

ANIMATED ARMOR

MM'25 p16

Medium Construct, Unaligned

AC	Init.	HP	Speed	CR
18	+2 (12)	33 (6d8 + 6)	25 ft.	1 (XP 200; PB +2)
MOD SAVE		MOD SAVE		MOD SAVE
STR	14	+2	+2	DEX 11
				+0
				+0
CON	13	+1	+1	
INT	1	-5	-5	CHA 1
				-5
				-5

Imm. Poison, Psychic; Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 60 ft., Passive Perception 6

Languages —

ACTIONS

Multiattack. The armor makes two Slam attacks.

Slam. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Bludgeoning damage.

BROOM OF ANIMATED ATTACK

CoS p226

Small Construct, Unaligned

AC	Init.	HP	Speed	CR
15	+3 (13)	17 (5d6)	0 ft., Fly 50 ft. (hover)	1/4 (XP 50; PB +2)
MOD SAVE		MOD SAVE		MOD SAVE
STR	10	+0	+0	DEX 17
				+3
				+3
CON	10	+0	+0	
INT	1	-5	-5	CHA 1
				-5
				-5

Imm. Poison, Psychic; Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Prone

Senses Blindsight 30 ft. (blind beyond this radius), Passive Perception 7

Languages —

TRAITS

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

Constructed Nature. An animated object doesn't require air, food, drink, or sleep.

The magic that animates an object is dispelled when the construct drops to 0 hit points. An animated object reduced to 0 hit points becomes inanimate and is too damaged to be of much use or value to anyone.

False Appearance. While the broom remains motionless and isn't flying, it is indistinguishable from a normal broom.

ACTIONS

Multiattack. The broom makes two melee attacks.

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

REACTIONS

Animated Attack. If the broom is motionless and a creature grabs hold of it, the broom makes a Dexterity check contested by the creature's Strength check. If the broom wins the contest, it flies out of the creature's grasp and makes a melee attack against it with advantage on the attack roll.

GHAUST

MM'25 p130

Medium Undead, Chaotic Evil

AC	Init.	HP	Speed	CR
13	+3 (13)	36 (8d8)	30 ft.	2 (XP 450; PB +2)
MOD SAVE		MOD SAVE		MOD SAVE
STR	16	+3	+3	DEX 17
				+3
				+3
CON	10	+0	+0	
INT	11	+0	+0	CHA 8
				-1
				-1

Res. Necrotic

Imm. Poison; Charmed, Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Common

TRAITS

Stench. *Constitution Saving Throw:* DC 10, any creature that starts its turn in a 5-foot Emanation originating from the ghost. *Failure:* The target has the Poisoned condition until the start of its next turn. *Success:* The target is immune to this ghost's Stench for 24 hours.

ACTIONS

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage plus 9 (2d8) Necrotic damage.

Claw. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage. If the target is a non-Undead creature, it is subjected to the following effect. *Constitution Saving Throw:* DC 10. *Failure:* The target has the Paralyzed condition until the end of its next turn.

GHOST

MM'25 p131

Medium Undead, Neutral

AC	Init.	HP	Speed	CR
11	+1 (11)	45 (10d8)	5 ft., Fly 40 ft. (hover)	4 (XP 1,100; PB +2)
MOD SAVE		MOD SAVE		MOD SAVE
STR	7	-2	-2	DEX 13
				+1
				+1
CON	10	+0	+0	
INT	10	+0	+0	CHA 17
				+3
				+3

Res. Acid, Bludgeoning, Cold, Fire, Lightning, Piercing, Slashing, Thunder

Imm. Necrotic, Poison; Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception 11

Languages Common plus one other language

TRAITS

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were Difficult Terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

ACTIONS

Multiattack. The ghost makes two Withering Touch attacks.

Withering Touch. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 19 (3d10 + 3) Necrotic damage.

Horrific Visage. *Wisdom Saving Throw:* DC 13, each creature in a 60-foot Cone that can see the ghost and isn't an Undead. *Failure:* 10 (2d6 + 3) Psychic damage, and the target has the Frightened condition until the start of the ghost's next turn. *Success:* The target is immune to this ghost's Horrific Visage for 24 hours.

Possession (Recharge 6). *Charisma Saving Throw:* DC 13, one Humanoid the ghost can see within 5 feet. *Failure:* The target is possessed by the ghost; the ghost disappears, and the target has the Incapacitated condition and loses control of its body. The ghost now controls the body, but the target retains awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that specifically target Undead. The ghost's game statistics are the same, except it uses the possessed target's Speed, as well as the target's Strength, Dexterity, and Constitution modifiers.

The possession lasts until the body drops to 0 Hit Points or the ghost leaves as a Bonus Action. When the possession ends, the ghost appears in an unoccupied space within 5 feet of the target, and the target is immune to this ghost's Possession for 24 hours. *Success:* The target is immune to this ghost's Possession for 24 hours.

Etherealness. The ghost casts the Etherealness spell, requiring no spell components and using Charisma as the spellcasting ability. The ghost is visible on the Material Plane while on the Border Ethereal and vice versa, but it can't affect or be affected by anything on the other plane.

