

5e Quick Monster Stats

CR	PC Lvl	AC/DC	HP	To-hit	# Atks	Damage
1/8	<1	11	10	+3	1	3 (1d6)
1/4	1	11	15	+3	1	4 (1d6+1)
1/2	2	12	25	+4	2	5 (1d6+2)
1	3	12	30	+5	2	6 (1d6+3)
2	5	13	45	+5	2	9 (1d6+6)
3	7	13	60	+5	2	12 (1d6+9)
5	10	15	90	+7	3	12 (1d6+9)
6+	11+	12 + 1/2CR	(15xCR) + 15	4 + 1/2CR	3+	(7xCR) + 5

Damage from monsters may be all or partially one type based on the idea. Proficient saves and skills use to-hit bonus. Skills and saves not proficient use -2 to +2 depending on the monster idea and story. See reverse for modifications.

Encounter Benchmark: PC levels 1-4: $\frac{1}{4}$ total levels, 5+ $\frac{1}{2}$ total levels.

For CR6+ the damage is total per round, divide by the number of attacks.

Monster Modifications

Aura: Creatures within 10ft take damage equal to half of an attack. One less attack.

Breath Weapon or Blast: Replace 1 or more attacks with a sphere, cone or line. Save for half.

Commanding Attack: Bonus action, ally moves half speed and makes 1 attack as reaction.

Cunning action: Bonus action to dash, disengage, or hide.

Knock back: On hit str save or push 10-15ft.

Knockdown: On hit str save or go prone.

Death aura: On death deal damage equal to 1 attack within 10ft. Save for half.

Inspiring: Allies within 30ft gain +2 to attacks and saves.

Pack Tactics: Advantage on attacks when attacking a creature within 5ft of an ally.

Pinning: On hit target makes a Str save or be grappled and/or restrained.

Rampage: Bonus Action to move half speed and make 1 attack. Possibly only while bloodied.

Redirect Attack: Use grappled or ally to block an attack.

Sneak Attack: 1/turn when the creature has advantage deal an extra 7 (2d6) damage.

Smiting: Expend spell slot on a hit to deal an additional 3 (1d6) damage per level.

Teleporting: Bonus action teleport 30ft.

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