

Dragon Turtle, G 17

NAME CR

AC 20 HP 341 PASSIVE PERCEPTION 11 SPEED 20/40s

STR 7 DEX 0 CON 5 INT 0 WIS 1 CHA 1

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Resist: fire, darkvision 120'

Amphibious: Breathe air & water

6 PROF

ACTIONS
Multiattack: 1 bite, 2 claws/1 tail
Bite: 15', +13, 3d12+7p
Claw: 10', +13, 2d8+7s
Tail: 15', +13, 3d12+7b, DC 20 Str save or pushed 10' & prone
Steam Breath (5-6): 60' cone, DC 18 Con save, 15d6 fire, save half

Dretch, S 1/4

NAME CR

AC 11 HP 18 PASSIVE PERCEPTION 9 SPEED 20

STR 0 DEX 0 CON 1 INT -3 WIS -1 CHA -4

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Resist: cold, fire, lightning, immune: poison, darkvision 60'

2 PROF

ACTIONS
Multiattack: 1 bite, 1 claws
Bite: +2, 1d6p
Claws: +2, 2d4s
Fetid Cloud (1/day): 10' radius, light obscure, 1min, DC 11 Con save or poisoned 1 round & no reactions & either action/bonus action

Drider, L 6

NAME CR

AC 19 HP 123 PASSIVE PERCEPTION 15 SPEED 30/30c

STR 3 DEX 3 CON 4 INT 1 WIS 2 CHA 1

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Perception +5, Stealth +9, darkvision 120'
Fey Ancestry: Adv vs charm, immune sleep
Innate Spellcasting: DC 13, at will: *dancing lights*, 1/day each: *darkness*, *faerie fire*
Spider Climb: Climb difficult surfaces no check
Sunlight Sensitivity: In sunlight, disadv on attacks & Perception for sight
Web Walker: Move normally in webbing

3 PROF

ACTIONS
Multiattack: 3 longsword/3 longbow. Can replace 1 w/bite
Bite: +6, 1d4p & 2d8 poison
Longsword: +6, 1d8+3s/1d10+3s 2-hands
Longbow: 150/600, +6, 1d8+3p & 1d8 poison

Druid, M 2

NAME CR

AC 11/16* HP 27 PASSIVE PERCEPTION 14 SPEED 30

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Medicine +4, Nature +3, Perception +4
Spellcasting: 4th lvl, DC 12, +4, at will: *druidcraft*, *produce flame*, *shillelagh*, 1st (4): *entangle*, *longstrider*, *spek with animals*, *thunderwave*, 2nd (3): *animal messenger*, *barkskin**

2 PROF

ACTIONS
Quarterstaff: +2 (+4 *shillelagh*), 1d6b/1d8b 2-hands, 1d8+2b *shillelagh*

Dryad, M 1

NAME CR

AC 11/16* HP 22 PASSIVE PERCEPTION 14 SPEED 30

STR 3 DEX 3 CON 3 INT 3 WIS 3 CHA 3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Darkvision 60', Perception +4, Stealth +5
Innate Spellcasting: DC 14, at will: *druidcraft*, 3/day each: *entangle*, *goodberry*, 1/day each: *barkskin**, *pass without trace*, *shillelagh*
Magic Resistance: Adv on saves vs magic
Speak w/Beasts & Plants: Communicate with beasts/plants
Tree Stride: 1/turn, magically move 60' thru trees

2 PROF

ACTIONS
Club: +2 (+6 *shillelagh*), 1d4b/1d8b+4 *shillelagh*
Fey Charm: 30', DC 14 Wis save or charmed 24 hours, repeat save if dryad harms

Duergar, M 1

NAME CR

AC 16 HP 26 PASSIVE PERCEPTION 10 SPEED 25

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Darkvision 120', resist: poison
Duergar Resilience: Adv on saves vs poison, spells, illusions, charm, paralyze
Sunlight Sensitivity: Disadv on attacks & Perception for sight in sunlight

2 PROF

ACTIONS
Enlarge (R short/long rest): 1min, size L, adv on Str checks & saves
War Pick: +4, 1d8+2p/2d8+2p Enlarge
Javelin: 30/120, +4, 1d6+2p/2d6+2p Enlarge
Invisibility (R short/long rest): Invisible as per spell or until Enlarge, concentrate, 1 hour

Dust Mephit, S 1/2

NAME CR

AC 12 HP 17 PASSIVE PERCEPTION 12 SPEED 30/30f

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Darkvision 60', Perception +2, Stealth +4, vuln: fire, immune: poison

Death Burst: On death, 5' DC 10 Con save or blinded 1min/until save
Innate Spellcasting: 1/day: *sleep*

2 PROF

ACTIONS
Claws: +4, 1d4+2s
Blinding Breath (R 6): 15' cone, DC 10 Dex save, blind 1min/until save

NAME CR

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

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SKILLS / TRAITS

ACTIONS