GHOULMM'25 P132

Medium Undead, Chaotic Evil

AC	Init.	HP	Speed	CR
12	+2 (12)	22 (5d8)	30 ft.	1 (XP 200; PB +2)
<div><div><div>MOD</div><div>SAVE</div></div><div><div>MOD</div><div>SAVE</div></div><div><div>MOD</div><div>SAVE</div></div></div>				
STR	13	+1 +1	DEX 15	+2 +2
CON	10	+0 +0	CHA	6
INT	7	-2 -2	WIS	10
<div><div>WIS</div><div>10</div><div>+0</div><div>+0</div></div> <div><div>CHA</div><div>6</div><div>-2</div><div>-2</div></div>				

Imm. Poison; Charmed, Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Common

ACTIONS

Multiattack. The ghoul makes two Bite attacks.

Bite. Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Piercing damage plus 3 (1d6) Necrotic damage.

Claw. Melee Attack Roll: +4, reach 5 ft. Hit: 4 (1d4 + 2) Slashing damage. If the target is a creature that isn't an Undead or elf, it is subjected to the following effect. Constitution Saving Throw: DC 10. Failure: The target has the Paralyzed condition until the end of its next turn.

GRICKMM'25 P158

Medium Aberration, Unaligned

AC	Init.	HP	Speed	CR
14	+2 (12)	54 (12d8)	30 ft., Climb 30 ft.	2 (XP 450; PB +2)
<div><div><div>MOD</div><div>SAVE</div></div><div><div>MOD</div><div>SAVE</div></div><div><div>MOD</div><div>SAVE</div></div></div>				
STR	14	+2 +2	DEX 14	+2 +2
CON	11	+0 +0	CHA	5
INT	3	-4 -4	WIS	14
<div><div>WIS</div></div>				

CHA

5

-3

-3

Skills Stealth +4

Senses Darkvision 60 ft., Passive Perception 12

Languages –

ACTIONS

Multiattack. The grick makes one Beak attack and one Tentacles attack.

Beak. Melee Attack Roll: +4, reach 5 ft. Hit: 9 (2d6 + 2) Piercing damage.

Tentacles. Melee Attack Roll: +4, reach 5 ft. Hit: 7 (1d10 + 2) Slashing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 12) from all four tentacles.

MIMICMM'25 P212

Medium Monstrosity, Neutral

AC	Init.	HP	Speed	CR
12	+3 (13)	58 (9d8 + 18)	20 ft.	2 (XP 450; PB +2)
<div><div><div>MOD</div><div>SAVE</div></div><div><div>MOD</div><div>SAVE</div></div><div><div>MOD</div><div>SAVE</div></div></div>				
STR	17	+3 +3	DEX 12	+1 +1
CON	15	+2 +2	CHA	8
INT	5	-3 -3	WIS	13
<div><div>WIS</div></div>				

CHA

8

-1

-1

Skills Stealth +5

Imm. Acid; Prone

Senses Darkvision 60 ft., Passive Perception 11

Languages –

TRAITS

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic has the Grappled condition (escape DC 13). Ability checks made to escape this grapple have Disadvantage.

ACTIONS

Bite. Melee Attack Roll: +5 (with Advantage if the target is Grappled by the mimic), reach 5 ft. Hit: 7 (1d8 + 3) Piercing damage—or 12 (2d8 + 3) Piercing damage if the target is Grappled by the mimic—or plus 4 (1d8) Acid damage.

Pseudopod. Melee Attack Roll: +5, reach 5 ft. Hit: 7 (1d8 + 3) Bludgeoning damage plus 4 (1d8) Acid damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 13). Ability checks made to escape this grapple have Disadvantage.

BONUS ACTIONS

Shape-Shift. The mimic shape-shifts to resemble a Medium or Small object while retaining its game statistics, or it returns to its true blob form. Any equipment it is wearing or carrying isn't transformed.

SHADOWMM'25 P272

Medium Undead, Chaotic Evil

AC	Init.	HP	Speed	CR
12	+2 (12)	27 (5d8 + 5)	40 ft.	1/2 (XP 100; PB +2)
<div><div><div>MOD</div><div>SAVE</div></div><div><div>MOD</div><div>SAVE</div></div><div><div>MOD</div><div>SAVE</div></div></div>				
STR	6	-2 -2	DEX 14	+2 +2
CON	13	+1 +1	CHA	8
INT	6	-2 -2	WIS	10
<div><div>WIS</div></div>				

CHA

8

-1

-1

Skills Stealth +6

Vuln. Radiant

Res. Acid, Cold, Fire, Lightning, Thunder

Imm. Necrotic, Poison; Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 ft., Passive Perception 10

Languages –

TRAITS

Amorphous. The shadow can move through a space as narrow as 1 inch without expending extra movement to do so.

Sunlight Weakness. While in sunlight, the shadow has Disadvantage on D20 Tests.

ACTIONS

Draining Swipe. Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Necrotic damage, and the target's Strength score decreases by 1d4. The target dies if this reduces that score to 0. If a Humanoid is slain by this attack, a Shadow rises from the corpse 1d4 hours later.

