

Honedge

Ghost/Steel

Armor Class 17 (armor type)

Hit Points 17 (5d6)

Speed fly 50 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	5 (-3)	5 (-3)	4 (-3)

Saving Throws Dex +4

Senses Darkvision 60 ft.

Damage Vulnerabilities Fire, Ghost, Dark

Damage Resistances Flying, Rock, Bug, Steel, Grass, Psychic, Ice, Dragon, Fairy

Damage Immunities Poison, Fighting

Condition Immunities Poison

Languages Common

Challenge 1/4 (50 XP)

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

ACTIONS

Slash. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 5 (1d8+1) slashing damage.

Houndour

Dark/Fire

Armor Class 13

Hit Points 22

Speed 40 ft.

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

Skills Perception +3, Stealth +4

Senses passive Perception 13

Damage Vulnerabilities Fighting, Ground, Rock, Water

Damage Resistances Ghost, Steel, Fire, Grass, Ice, Dark

Damage Immunities Psychic

Languages Common

Challenge 1/4 (50 XP)

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

ACTIONS

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

Ember (Recharge 6). Houndour exhales a 15 foot line of fire. Each creature in that area must succeed on a DC 11 Dexterity saving throw taking 4 (1d8) fire damage on a failed save, or half as much on a successful one.

Croagunk

Poison/Fighting,

Armor Class 12
Hit Points 18 (4d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	11 (+0)	5 (-3)	10 (+0)	3 (-4)

Skills Perception +2, Stealth +3
Senses Darkvision 30 ft., passive Perception 12
Damage Vulnerabilities Flying, Ground, Psychic
Damage Resistances Fighting, Poison, Rock, Bug, Grass, Dark
Condition Immunities Poisoned
Languages Common
Challenge 1/4 (50 XP)

Standing Leap. Croagunk's long jump is up to 20 feet and hit's high jump is up to 10 feet, with or without a running start.

ACTIONS

Poison Sting (Poison). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 5 (1d6+1) piercing damage, and the target must make a DC 12 constitution saving throw, taking 5 (2d4) poison damage and be poisoned for 30 minutes, or take half damage on a save and not become poisoned.

Vaporeon

Water

Armor Class 13
Hit Points 60
Speed 30 ft., swim 60ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	13 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses Darkvision 60 ft., passive Perception 10
Damage Vulnerabilities Grass, Electric
Damage Resistances Steel, Fire, Water, Ice
Languages Common
Challenge 1 (200 XP)

Invisible in Water. Vaporeon is invisible while fully immersed in water

Aqua Ring. Vaporeon regains 2 hit points at the start of its turn, unless the attack reduces vaporeon to 0 hit points or less.

ACTIONS

Water Gun (Water). *Ranged Weapon Attack:* +5 to hit, reach 30/60., one target. Hit: 14 (3d6+3) bludgeoning damage.

Yawn. Range 60 feet, one target. The targeted creature must make succeed on a DC 13 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it.

Dunsparce

Normal, medium

Armor Class 11
Hit Points 25
Speed 30 ft, burrow 10 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	6 (-3)	12 (+1)	5 (-3)

Senses Darkvision 30 ft., passive Perception 11
Damage Vulnerabilities Fighting
Languages Common
Challenge 1/4 (50 XP)

Keen Smell. Dunsparce has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack Dunsparce makes two attacks: one with Headbutt and one with bite.

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

Headbutt: *Melee Weapon Attack.* Attack: +3 to hit, reach 5 ft, one target. Hit: 6 (2d4+1) Bludgeoning damage.

Glare: (Recharge 6): Any creature in a 15 ft cone must make a DC 13 constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of its turn, ending the effect on itself on a success.

Geodude

Rock/Ground

Armor Class 13
Hit Points 35
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	5 (-3)	6 (-2)	6 (-2)

Senses Darkvision 60 ft., tremorsense 60 ft.
Damage Vulnerabilities Fighting, Ground, Steel, Water, Grass, Ice
Damage Resistances Normal, Flying, Poison, Rock, Fire
Damage Immunity: Electric
Languages Common
Challenge 1/4 (50 XP)

Siege Monster. Geodude deals double damage to objects and structures.

