Monster Cards — Free Sample

12 creatures · 12 cards · the complete 322-creature set, plus the 2024 rules, is at etsy.com/shop/OneGoodEvening · 4 to a sheet

How to print

- Print at **100% / Actual size**. Fit to page shrinks the cards and they stop matching.
- Cut along the hairlines. Cards share edges, so one cut serves two.
- Cards are 97×133mm — near A6, sized so a full stat block stays readable rather than shrunk to fit a playing card.
- Card stock is worth it if you will reuse them. On plain paper, sleeve them.

How to read a card

- The box in the top corner is the **challenge rating**.
- The coloured bar is the **creature type** — sort a pile by eye without reading.
- The six-column table is the ability scores with the modifier beside each.
- Only the lines a creature actually has are printed, so nothing reads **Damage Immunities —**.
- A long stat block continues onto a second card, marked **1/2** and **2/2**. Nothing is abbreviated or left out.

Creature types

Aberration · Beast · Celestial · Construct · Dragon · Elemental · Fey · Fiend · Giant · Humanoid · Monstrosity · Ooze · Plant · Undead

Compatible with Fifth Edition

This work includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC and available at https://dnd.wizards.com/resources/systems-reference-document. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at https://creativecommons.org/licenses/by/4.0/legalcode.

A note from us

We are a small studio, and we read everything our players tell us. Once you have played: what worked? What dragged? Was anything unclear?

1. **Leave an honest rating on itch.io:** onegoodeveningdnd.itch.io/dnd-5e-monster-cards-free-sample, *More information › Rate this*.
2. **Or leave a comment** at the bottom of that page. If anything is wrong or missing, we will fix it.

Goblin

CR 1/4

Small humanoid (goblinoid), neutral evil

AC 15 (leather armor, shield)
HP 7 (2d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 -1	14 +2	10 +0	10 +0	8 -1	8 -1

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

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

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

HP

Kobold

CR 1/8

Small humanoid (kobold), lawful evil

AC 12
HP 5 (2d6-2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 -2	15 +2	9 -1	8 -1	7 -2	8 -1

Senses darkvision 60 ft., passive Perception 8
Languages Common, Draconic

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Sling. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

HP

Skeleton

CR 1/4

Medium undead, lawful evil

AC 13 (armor scraps)
HP 13 (2d8+4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 +0	14 +2	15 +2	6 -2	8 -1	5 -3

Vulnerabilities bludgeoning
Resistances poison
Condition Imm. exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands the languages it knew in life but can't speak

Actions

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

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

HP

Zombie

CR 1/4

Medium undead, neutral evil

AC 8
HP 22 (3d8+9)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 +1	6 -2	16 +3	3 -4	6 -2	5 -3

Saves WIS +0
Condition Imm. poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands the languages it knew in life but can't speak

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

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

HP

Wolf

CR 1/4

Medium beast, unaligned

AC 13 (natural armor)
HP 11 (2d8+2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 +1	15 +2	12 +1	3 -4	12 +1	6 -2

Skills Perception +3, Stealth +4
Senses passive Perception 13

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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 ft. of the creature and the ally isn't incapacitated.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

HP

Bandit

CR 1/8

Medium humanoid (any race), any non-lawful alignment

AC 12 (leather armor)
HP 11 (2d8+2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 +0	12 +1	12 +1	10 +0	10 +0	10 +0

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.

HP

Orc

CR 1/2

Medium humanoid (orc), chaotic evil

AC 13 (hide armor)
HP 15 (2d8+6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 +3	12 +1	16 +3	7 -2	11 +0	10 +0

Skills Intimidation +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions

Greataxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) slashing damage.

Javelin. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

HP

Giant Spider

CR 1

Large beast, unaligned

AC 14 (natural armor)
HP 26 (4d10+4)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 +2	16 +3	12 +1	2 -4	11 +0	4 -3

Skills Stealth +7
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

HP

Owlbear

CR 3

Large monstrosity, unaligned

AC 13 (natural armor)
HP 59 (7d10+21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 +5	12 +1	17 +3	3 -4	12 +1	7 -2

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 10 (1d10 + 5) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

HP

Ogre

CR 2

Large giant, chaotic evil

AC 11 (hide armor)
HP 59 (7d10+21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 +4	8 -1	16 +3	5 -3	7 -2	7 -2

Senses darkvision 60 ft., passive Perception 8
Languages Common, Giant

Actions

Greatclub. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

HP

Bugbear

CR 1

Medium humanoid (goblinoid), chaotic evil

AC 16 (hide armor, shield)
HP 27 (5d8+5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 +2	14 +2	13 +1	8 -1	11 +0	9 -1

Skills Stealth +6, Survival +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Morningstar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) piercing damage.

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

HP

Dire Wolf

CR 1

Large beast, unaligned

AC 14 (natural armor)
HP 37 (5d10+10)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 +3	15 +2	15 +2	3 -4	12 +1	7 -2

Skills Perception +3, Stealth +4
Senses passive Perception 13

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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 ft. of the creature and the ally isn't incapacitated.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

HP