

Acolyte, M 1/4
NAME CR

AC 10 HP 9 PASSIVE PERCEPTION 12 SPEED 30

STR 0 DEX 0 CON 0 INT 0 WIS 2 CHA 0
BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
 Medicine +4, Religion +2

Spellcasting: 1st lvl, DC 12, +4, at will: *light, sacred flame, thaumaturgy*, 1st (3): *bless, cure wounds, sanctuary* 2
PROF

ACTIONS
Club: +2, 1d4b

Commoner, M 0
NAME CR

AC 10 HP 4 PASSIVE PERCEPTION 10 SPEED 30

STR 0 DEX 0 CON 0 INT 0 WIS 0 CHA 0
BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

ACTIONS
Club: +2, 1d4b

Ghast, M 2
NAME CR

AC 13 HP 36 PASSIVE PERCEPTION 10 SPEED 30

STR 3 DEX 3 CON 0 INT 0 WIS 0 CHA -1
BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
 Darkvision 60', resist: necrotic, immune: charm, exhaust, poison
Stench: 5', DC 10 Con save or poisoned until next turn, save immune
Turning Defiance: Ghosts & ghouls 30' adv on saves vs turning 2
PROF

ACTIONS
Bite: +3, 2d8+3p
Claws: +5, 2d6+3s, DC 10 Con save or paralyzed 1min/until save

Ghoul, M 1
NAME CR

AC 12 HP 22 PASSIVE PERCEPTION 10 SPEED 30

STR 1 DEX 2 CON 0 INT -2 WIS 0 CHA -2
BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
 Darkvision 60', immune: charm, exhaust, poison 2
PROF

ACTIONS
Bite: +2, 2d6+2p
Claws: +4, 2d4+2s, DC 10 Con save or paralyzed 1min/until save

Father Baird, M 2
NAME CR

AC 13 HP 38 PASSIVE PERCEPTION 13 SPEED 30

STR 0 DEX 0 CON 1 INT 1 WIS 3 CHA 1
BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
 Arcana +3, Persuasion +3, Religion +5
Spellcasting: 5th lvl, DC 13, +5, at will: *guidance, resistance, sacred flame*, 1st (4): *command, guiding bolt, inflict wounds*, 2nd (3): *blindness/deafness, hold person*, 3rd (2): *dispel magic, spirit guardians* 2
PROF

ACTIONS
Dagger: 20/60, +2, 1d4p

Skeleton, M 1/4
NAME CR

AC 13 HP 13 PASSIVE PERCEPTION 9 SPEED 30

STR 0 DEX 2 CON 2 INT -2 WIS -1 CHA -3
BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
 Darkvision 60', vuln: b, immune: exhaust, poison 2
PROF

ACTIONS
Shortsword: +4, 1d6+2p
Shortbow: 80/320, +4, 1d6+2p

Father Baird
NAME

LAIR ACTIONS 20
INITIATIVE

NOTES
Cannot use same effect 2x in a row:
Rot the Flesh: One target DC 13 Con save or 2d10 necrotic damage, save half
Rise: 3 skeleton allies emerge from a tomb within 60' and may take their turns
Sinister Whispers: One target DC 13 Charisma save or disadv on Wisdom saving throws until initiative count 20 next round

LEGENDARY ACTIONS 0
ACTIONS

NOTES

Potion of Gaseous Form
NAME

Potion R N
CATEGORY RARITY ATTUNE

NOTES
 When you drink this potion, you gain the effect of the *gaseous form* spell for 1 hour (no concentration required) or until you end the effect as a bonus action. This potion's container seems to hold fog that moves and pours like water.

BONUS 0
SAVE DC 0
CHARGES 0