BONUS ACTIONS

Shadow Stealth. While in Dim Light or Darkness, the shadow takes the Hide action.

SHAMBLING MOUNDMM'25 P276

Large Plant, Unaligned

AC	Init.	HP	Speed	CR
15	-1 (9)	110 (13d10 + 39)	30 ft., Swim 20 ft.	5 (XP 1,800; PB +3)
<div><div><div>MOD</div><div>SAVE</div></div><div><div>MOD</div><div>SAVE</div></div><div><div>MOD</div><div>SAVE</div></div></div>				
STR	18	+4 +4	DEX 8	-1 -1
CON	16	+3 +3	CHA	5
INT	5	-3 -3	WIS	10
<div><div>WIS</div></div>				

CHA

5

-3

-3

Skills Stealth +3

Res. Cold, Fire

Imm. Lightning; Deafened, Exhaustion

Senses Blindsight 60 ft., Passive Perception 10

Languages –

TRAITS

Lightning Absorption. Whenever the shambling mound is subjected to Lightning damage, it regains a number of Hit Points equal to the Lightning damage dealt.

ACTIONS

Multiattack. The shambling mound makes three Charged Tendril attacks. It can replace one attack with a use of Engulf.

Charged Tendril. Melee Attack Roll: +7, reach 10 ft. Hit: 7 (1d6 + 4) Bludgeoning damage plus 5 (2d4) Lightning damage. If the target is a Medium or smaller creature, the shambling mound pulls the target 5 feet straight toward itself.

Engulf. Strength Saving Throw: DC 15, one Medium or smaller creature within 5 feet. Failure: The target is pulled into the shambling mound's space and has the Grappled condition (escape DC 14). Until the grapple ends, the target has the Blinded and Restrained conditions, and it takes 10 (3d6) Lightning damage at the start of each of its turns. When the shambling mound moves, the Grappled target moves with it, costing it no extra movement. The shambling mound can have only one creature Grappled by this action at a time.

SPECTERMM'25 p290

Medium Undead, Chaotic Evil

AC	Init.	HP	Speed	CR
12	+2 (12)	22 (5d8)	30 ft., Fly 50 ft. (hover)	1 (XP 200; PB +2)
<div><div>MODSAVE</div><div>MODSAVE</div><div>MODSAVE</div></div>				
STR	1	-5	-5	DEX 14 +2 +2
CON	11	+0	+0	CHA 11 +0 +0
INT	10	+0	+0	WIS 10 +0 +0

Res. Acid, Bludgeoning, Cold, Fire, Lightning, Piercing, Slashing, Thunder

Imm. Necrotic, Poison; Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 ft., Passive Perception 10

Languages Understands Common plus one other language but can't speak

TRAITS

Incorporeal Movement. The specter can move through other creatures and objects as if they were Difficult Terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the specter has Disadvantage on ability checks and attack rolls.

ACTIONS

Life Drain. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (2d6) Necrotic damage. If the target is a creature, its Hit Point maximum decreases by an amount equal to the damage taken.

STANIMIRCoS p20

Medium Humanoid (Human), Chaotic Neutral

AC	Init.	HP	Speed	CR
12 (15 with mage armor)	+2 (12)	40 (9d8)	30 ft.	6 (XP 2,300; PB +3)
<div><div>MODSAVE</div><div>MODSAVE</div><div>MODSAVE</div></div>				
STR	9	-1	-1	DEX 14 +2 +2
CON	11	+0	+0	CHA 11 +0 +0
INT	17	+3	+6	WIS 12 +1 +4

Skills Arcana +6, History +6

Gear Dagger

Senses Passive Perception 11

Languages Any four languages

TRAITS

Spellcasting. Stanimir is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Stanimir has the following wizard spells prepared:

Cantrips (at will): friends, light, mage hand, prestidigitation

1st level (4 slots): charm person, mage armor, shield, sleep

2nd level (3 slots): misty step, suggestion

3rd level (3 slots): bestow curse, phantom steed, vampiric touch

4th level (3 slots): greater invisibility, stoneskin

5th level (1 slot): dominate person

ACTIONS

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

SWARM OF INSECTSMM'25 p370

Medium swarm of Tiny Beasts, Unaligned

AC	Init.	HP	Speed	CR
11	+1 (11)	19 (3d8 + 6)	20 ft.; Climb or Fly 20 ft. (DM's choice)	1/2 (XP 100; PB +2)
<div><div>MODSAVE</div><div>MODSAVE</div><div>MODSAVE</div></div>				
STR	3	-4	-4	DEX 13 +1 +1
CON	14	+2	+2	CHA 1
INT	1	-5	-5	WIS 7 -2 -2

Res. Bludgeoning, Piercing, Slashing

Imm. Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Blindsight 30 ft., Passive Perception 8

Languages —

TRAITS

Spider Climb. If the swarm has a Climb Speed, the swarm can climb difficult surfaces, including along ceilings, without needing to make an ability check.

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.

ACTIONS

Bites. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 6 (2d4 + 1) Poison damage, or 3 (1d4 + 1) Poison damage if the swarm is Bloodied.