

BAROVIAN COMMONER

CoS p29

Medium Humanoid (Any Race), Any Alignment

AC	Init.	HP	Speed	CR
10	+0 (10)	4 (1d8)	30 ft.	0 (XP 10; PB +2)
MOD SAVE		MOD SAVE		MOD SAVE
STR 10	+0	+0	DEX 10	+0 +0
INT 10	+0	+0	WIS 10	+0 +0
		CHA 10		+0 +0

Gear Club

Senses Passive Perception 10

Languages Any one language (usually Common)

ACTIONS

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

BAROVIAN SCOUT

CoS p29

Medium Humanoid (Any Race), Any Alignment

AC	Init.	HP	Speed	CR
13	+2 (12)	16 (3d8 + 3)	30 ft.	1/2 (XP 100; PB +2)
MOD SAVE		MOD SAVE		MOD SAVE
STR 11	+0	+0	DEX 14	+2 +2
INT 11	+0	+0	WIS 13	+1 +1
		CHA 11		+0 +0

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Gear Longbow, Shortsword

Senses Passive Perception 15

Languages Any one language (usually Common)

TRAITS

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

ACTIONS

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

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

Light Crossbows. Ranged Weapon Attack: +4 to hit, ranged 80/320 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

BERSERKER

MM'25 p37

Small or Medium Humanoid, Neutral

AC	Init.	HP	Speed	CR
13	+1 (11)	67 (9d8 + 27)	30 ft.	2 (XP 450; PB +2)
MOD SAVE		MOD SAVE		MOD SAVE
STR 16	+3	+3	DEX 12	+1 +1
INT 9	-1	-1	WIS 11	+0 +0
		CHA 9		-1 -1

Gear Greataxe, Hide Armor

Senses Passive Perception 10

Languages Common

TRAITS

Bloodied Frenzy. While Bloodied, the berserker has Advantage on attack rolls and saving throws.

ACTIONS

Greataxe. Melee Attack Roll: +5, reach 5 ft. Hit: 9 (1d12 + 3) Slashing damage.

DIRE WOLF

MM'25 p352

Large Beast, Unaligned

AC	Init.	HP	Speed	CR
14	+2 (12)	22 (3d10 + 6)	50 ft.	1 (XP 200; PB +2)
MOD SAVE		MOD SAVE		MOD SAVE
STR 17	+3	+3	DEX 15	+2 +2
INT 3	-4	-4	WIS 12	+1 +1
		CHA 7		-2 -2

Skills Perception +5, Stealth +4

Senses Darkvision 60 ft., Passive Perception 15

Languages —

TRAITS

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 feet of the creature and the ally doesn't have the Incapacitated condition.

ACTIONS

Bite. Melee Attack Roll: +5, reach 5 ft. Hit: 8 (1d10 + 3) Piercing damage. If the target is a Large or smaller creature, it has the Prone condition.

DRUID

MM'25 p106

Small or Medium Humanoid, Neutral

AC	Init.	HP	Speed	CR
13	+1 (11)	44 (8d8 + 8)	30 ft.	2 (XP 450; PB +2)
MOD SAVE		MOD SAVE		MOD SAVE
STR 10	+0	+0	DEX 12	+1 +1
INT 12	+1	+1	WIS 16	+3 +3
		CHA 11		+0 +0

Skills Medicine +5, Nature +3, Perception +5

Gear Studded Leather Armor

Senses Passive Perception 15

Languages Common, Druidic, Sylvan

ACTIONS

Multiattack. The druid makes two attacks, using Vine Staff or Verdant Wisp in any combination.

Vine Staff. Melee Attack Roll: +5, reach 5 ft. Hit: 7 (1d8 + 3) Bludgeoning damage plus 2 (1d4) Poison damage.

Verdant Wisp. Ranged Attack Roll: +5, range 90 ft. Hit: 10 (3d6) Radiant damage.

