

5e Monster Templates

You can use these templates to quickly change and differentiate mundane monsters to make your encounters tactically interesting.

All templates increase the monster's CR level to the next highest one (or two). For example, if you apply the Sergeant Template to an Orc, the resulting creature will have a CR of 2.

Limitations

These templates can be added to any monster that does at least 9 damage and has 21 hit points. Don't use these templates if the monster's CR is over 18. If a creature has less than 21 hit points, but more than 6, increase the monster's hit points to 21, then apply the template. This increase in hit points does not change the CR level of the monster. These templates cannot be used with creatures that have less than 6 hit points.

Sergeant

Increases monster CR by the next two levels

These brutish fighters have a received more training, experience, and equipment than their counterparts.

Creature gains:

- **Perry.** Monster uses its reaction to get +3 AC against a single melee attack.
- +2 to Attack
- +1 to AC
- +30 hit points

Alchemist

Increases monster to the next CR level

These monsters have spent the majority of their time devising and drinking vials of ominous liquid

Creature Gains:

- **Grenade (1/day).** Creature throws a grenade at a target. Each creature within a 10 feet radius of the target needs to succeed on a reflex saving throw or take ((normal weapon damage +15)/2) damage. Those that succeed take half damage. Damage type is set by the DM when she uses the template.
- **Regeneration.** The creature regenerates 5 hit points a turn

Well Armored

Increases monster to the next CR level. Requirements: Strength 13, AC < 15

These monsters are (strangely?) wearing strong and well kept armor.

Creature gains:

- +4 AC

Commando

Increases monster CR by the next two levels. Requirements: Not wearing heavy armor, ranged weapon

These monsters have been trained in the arts of guerrilla warfare and are often a problem for merchant caravans.

Creature Gains:

- Proficiency in **Stealth**
- Movement increase to 35 ft
- **Commando's Shot (1/turn).** On a hit with a ranged attack, the creature can choose to add 10 (3d6) piercing damage to its target.
- +2 to attack
- +15 hit points