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[MCDM.gg/discord](https://mcdm.gg/discord)

FOREWORD

Better monsters—that was the directive for this book. Heck, “Better Monsters” was almost the title. When I first started freelancing for MCDM in 2019, Matt was already talking about making a new monster book. Awesome, I love those! But Matt didn’t want to just fill the gaps in the core rules. He wanted to *replace* the monsters in the core rules. That’s the kind of thinking that made me want to work full-time at MCDM.

Monsters are central to the game, especially fighting monsters—or fleeing from them. The longest core rule book is entirely dedicated to creature stat blocks. And the overwhelming majority of a player character’s class features, spells, feats, magic items, and so on are combat-related, so a GM can never have enough monsters. It’s a unique thrill to describe a horde of angry bandits or a reality-warping gibbering moulder to a group of friends immersed in a collaborative story. It’s an even better feeling when that monster’s unique abilities support the stories we have in our brains. Remember the first time you were in a game and a troll regenerated that arm the fighter had just sliced off? Or when a basilisk turned the rogue to stone? Oh, what about the first time you slew a freakin’ dragon? It’d be cool if all combat encounters gave you those feelings.

After eight years of the fifth edition of the world’s oldest roleplaying game, I was hungry for a new kind of monster. So was the rest of the MCDM team. We wanted dragons with more than bites, claws, and breath weapons. We wanted villain showdowns that didn’t abruptly end in the first round because each spellcaster saved their highest-level spell slot for the battle. We wanted bands of creatures with synergizing stat blocks, companion creatures and retainers who leveled up alongside the heroes, and cinematic battles against swaths of minions. We wanted monsters that were fun for the GM to run and fun for the players to fight. And we were pretty sure you wanted those things too.

Thanks to the support of over 27,000 Kickstarter backers, the work of dozens of authors, artists, community managers, consultants, editors, and producers, the ingenuity of hundreds of playtesters, and the deaths of 165 player characters (may they rest in peace), you’re now reading that book. Better monsters mean a better game, and that was our team’s goal: to make them fun to run and fun to fight. We wanted to make a book with lore, stat blocks, and art so good that you can replace your core rule book with ours ... or at least use ours just as much.

This book wasn’t easy to make, but it was a joy to create. A lot of thought and care went into each statistic, sentence, and brushstroke. I hope you have just as much fun using these creatures as we did writing and illustrating them. Thank you for letting our imagination be a part of your story.

Ex animo,
James Introcaso
MCDM Lead Game Designer

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DIGITAL MAPS AND TOKENS

Go to mcdm.gg/FleeMortalsResources.zip
to download digital version of the maps and tokens of
the creature art from this book.

INTRODUCTION

GOOD NEWS! IF YOU'VE RUN FIFTH EDITION, THEN you already understand how to use most of the creatures in this book. You may see a few unfamiliar details, but fear not: this introduction covers everything that's new, and the tweaks we made to creature stat blocks don't take much time at all to grok.

Beyond this introduction, this book is organized into four chapters:

Chapter 1: Creatures. The bulk of this book contains the MCDM version of classic fantasy creatures like griffons and goblins, along with new creatures of our own design, like mournlings and valok.

Chapter 2: Environments. The eight environments in this book present even more creatures! These are found in specific adventuring environments, like ruined keeps and sewers. Most environments also suggest traits and lair actions you can add to existing creatures.

Chapter 3: Villain Parties. Challenge the player characters with a party of your own! Each of the seven villain parties has five NPCs with their own stories and unique stat blocks.

Chapter 4: New Psionic Powers. If a player in your game has a talent character who uses the rules in *The Talent and Psionics* from MCDM, they can learn new powers from the psionic creatures in this book. You can find out more about *The Talent and Psionics* at mcdm.gg/talent.

NEW RULES AND STYLES

The creatures in this book generally follow the core rules, but we've made a few tweaks. These new rules and presentation styles are designed to make combat encounters easier to run, more fun, and more memorable.

ALLIES AND ENEMIES

The effects in this book sometimes target just allies or enemies. A creature is your **ally** if they're inclined to help you or fight alongside you—or if you believe they're inclined to do so. However, you are not your own ally, so if you target your allies with an effect, it doesn't affect you. A creature is your **enemy** if they're inclined to oppose you or fight against you—or if you either believe they're inclined to do so, or you plan to pick a fight with them regardless. If in doubt, it's up to the GM to decide whether a creature counts as an ally, an enemy, or neither.

CHALLENGE RATING

Each creature's stat block lists their challenge rating in the top right corner. The more obvious placement of the challenge rating makes it easier to find stat blocks and build encounters to challenge your players.

CONDITIONS

Some of the creatures in this book inflict—or are immune to—the following new conditions.