Spellcasting. The druid casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

At will: Druidcraft, Speak with Animals

2/day each: Entangle, Thunderwave

1/day each: Animal Messenger, Longstrider, Moonbeam

NEEDLE BLIGHT

MM'25 p43

Medium Plant, Neutral Evil

AC	Init.	HP	Speed	CR
12	+1 (11)	16 (3d8 + 3)	30 ft.	1/4 (XP 50; PB +2)
MOD SAVE		MOD SAVE		MOD SAVE
STR 12	+1	+1	DEX 12	+1 +1
INT 4	-3	-3	WIS 8	-1 -1
		CHA 3		-4 -4

Imm. Deafened

Senses Blindsight 60 ft., Passive Perception 9

Languages Understands Common but can't speak

ACTIONS

Claw. Melee Attack Roll: +3, reach 5 ft. Hit: 6 (2d4 + 1) Slashing damage.

Needles. Ranged Attack Roll: +3, range 30/60 ft. Hit: 6 (2d4 + 1) Piercing damage.

RAVEN

MM'25 p368

Tiny Beast, Unaligned

AC	Init.	HP	Speed	CR
12	+2 (12)	2 (1d4)	10 ft., Fly 50 ft.	0 (XP 10; PB +2)
MOD SAVE		MOD SAVE		MOD SAVE
STR 2	-4	-4	DEX 14	+2 +2
INT 5	-3	-3	WIS 13	+1 +1
		CHA 6		-2 -2

Skills Perception +3

Senses Passive Perception 13

Languages —

TRAITS

Mimicry. The raven can mimic simple sounds it has heard, such as a whisper or chitter. A hearer can discern the sounds are imitations with a successful DC 10 Wisdom (Insight) check.

ACTIONS

Beak. Melee Attack Roll: +4, reach 5 ft. Hit: 1 Piercing damage.

REVENANTMM'25 P259

Medium Undead, Neutral

AC	Init.	HP	Speed	CR
13	+2 (12)	127 (15d8 + 60)	30 ft.	5 (XP 1,800; PB +3)
MOD SAVE		MOD SAVE		MOD SAVE
STR 18	+4	+7	DEX 14	+2 +2 CON 18 +4 +7
INT 13	+1	+1	WIS 16	+3 +6 CHA 18 +4 +7

Res. Necrotic, Psychic

Imm. Poison; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Stunned

Senses Darkvision 60 ft., Passive Perception 13

Languages Common plus one other language

TRAITS

Regeneration.

The revenant regains 10 Hit Points at the start of each of its turns. If the revenant takes Fire or Radiant damage, this trait doesn't function at the start of its next turn. Its body is destroyed only if it starts its turn with 0 Hit Points and doesn't regenerate.

Undead Restoration.

If the revenant dies, it revives 24 hours later in a different body unless Dispel Evil and Good is cast on its corpse. If it revives, it animates a Humanoid corpse elsewhere on the same plane of existence; it now looks different but uses the same stat block and returns with all its Hit Points.

ACTIONS

Multiattack.

The revenant uses Vengeful Glare and makes two Slam attacks.

Slam.

Melee Attack Roll: +7, reach 5 ft. Hit: 11 (2d6 + 4) Necrotic damage.

Vengeful Glare.

Wisdom Saving Throw: DC 15, one creature the revenant can see within 30 feet. Failure: The target has the Frightened condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically. If the Frightened target is cursed by the revenant (see Vow of Revenge), the target also has the Paralyzed condition for the duration.

BONUS ACTIONS

Vow of Revenge (1/Day).

The revenant curses one creature it can see within 30 feet of itself. The revenant knows the distance to and direction of the cursed target, even if it is on a different plane of existence. The curse ends on the target if the revenant uses this Bonus Action on a different creature.

SCARECROWMM'25 P269

Medium Construct, Chaotic Evil

AC	Init.	HP	Speed	CR
11	+3 (13)	27 (6d8)	30 ft.	1 (XP 200; PB +2)
MOD SAVE		MOD SAVE		MOD SAVE
STR 11	+0	+0	DEX 13	+1 +1 CON 11 +0 +0
INT 10	+0	+0	WIS 10	+0 +0 CHA 13 +1 +1

Vuln. Fire

Imm. Poison; Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Unconscious

Senses Darkvision 60 ft., Passive Perception 10

Languages Common plus one other language

ACTIONS

Fearsome Claw.