ACTIONS

Magnitude (Ground). *Area Weapon Attack:* +5 to hit, all creatures with 5 ft.. Hit: 6 (1d6+3) bludgeoning damage.

Bulbasaur

Grass/Poison

Armor Class 13

Hit Points 48

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	6 (-2)

Senses passive perception 11

Damage Vulnerabilities Flying, Fire, Psychic, Ice

Damage Resistances Fighting, Water, Grass, Electric, Fairy

Languages Common

Challenge 1/2 (100 XP)

Sweet Scent. Any creature within 10 ft of a Bulbasaur must make a DC 13 Wisdom save, or become charmed by the bulbasaur and will take no hostile action toward the bulbasaur for 10 minutes. Any damage done to the charmed target will break this effect.

ACTIONS

Poison Powder (Poison). Ranged Weapon Attack: +4 to hit, reach 20/40., one target. Hit: 8 (2d6+2)) poison damage and must make a DC 12 Constitution check or be poisoned for 1 hour.

Vine Whip (Grass). Melee Weapon attack, 10 feet reach, one target. Hit: 10 (2d8+3) bludgeoning damage.

Bagon

Dragon

Armor Class 17

Hit Points 50

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses Darkvision 60 ft., passive Perception 10

Saving Throws Dex +4, Con +3, Cha +3

Damage Vulnerabilities Ice, Dragon, Fairy

Damage Resistances Fire, Water, Grass, Electric

Languages Common

Challenge 2 (450 XP)

ACTIONS

Headbutt (Normal). Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 9 (1d12+2) bludgeoning damage.

Fire Breath (Fire) (Recharge 5-6). Bagon exhales fire in a 15 foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 19 (5d8) fire damage on a failed save, or half as much damage on a successful one.

Yamask

Ghost

Armor Class 13

Hit Points 25

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Senses Darkvision 60 ft., passive Perception 10

Skills Stealth +4

Damage Vulnerabilities Radiant, Ghost, Dark

Damage Resistances Poison, Bug, bludgeoning, piercing and slashing from non magical weapons

Languages Common

Challenge 1/4 (50 XP)

Shadow Stealth. Yamask can take the hide action as a bonus action in dim light or darkness.

ACTIONS

Ominous Wind (Ghost). *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 5 (1d6+2) necrotic damage, and the target's strength score is reduced by 1d4-1 (min 1). The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Rattata

Normal

Armor Class 12

Hit Points 7 (2d6)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
7 (+2)	15 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

Senses Darkvision 60 ft.

Damage Vulnerabilities Fighting

Languages Common

Challenge 1/8 (25 XP)

Keen Smell: Rattata has advantage on Wisdom (Perception) checks that rely on smell.

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

ACTIONS

Tackle (Normal). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) bludgeoning damage.

Raticate

Normal

Armor Class 13

Hit Points 26

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	5 (-3)	10 (+0)	6 (-2)

Skills Perception +4

Senses Darkvision 60 ft.

Damage Vulnerabilities Fighting

Languages Common

Challenge 1/2 (100 XP)

Keen Smell: Raticate has advantage on Wisdom (Perception) checks that rely on smell.

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

ACTIONS

Bite (Dark). *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.

Lairon

Steel/Rock

Armor Class 18

Hit Points 33

Speed 25 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	5 (-3)	10 (+0)	6 (-2)

Senses tremorsense 60 ft.

Damage Vulnerabilities Fighting, ground, water

Damage Resistance Normal, Flying, Rock, Bug, Psychic, Ice, Dragon, Fairy

Damage Immunities Poison

Languages Common

Challenge 1 (200 XP)

Sturdy: Any critical hit against Lairon is reduced to a normal hit automatically.

ACTIONS

Slam (Normal). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) bludgeoning damage.

Multiattack: Lairon makes two melee attacks.

Golduck

Water

Armor Class 13

Hit Points 40

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	7 (-2)	10 (+0)	6 (-2)

Saving Throws Dex +4

Damage Vulnerabilities Grass, Electric

Damage Resistances Steel, Fire, Water, Ice

Languages Common

Challenge 1/4 (50 XP)

Hold Breath: Golduck can hold its breath for 30 minutes.