DAZED

A **dazed** creature can only do one of the following things on their turn: move, use an action, or use a bonus action. If a creature becomes dazed during their turn, their turn ends. The *cure ailment* power, *lesser restoration* spell, and *greater restoration* spell remove the dazed condition. At the GM's discretion, other powers, spells, or effects might also remove the dazed condition.

When a dazed creature is affected by a spell or effect that gives them an extra action on their turn (like the *haste* spell or the fighter's Action Surge feature), they can still take this extra action, in addition to the movement, action, or bonus action allowed by the dazed condition.

Some creatures in this book have immunity to the dazed condition. At the GM's discretion, a creature published in the core rules or another supplement who has immunity to the paralyzed or stunned condition also has immunity to the dazed condition.

FLANKED

If your game uses the optional flanking rules in the core rules, a creature who is immune to the **flanked** condition can't be flanked regardless of the position of their enemies.

CREATURE ROLES

Each creature has a role listed next to their challenge rating. Roles are descriptive and most don't follow special rules—they simply help you build encounters and use the creature effectively in combat.

AMBUSER

Ambushers are creatures who hide well—not just before an encounter, but during it. They utilize surprise and stealth to gain the upper hand.

ARTILLERY

Artillery creatures fight best from afar. Whether they wield arrows or magical rays, these creatures always try to keep a distance from their foes.

BRUTE

Brutes are hardy creatures who have lots of hit points and deal lots of damage. They might not be the most disciplined warriors, but they make up for it with sheer toughness and aggression.

COMPANION

Companion creatures are meant to accompany player characters on adventures. For more information, see the "Companion Creatures" section.

CONTROLLER

Controllers debuff, move, and obstruct their enemies. They often have crowd-control actions that apply a debilitating effect or target multiple creatures at once.

LEADER

A leader is an action-oriented creature who fights alongside underlings. For more information, see the “Action-Oriented Creatures” section.

MINION

Minions are weak creatures who find strength in numbers. For more information, see the “Minions” section.

RETAINER

Retainers are sapient beings meant to accompany player characters on adventures. For more information, see the “Retainers” section.

SKIRMISHER

Skirmishers are mobile warriors who use hit-and-run tactics in combat. Their traits allow them to make the most of their position.

SOLDIER

Soldiers are well-armored creatures who draw the attacks of their foes, freeing allies to move around the battlefield. These trained warriors typically have higher attack bonuses and AC.

SOLO

A solo creature is an action-oriented creature who can take on the player characters on their own. For more information, see the “Action-Oriented Creatures” section.

SUPPORT

Support creatures aid their allies, providing buffs, healing, movement, or action options.

MUNDANE AND SUPERNATURAL

This book uses the term **mundane** to refer to attacks, items, and other effects that aren't magical or psionic.

On the other hand, the term **supernatural** describes an effect or item that is either magical or psionic. For instance, a creature's stat block might say they're resistant to “bludgeoning, piercing, and slashing damage from mundane attacks.” This means that when you deal them bludgeoning, piercing, or slashing damage using a spell, power, magic weapon, or psionic weapon, the damage is supernatural and thus the creature isn't resistant to it.

PRONOUNS

The core rules often use the singular pronoun “it” to refer to a single creature. This book instead uses the singular “they” to clearly delineate between creatures and objects. Objects still use “it” as a singular pronoun.

PSIONIC POWERS

Some creatures have psionic **powers**, creating effects with sheer force of will instead of with magic. When a creature manifests a power, they create an effect that has similar rules to casting spells, with the following exceptions.

NOT MAGIC

Powers don't create magical effects, so they're unaffected by features and spells like *antimagic field*, *counterspell*, and *dispel magic*. The damage from a power attack isn't magical. If a rule affects only spells or magical effects, it doesn't affect powers. However, psionic powers are supernatural, so if a rule affects supernatural effects, it does affect powers (see “Mundane and Supernatural”).

POWER ORDERS

Every power has an **order** that is an expression of its level of strength. Powers of the 1st order are the weakest (equivalent to cantrips in strength), and 6th-order powers are the strongest.

If a stat block feature should be considered a power, its order is noted in parentheses.

NO COMPONENTS

Powers don't have material, somatic, or verbal components.

CONCENTRATION

Like spells, many powers require you to concentrate to maintain their effects. However, unlike spells, a creature can simultaneously concentrate on more than one power, up to a number equal to their proficiency bonus. If a creature fails a Constitution saving throw to maintain concentration, all the powers they are concentrating on end.

A creature can't have multiple manifestations of the same power active at once. Additionally, a creature can't concentrate on a power if they're concentrating on a spell or other effect.

If a stat block power requires concentration, this is noted in parentheses.

