21		243		24		50/150	
AC		HP		PASSIVE PERCEPTION		SPEED	
STR	DEX	CON	INT	WIS	CHA		
8	6	8	7	7	10		
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS		

SKILLS / TRAITS

Truesight 120', Perception +14, resist: radiant, bps nonmagic, immune: charm, exhaust, fright, necrotic, poison
Divine Awareness: Knows if it hears a lie
Innate Spellcasting: DC 25, at will: *detect evil and good*, *invisibility* (self only), 3/day each: *blade barrier*, *dispel evil and good*, *resurrection*, 1/day each: *commune*, *control weather*
Magic Resistance: Adv on saves vs spells

7

ACTIONS

Multiattack: 2 greatsword
Greatsword: +15, 4d6+8s & 6d8 radiant (magic)
Slaying Longbow: 150/600, +13, 2d8+6p & 6d8 radiant, if <101 HP, DC 15 Con save or die (magic)
Flying Sword: Sword hovers, bonus action fly 50' & 1 attack (magic)
Healing Touch (4/day): Target heals 8d8+4 HP & ends curse, disease, poison, blind, deaf

Specter, M

1

NAME						CR	
12		22		10		50f	
AC		HP		PASSIVE PERCEPTION		SPEED	
STR	DEX	CON	INT	WIS	CHA		
-5	2	0	0	0	0		
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS		

SKILLS / TRAITS

Darkvision 60', resist: acid, cold, fire, lightning, thunder, bps nonmagic, immune: charm, exhaust, grapple, necrotic, paralyze, petrify, poison, prone, restrain, unconscious
Incorporeal Movement: Move through creatures/objects as if difficult terrain, 1d10 force if ends in object
Sunlight Sensitivity: In sun, disadv on attacks & Perception for sight

2

ACTIONS

Life Drain: +4, 3d6 necrotic, DC 10 Con save or HP max reduced by damage taken (die at 0), long rest ends