Melee Attack Roll: +3, reach 5 ft. Hit: 6 (2d4 + 1) Slashing damage, and the target has the Frightened condition until the end of the scarecrow's next turn.

Terrifying Glare.

Wisdom Saving Throw: DC 11, one creature the scarecrow can see within 30 feet. Failure: The target has the Frightened condition until the end of the scarecrow's next turn. While Frightened, the target has the Paralyzed condition.

SKELETONMM'25 P282

Medium Undead, Lawful Evil

AC	Init.	HP	Speed	CR
14	+3 (13)	13 (2d8 + 4)	30 ft.	1/4 (XP 50; PB +2)
MOD SAVE		MOD SAVE		MOD SAVE
STR 10	+0	+0	DEX 16	+3 +3 CON 15 +2 +2
INT 6	-2	-2	WIS 8	-1 -1 CHA 5 -3 -3

Vuln. Bludgeoning

Imm. Poison; Exhaustion, Poisoned

Gear Shortbow, Shortsword

Senses Darkvision 60 ft., Passive Perception 9

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

ACTIONS

Shortsword.

Melee Attack Roll: +5, reach 5 ft. Hit: 6 (1d6 + 3) Piercing damage.

Shortbow.

Ranged Attack Roll: +5, range 80/320 ft. Hit: 6 (1d6 + 3) Piercing damage.

STRAHD ZOMBIECoS P241

Medium Undead, Unaligned

AC	Init.	HP	Speed	CR
8	-2 (8)	30 (4d8 + 12)	20 ft.	1 (XP 200; PB +2)
MOD SAVE		MOD SAVE		MOD SAVE
STR 13	+1	+1	DEX 6	-2 -2 CON 16 +3 +3
INT 3	-4	-4	WIS 6	-2 +0 CHA 5 -3 -3

Imm. Poison; Poisoned

Senses Darkvision 60 ft., Passive Perception 8

Languages Understands the languages it knew in life but can't speak

TRAITS

Loathsome Limbs.

Whenever the zombie takes at least 5 bludgeoning or slashing damage at one time, roll a d20 to determine what else happens to it:

1–8: One leg is severed from the zombie if it has any legs left.

9–16: One arm is severed from the zombie if it has any arms left.

17–20: The zombie is decapitated.

If the zombie is reduced to 0 hit points, all parts of it die. Until then, a severed part acts on the zombie's initiative and has its own action and movement. A severed part has AC 8. Any damage it takes is subtracted from the zombie's hit points.

A severed leg is unable to attack and has a speed of 5 feet.

A severed arm has a speed of 5 feet and can make one claw attack on its turn, with disadvantage on the attack roll. Each time the zombie loses an arm, it loses a claw attack.

If its head is severed, the zombie loses its bite attack and its body is blinded unless the head can see it. The severed head has a speed of 0 feet. It can make a bite attack, but only against a target in its space.

The zombie's speed is halved if it's missing a leg. If it loses both legs, it falls prone. If it has both arms, it can crawl. With only one arm, it can still crawl, but its speed is halved. With no arms or legs, its speed is 0 feet, and it can't benefit from bonuses to speed.

ACTIONS

Multiattack.

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

Bite.

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

Claw.

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

SWARM OF BATSM'25 P370

Large swarm of Tiny Beasts, Unaligned

AC	Init.	HP	Speed	CR
12	+2 (12)	11 (2d10)	5 ft., Fly 30 ft.	1/4 (XP 50; PB +2)
MOD SAVE		MOD SAVE		MOD SAVE
STR 5	-3	-3	DEX 15	+2 +2 CON 10 +0 +0
INT 2	-4	-4	WIS 12	+1 +1 CHA 4 -3 -3

Res. Bludgeoning, Piercing, Slashing

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

Senses Blindsight 60 ft., Passive Perception 11

Languages –

TRAITS

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.

ACTIONS

Bites.

