# 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

*Medium beast, unaligned*

CR **1/4**

**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

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

CR **1/8**

**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

*Medium humanoid (orc), chaotic evil*

CR **1/2**

**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

*Large beast, unaligned*

CR **1**

**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

*Large monstrosity, unaligned*

CR **3**

**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

*Large giant, chaotic evil*

CR **2**

**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

*Medium humanoid (goblinoid), chaotic evil*

CR **1**

**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

*Large beast, unaligned*

CR **1**

**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 _____ _____ _____