

Giant Weasel, M 1/8

NAME CR

13 AC 9 HP 13 PASSIVE PERCEPTION 40 SPEED

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Darkvision 60', Perception +3, Stealth +5

Keen Hearing & Smell: Adv on Perception for hearing & smell

2 PROF

ACTIONS
Bite: +5, 1d4+3p

Giant Wolf Spider, M 1/4

NAME CR

13 AC 11 HP 13 PASSIVE PERCEPTION 40/40c SPEED

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Darkvision 60', blindsight 10', Perception +3, Stealth +7
Spider Climb: Climb difficult surfaces no check
Web Sense: Know location of creatures if on same web
Web Walker: Move normally in webbing

2 PROF

ACTIONS
Bite: +3, 1d6+1p, DC 11 Con save, 2d6 poison, save half. If 0 HP from poison, stable, paralyzed, poisoned 1 hour

Gibbering Moulder, M 2

NAME CR

9 AC 67 HP 10 PASSIVE PERCEPTION 10/10s SPEED

STR 0 DEX -1 CON 3 INT -4 WIS 0 CHA -2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Darkvision 60', immune: prone
Aberrant Ground: 10' radius difficult terrain, DC 10 Str save or speed 0 until next turn
Gibbering: 20' DC 10 Wis save at start of turn or no reactions & d8: 1-4 no action, 5-6 no action & random move, 7-8 melee random target

2 PROF

ACTIONS
Multiattack: 1 bite, 1 Blinding Spit

Bite: +2, 5d6p, <L DC 10 Str save or prone
Blinding Spit (5-6): 15', 5' radius DC 13 Dex save or blind until moulder's turn

Glabrezu, L 9

NAME CR

17 AC 157 HP 13 PASSIVE PERCEPTION 40 SPEED

STR 5 DEX 2 CON 5 INT 4 WIS 3 CHA 3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Truesight 120', resist: cold, fire, lightning, bps nonmagic, immune: poison
Innate Spellcasting: DC 16, at will: *darkness, detect magic, dispel magic*, 1/day each: *confusion, fly, power word stun*
Magic Resistance: Adv on saves vs magic

4 PROF

ACTIONS
Multiattack: 2 pincers, 2 fists, or 2 pincers, 1 spell
Pincer: 10', +9, 2d10+5b, <L grappled, escape DC 15, 2 creatures
Fist: +9, 2d4+2b

Gladiator, M 5

NAME CR

16 AC 112 HP 11 PASSIVE PERCEPTION 30 SPEED

STR 4 DEX 2 CON 3 INT 0 WIS 1 CHA 2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Athletics +10, Intimidation +5

Brave: Adv on saves vs frightened
Brute: Extra damage die melee weapons (included)

3 PROF

ACTIONS
Multiattack: 3 melee or 2 ranged
Spear: 20/60, +7, 2d6+4p/2d8+4p 2-hands
Shield Bash: +7, 2d4+4b, <L DC 15 Str save or prone
Parry (react): +3 AC vs melee

Gnoll, M 1/2

NAME CR

15 AC 22 HP 10 PASSIVE PERCEPTION 30 SPEED

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Darkvision 60'

Rampage: If reduce melee target to 0 HP on turn, bonus action half speed & bite

2 PROF

ACTIONS
Bite: +4, 1d4+2p
Spear: 20/60, +4, 1d6+2p/1d8+2p 2-hands
Longbow: 150/600, +3, 1d8+1p

Gnome, Deep, S 1/2

NAME CR

15 AC 16 HP 12 PASSIVE PERCEPTION 20 SPEED

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Darkvision 120', Investigation +3, Perception +2, Stealth +4
Stone Camouflage: Adv on Stealth in rocks
Gnome Cunning: Adv on Int, Wis, Int saves vs magic
Innate Spellcasting: DC 11, at will: *non-detection* (self only), 1/day each: *blindness/deafness, blur, disguise self*

2 PROF

ACTIONS
War Pick: +4, 1d8+2p
Poisoned Dart: 30/120, +4, 1d4+2p, DC 12 Con save or poisoned 1min/until save

Goat, M 0

NAME CR

10 AC 4 HP 10 PASSIVE PERCEPTION 40 SPEED

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Charge: If 20' toward target & hit w/ram, +1d4b & DC 10 Str save or prone
Sure-Footed: Adv on Str & Dex saves vs prone

2 PROF

ACTIONS
Ram: +3, 1d4+1b