Melee Attack Roll: +4, reach 5 ft. Hit: 5 (2d4) Piercing damage, or 2 (1d4) Piercing damage if the swarm is Bloodied.

TWIG BLIGHTM'25 P43

Small Plant, Neutral Evil

AC	Init.	HP	Speed	CR
14	+2 (12)	7 (2d6)	20 ft.	1/8 (XP 25; PB +2)
MOD SAVE		MOD SAVE		MOD SAVE
STR 6	-2	-2	DEX 14	+2 +2 CON 11 +0 +0
INT 4	-3	-3	WIS 8	-1 -1 CHA 3 -4 -4

Skills Stealth +4

Vuln. Fire

Imm. Deafened

Senses Blindsight 60 ft., Passive Perception 9

Languages Understands Common but can't speak

TRAITS

Pack Tactics.

The blight has Advantage on an attack roll against a creature if at least one of the blight's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

ACTIONS

Claw.

Melee Attack Roll: +4, reach 5 ft. Hit: 4 (1d4 + 2) Slashing damage.

VISTANA BANDIT

CoS p28

Medium Humanoid (Any Race), Any Non-Lawful Alignment

AC	Init.	HP	Speed	CR
12	+1 (11)	11 (2d8 + 2)	30 ft.	1/8 (XP 25; PB +2)
<div><div>MOD</div><div>SAVE</div><div>STR</div><div>11</div><div>+0</div><div>+0</div><div>DEX</div><div>12</div><div>+1</div><div>+1</div><div>CON</div><div>12</div><div>+1</div><div>+1</div><div>INT</div><div>10</div><div>+0</div><div>+0</div><div>WIS</div><div>10</div><div>+0</div><div>+0</div><div>CHA</div><div>10</div><div>+0</div><div>+0</div></div>				

Gear

Light Crossbow, Scimitar

Senses

Passive Perception 10

Languages

Any one language (usually Common)

ACTIONS

Scimitar.

Melee Weapon Attack:

+3 to hit, reach 5 ft., one target.

Hit:

4 (1d6 + 1) slashing damage.

Light Crossbow.

Ranged Weapon Attack:

+3 to hit, range 80/320 ft., one target.

Hit:

5 (1d8 + 1) piercing damage.

Curse (Recharges After a Long Rest).

The Vistana targets one creature that it can see within 30 feet of it. The target must succeed on a DC 10 Wisdom saving throw or be cursed. The Vistana chooses the curse's effect from the options that follow; other Vistani curses are possible. All such effects deal psychic damage to the Vistani who uttered them when they end:

The target is unable to perform a certain kind of act involving fine motor control, such as tying knots, writing, playing an instrument, sewing, or casting spells that have somatic components. When this curse ends, the Vistana takes 1d6 psychic damage.

The target's appearance changes in a sinister yet purely cosmetic way. For example, the curse can place a scar on the target's face, turn the target's teeth into yellow fangs, or give the target bad breath. When this curse ends, the Vistana takes 1d6 psychic damage.

A nonmagical item in the target's possession (chosen by the DM) disappears and can't be found until the curse ends. The lost item can weigh no more than 1 pound. When this curse ends, the Vistana takes 1d6 psychic damage.

The target gains vulnerability to a damage type of the Vistana's choice. When this curse ends, the Vistana takes 3d6 psychic damage.

The target has disadvantage on ability checks and saving throws tied to one ability score of the Vistana's choice. When this curse ends, the Vistana takes 3d6 psychic damage.

The target's attunement to one magic item (chosen by the DM) ends, and the target can't attune to the chosen item until the curse ends. When this curse ends, the Vistana takes 5d6 psychic damage.

The target is blinded, deafened, or both. When this curse ends, the Vistana takes 5d6 psychic damage.

The curse lasts until ended with a greater restoration spell, a remove curse spell, or similar magic. It doesn't end when the target dies. If a cursed target is returned to life, the curse remains in effect.