MANIFESTING MULTIPLE POWERS

Unlike player characters, if a creature's stat block allows them to manifest a power as a bonus action, they can still manifest another power of 2nd order or higher as an action on that turn. For example, a creature who manifests the *jaunt* power as a bonus action can also make a 2nd-order power attack as an action. Similarly, many Multiattack actions let a creature make multiple power attacks on a turn, even though each attack is a power of its own.

POWER ATTACKS AS OPPORTUNITY ATTACKS

When an enemy's movement provokes an opportunity attack from a creature whose stat block includes a melee power attack, the creature can use their reaction to make a melee power attack against the creature, rather than making an opportunity attack.

NEW POWERS

A character playing a talent—the class found in the MCDM supplement *The Talent and Psionics*—can use the rules in that book to learn new powers from the creatures in *Flee, Mortals!* Powers that aren't in *The Talent and Psionics* are indicated in a creature's stat block with an asterisk (*) and provided in the "New Psionic Powers" chapter of this book.

SAVE ENDS EFFECTS

Some creatures have a trait or action that, on a failed saving throw, imposes a debilitating effect for an extended duration. But sometimes a lucky foe can retry their saving throw and potentially end the effect early. In such situations, the stat block specifies "save ends at start of turn" or "save ends at end of turn."

When you see this phrase, it means any creature affected by a **save ends effect** like this can repeat the saving throw on each of their turns, ending the effect on themselves early on a success. They can only make that saving throw either at the start or end of their turn, as specified in the stat block.

Here is an example of an attack with a save ends effect from the **goblin cursespitter** stat block:

Toxic Touch (Cantrip). *Melee or Ranged Spell Attack: +4 to hit, reach 5 ft. or range 30 ft., one target. Hit: 7 (2d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute (save ends at end of turn).*

BEHIND THE DESIGN: SAVE ENDS EFFECTS

Save ends effects are one way of saving space in stat blocks and making them less complex for GMs to run at the table. Much like how stat blocks just reference the poisoned condition instead of spelling its rules out each time, we didn't want to fill up the pages by repeating long sentences similar to this one: "A target poisoned in this way can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success."

SPELLS

Some creatures have magical actions, bonus actions, and reactions. When these features should be considered spells (for the purpose of *counterspell*, *dispel magic*, and similar effects), the spell level is noted in parentheses. If the spell requires concentration, this is also noted in parentheses. Unless otherwise noted, these spells have somatic and verbal components.

CASTING MULTIPLE SPELLS

Unlike player characters, if a creature's stat block allows them to cast a spell as a bonus action, they can still cast another spell of 1st level or higher as an action on that turn. For example, a creature who casts the *misty step* spell as a bonus action can also make a 2nd-level spell attack as an action. Similarly, many Multiattack actions let a creature make multiple spell attacks on a turn, even though each attack is a spell of its own.

SPELL ATTACKS AS OPPORTUNITY ATTACKS

When an enemy's movement provokes an opportunity attack from a creature whose stat block includes a melee spell attack, the creature can use their reaction to make a melee spell attack against the creature, rather than making an opportunity attack.

UTILITY SPELLS

In addition to combat-focused spells, some creatures can cast spells that are primarily used outside of combat. To streamline the stat blocks, these spells aren't written out in the creature's combat-oriented "Actions" section. Instead, their names are listed in a separate "Utility Spells" section at the end of the stat block. After each spell name, the casting time is indicated in superscript, as shown in the Casting Times table.

CASTING TIMES

Superscript	Casting Time
A	1 action
B	1 bonus action
R	1 reaction
+	Longer than 1 action (see spell description)

For example, a spellcaster's utility spells might appear as follows:

1/day each: *expeditious retreat*^B, *mage armor*^A, *phantom steed*⁺

SECTION STRUCTURE

In this book, creature sections begin with broad descriptions for all the creatures in that section. While not all the information is common in-character knowledge, you can share these early pages with your players if you don't mind them having a little meta-knowledge.

The creature stat blocks aren't presented until the end of each section, allowing you to share flavorful information with your players and flip fewer pages when you run a band of similar creatures.

UNUSUAL NEEDS

Stat blocks in the core rules often indicate when a creature has an unusual nature and doesn't require air, food, sleep, or water to live and function. To keep the stat blocks in this book succinct, we've omitted those traits from individual stat blocks. Instead, you can refer to the following list to determine each creature type's unusual needs (or lack thereof):

Construct. Constructs don't require air, food, drink, or sleep.

Elemental. Elementals don't require air, food, drink, or sleep.

Ooze. Oozes don't require air or sleep.

Undead. Undead don't require air, food, drink, or sleep.

Other Creature Types. Unless otherwise specified, other creature types require air, food, drink, and sleep.