

Shadow, M 1/2

NAME CR

12 AC 16 HP 10 PASSIVE PERCEPTION 40 SPEED

STR DEX CON INT WIS CHA

-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 PROF

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

Shambling Mound, L 5

NAME CR

15 AC 136 HP 10 PASSIVE PERCEPTION 20/20s 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 PROF

ACTIONS
Multiaction: 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 AC 142 HP 10 PASSIVE PERCEPTION 30 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 PROF

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

Shrieker, M 0

NAME CR

5 AC 13 HP 6 PASSIVE PERCEPTION 0 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 PROF

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 AC 45 HP 14 PASSIVE PERCEPTION 30/60f 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 PROF

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 AC 13 HP 9 PASSIVE PERCEPTION 30 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 PROF

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

Solar, L 21

NAME CR

21 AC 243 HP 24 PASSIVE PERCEPTION 50/150f 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* 7 PROF

Magic Resistance: Adv on saves vs spells

ACTIONS
Multiaction: 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 AC 22 HP 10 PASSIVE PERCEPTION 50f 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 PROF

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