Evil Eye (Recharges after a Short or Long Rest) As an action a

WERERAVEN

VRGR p253

Medium Humanoid (Human, Shapechanger)

AC	Init.	HP	Speed	CR
12	+2 (12)	31 (7d8)	30 ft. (fly 50 ft. in raven and hybrid forms)	2 (XP 450; PB +2)
<div><div>MOD</div><div>SAVE</div><div>STR</div><div>10</div><div>+0</div><div>+0</div><div>DEX</div><div>15</div><div>+2</div><div>+2</div><div>CON</div><div>11</div><div>+0</div><div>+0</div><div>INT</div><div>13</div><div>+1</div><div>+1</div><div>WIS</div><div>15</div><div>+2</div><div>+2</div><div>CHA</div><div>14</div><div>+2</div><div>+2</div></div>				

Skills

Insight +4, Perception +6

Gear

Hand Crossbow, Shortsword

Senses

Passive Perception 16

Languages

Common (can't speak in raven form)

TRAITS

Shapechanger.

The wereraven can use its action to polymorph into a raven-humanoid hybrid or into a raven, or back into its human form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its human form if it dies.

Mimicry.

The wereraven 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.

Regeneration.

The wereraven regains 10 hit points at the start of its turn. If the wereraven takes damage from a silvered weapon or a spell, this trait doesn't function at the start of the wereraven's next turn. The wereraven dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack (Human or Hybrid Form Only).

The wereraven makes two weapon attacks, one of which can be with its hand crossbow.

Beak (Raven or Hybrid Form Only).

Melee Weapon Attack:

+4 to hit, reach 5 ft., one target.

Hit:

1 piercing damage in raven form, or 4 (1d4 + 2) piercing damage in hybrid form. If the target is humanoid, it must succeed on a DC 10 Constitution saving throw or be cursed with wereraven lycanthropy.

Shortsword (Human or Hybrid Form Only).

Melee Weapon Attack:

+4 to hit, reach 5 ft., one target.

Hit:

5 (1d6 + 2) piercing damage.

Hand Crossbow (Human or Hybrid Form Only).

Ranged Weapon Attack:

+4 to hit, range 30/120 ft., one target.

Hit:

5 (1d6 + 2) piercing damage.

WEREWOLF

MM'25 p327

Small or Medium Monstrosity (Lycanthrope), Chaotic Evil

AC	Init.	HP	Speed	CR
15	+4 (14)	71 (11d8 + 22)	30 ft., 40 ft. (wolf form only)	3 (XP 700; PB +2)
<div><div>MOD</div><div>SAVE</div><div>STR</div><div>16</div><div>+3</div><div>+3</div><div>DEX</div><div>14</div><div>+2</div><div>+2</div><div>CON</div><div>14</div><div>+2</div><div>+2</div><div>INT</div><div>10</div><div>+0</div><div>+0</div><div>WIS</div><div>11</div><div>+0</div><div>+0</div><div>CHA</div><div>10</div><div>+0</div><div>+0</div></div>				

Skills

Perception +4, Stealth +4

Gear

Longbow

Senses

Darkvision 60 ft., Passive Perception 14

Languages

Common (can't speak in wolf form)

TRAITS

Pack Tactics.

The werewolf has Advantage on an attack roll against a creature if at least one of the werewolf's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

ACTIONS

Multiattack.

The werewolf makes two attacks, using Scratch or Longbow in any combination. It can replace one attack with a Bite attack.

Bite (Wolf or Hybrid Form Only).

Melee Attack Roll:

+5, reach 5 ft.

Hit:

12 (2d8 + 3) Piercing damage. If the target is a Humanoid, it is subjected to the following effect.

Constitution Saving Throw:

DC 12.

Failure:

The target is cursed. If the cursed target drops to 0 Hit Points, it instead becomes a Werewolf under the DM's control and has 10 Hit Points.

Success:

The target is immune to this werewolf's curse for 24 hours.

Scratch.

Melee Attack Roll:

+5, reach 5 ft.

Hit:

10 (2d6 + 3) Slashing damage.

Longbow (Humanoid or Hybrid Form Only).

Ranged Attack Roll:

+4, range 150/600 ft.

Hit:

11 (2d8 + 2) Piercing damage.