ACTIONS

Water Pulse (Water). *Ranged Weapon Attack:* +4 to hit, reach 20/60., one target. Hit: 6 (1d8+2) bludgeoning damage and the target must make a DC 12 Wisdom save or suffer from the confused status for 3 rounds. A confused target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

1. The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.

2-6. The creature doesn't move or take actions this turn.

7-8..The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.

9-10. The creature can act and move normally.

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target

Zen Headbutt (Psychic): *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. Hit: 5 (1d8+1) bludgeoning damage and the target must make a DC 11 Constitution check or be stunned until the end of your next turn.

Budew

Grass/Poison

Armor Class 13

Hit Points 10

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	6 (-2)

Senses passive perception 11

Damage Vulnerabilities Flying, Fire, Psychic, Ice

Damage Resistances Fighting, Water, Grass, Electric, Fairy

Languages Common

Challenge 1/8 (25 XP)

Poison Point. Any creature making physical contact with Budew must make a constitution DC 12 saving throw or become poisoned for 1 hour.

ACTIONS

Absorb (Grass). *Ranged Weapon Attack:* +4 to hit, reach 20/40., one target. Hit: 4 (1d4+2)) damage and Budew regains HP equal to half the amount of damage, rounded up (2).

SBJ's Yamask

Ghost

Armor Class 13

Hit Points 30

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Senses Darkvision 60 ft., passive Perception 10

Skills Stealth +4

Damage Vulnerabilities Radiant, Ghost, Dark

Damage Resistances Poison, Bug, bludgeoning, piercing and slashing from non magical weapons

Languages Common

Challenge 1/2 (100 XP)

Shadow Stealth. Yamask can take the hide action as a bonus action in dim light or darkness.

ACTIONS

Ominous Wind (Ghost). *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 5 (1d6+2) necrotic damage, and the target's strength score is reduced by 1d4-1 (min 1). The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Hex: (1/day) 1 bonus action, Range: 90 ft, Duration: Concentration, up to 1 hour. Yamask places a curse on a creature that you can see within range. Until the effect ends, your or Yamask's attacks deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when Yamask uses hex. The target has disadvantage on ability checks made with the chosen ability. If the target drops to 0 hit points before the duration is over, you can use a bonus action on a subsequent turn to move the curse to a new creature.

Wurmple

Bug

Armor Class 13

Hit Points 7

Speed 20 ft.,

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

Senses darkvision 60 ft

Damage Vulnerabilities Flying, Fire, Rock

Damage Resistances Fighting, Ground, Grass

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

Poison Sting (Poison). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) bludgeoning damage and the target must make a DC 11 Constitution saving throw or be poisoned for 1 hour.

Zigagoon

Normal

Armor Class 14

Hit Points 12

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

Senses perception +2, Stealth +4

Damage Vulnerabilities Fighting

Languages Common

Challenge 1/8 (25 XP)

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

ACTIONS

Tackle (Normal). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) bludgeoning damage.

Linoone

Normal

Armor Class 14

Hit Points 30

Speed 40 ft.,

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	5 (-3)	12 (+1)	8 (-1)

Senses perception +3, Stealth +4

Damage Vulnerabilities Fighting

Languages Common

Challenge 1 (200 XP)

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

Quick Feet. If Linoone moves at least 20 feet straight forward toward a creature and then hits with a tackle attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, then Linoone can make a slash attack against the target as a bonus action.

ACTIONS

Tackle (Normal). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 8 (1d10+2) bludgeoning damage.

Slash (Normal). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) slashing damage

Poochyena

Normal

Armor Class 13

Hit Points 11

Speed 40 ft.,

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	5 (-3)	12 (+1)	6 (-2)

Senses perception +3, Stealth +4

Damage Vulnerabilities Fighting, Bug, Fairy

Damage Resistances Ghost, Dark

Languages Common

Challenge 1/4 (50 XP)

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

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

ACTIONS

Bite (Dark). *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.