BONUS ACTIONS

Shape-Shift.

The werewolf shape-shifts into a Large wolf-humanoid hybrid or a Medium wolf, or it returns to its true humanoid form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

WILL-O'-WISP

MM'25 p333

Tiny Undead, Chaotic Evil

AC	Init.	HP	Speed	CR
19	+9 (19)	27 (11d4)	5 ft., Fly 50 ft. (hover)	2 (XP 450; PB +2)
<div><div>MOD</div><div>SAVE</div><div>STR</div><div>1</div><div>-5</div><div>-5</div><div>DEX</div><div>28</div><div>+9</div><div>+9</div><div>CON</div><div>10</div><div>+0</div><div>+0</div><div>INT</div><div>13</div><div>+1</div><div>+1</div><div>WIS</div><div>14</div><div>+2</div><div>+2</div><div>CHA</div><div>11</div><div>+0</div><div>+0</div></div>				

Res.

Acid, Bludgeoning, Cold, Fire, Necrotic, Piercing, Slashing

Imm.

Lightning, Poison; Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses

Darkvision 120 ft., Passive Perception 12

Languages

Common plus one other language

TRAITS

Ephemeral.

The wisp can't wear or carry anything.

Illumination.

The wisp sheds Bright Light in a 20-foot radius and Dim Light for an additional 20 feet.

Incorporeal Movement.

The wisp 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

Shock.

Melee Attack Roll:

+4, reach 5 ft.

Hit:

11 (2d8 + 2) Lightning damage.

BONUS ACTIONS

Consume Life.

Constitution Saving Throw:

DC 10, one living creature the wisp can see within 5 feet that has 0 Hit Points.

Failure:

The target dies, and the wisp regains 10 (3d6) Hit Points.

Vanish.

The wisp and its light have the Invisible condition until the wisp's Concentration ends on this effect, which ends early immediately after the wisp makes an attack roll or uses Consume Life.

Evil Eye (recharges after a short or long rest; no duration): A Vistana can target a creature within 10 feet that the Vistana can see. This magical ability, which the Vistani call the Evil Eye, duplicates the duration and effect of the animal friendship, charm person, or hold person spell (Vistana's choice; spell DC 10), but requires neither somatic nor material components. If the target succeeds on the save, the Vistana is blinded until the end of the Vistana's next turn.

A Vistana who uses Evil Eye can't use it again before finishing a short or long rest. Once a target succeeds on a saving throw against a Vistana's Evil Eye, it is immune to the Evil Eye of all Vistani for 24 hours.

WOLF

MM'25 P373

Medium Beast, Unaligned

AC	Init.	HP	Speed	CR
12	+2 (12)	11 (2d8 + 2)	40 ft.	1/4 (XP 50; PB +2)
	MOD	SAVE	MOD	SAVE
STR	14	+2	DEX	15
		+2		+2
CON	12	+1		+1
INT	3	-4	WIS	12
		-4		+1
CHA	6	-2		-2

Skills Perception +5, Stealth +4

Senses Darkvision 60 ft., Passive Perception 15

Languages —

TRAITS

Pack Tactics. The wolf has Advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

ACTIONS

Bite. Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Piercing damage. If the target is a Medium or smaller creature, it has the Prone condition.

ZOMBIE

MM'25 P346

Medium Undead, Neutral Evil

AC	Init.	HP	Speed	CR
8	-2 (8)	15 (2d8 + 6)	20 ft.	1/4 (XP 50; PB +2)
	MOD	SAVE	MOD	SAVE
STR	13	+1	DEX	6
		+1		-2
CON	16	+3		+3
INT	3	-4	WIS	6
		-4		-2
CHA	5	-3		-3

Imm. Poison; Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 8

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

TRAITS

Undead Fortitude. If damage reduces the zombie to 0 Hit Points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is Radiant or from a Critical Hit. On a successful save, the zombie drops to 1 Hit Point instead.

ACTIONS

Slam. Melee Attack Roll: +3, reach 5 ft. Hit: 5 (1d8 + 1) Bludgeoning damage.