

**Spider, T** 0

NAME CR

12 AC 1 HP 34 PASSIVE PERCEPTION 20/20c SPEED

STR DEX CON INT WIS CHA

-4 2 -1 -5 0 -4

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SKILLS / TRAITS

Darkvision 30', Stealth +4  
**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:** +4, 1p, DC 9 Con save or 1d4 poison

**Spirit Naga, L** 8

NAME CR

15 AC 75 HP 12 PASSIVE PERCEPTION 40 SPEED

STR DEX CON INT WIS CHA

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SKILLS / TRAITS

Darkvision 60', immune: charm, poison  
**Rejuvenation:** If dies, return to life 1d6 days later  
**Spellcasting:** 10th lvl, DC 14, +6, at will: *mage hand, minor illusion, ray of frost*, 1st (4): *charm person, detect magic, sleep*, 2nd (3): *detect thoughts, hold person*, 3rd (3): *lightning bolt, water breathing*, 4th (3): *blight, dimension door*, 5th (2): *dominate person* 3 PROF

ACTIONS

**Bite:** 10', +7, 1d6+4p, DC 13 Con save, 7d8 poison, save half

**Sprite, T** 1/4

NAME CR

15 AC 2 HP 34 PASSIVE PERCEPTION 10/40f SPEED

STR DEX CON INT WIS CHA

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SKILLS / TRAITS

Perception +3, Stealth +8 2 PROF

ACTIONS

**Longsword:** +2, 1s  
**Shortbow:** 40/160, +6, 1p, DC 10 Con save or poisoned 1min. If fail >4, also unconscious  
**Heart Sight:** Touch, sprite learns emotional state, DC 10 Cha save or learns alignment. Celestials, fiends, undead auto fail  
**Invisibility:** Invisible until attack/spell/concentrate ends

**Spy, M** 1

NAME CR

12 AC 27 HP 16 PASSIVE PERCEPTION 30 SPEED

STR DEX CON INT WIS CHA

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SKILLS / TRAITS

Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4  
**Cunning Action:** Bonus action Dash, Disengage, or Hide  
**Sneak Attack** (1/turn): +2d6 when adv or target within 5' of ally 2 PROF

ACTIONS

**Multiattack:** 2 melee

**Shortsword:** +4, 1d6+2p  
**Hand Crossbow:** 30/120, +4, 1d6+2p

**Steam Mephit, S** 1/4

NAME CR

10 AC 21 HP 10 PASSIVE PERCEPTION 30/30f SPEED

STR DEX CON INT WIS CHA

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SKILLS / TRAITS

Darkvision 60', immune: fire, poison  
**Death Burst:** On death, 5' DC Dex save or 1d8 fire  
**Innate Spellcasting** (1/day): *blur* 2 PROF

ACTIONS

**Claws:** +2, 1d4s & 1d4 fire  
**Steam Breath** (R 6): 15' cone, DC 10 Dex save, 1d8 fire, save half

**Stirge, T** 1/8

NAME CR

14 AC 2 HP 9 PASSIVE PERCEPTION 10/40f SPEED

STR DEX CON INT WIS CHA

-3 3 0 -4 -1 -2

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SKILLS / TRAITS

Darkvision 60'

ACTIONS

**Blood Drain:** +5, 1d4+3p, attach: no attack, lose 1d4+3 HP ongoing, detach after drain 10 HP, action to remove

**Stone Giant, H** 7

NAME CR

17 AC 126 HP 14 PASSIVE PERCEPTION 40 SPEED

STR DEX CON INT WIS CHA

6 2 5 0 1 -1

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SKILLS / TRAITS

Darkvision 60', Athletics +12, Perception +4  
**Stone Camouflage:** Adv on Stealth in rocks 3 PROF

ACTIONS

**Multiattack:** 2 greatclub  
**Greatclub:** 15', +9, 3d8+6b  
**Rock:** 60/240, +9, 4d10+6, DC 17 Str save or prone  
**Rock Catching** (react): Catch rock/object DC 10 Dex save, no bludgeoning damage

**Stone Golem, L** 10

NAME CR

17 AC 178 HP 10 PASSIVE PERCEPTION 30 SPEED

STR DEX CON INT WIS CHA

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SKILLS / TRAITS

Darkvision 120', immune: from alteration, charm, exhaust, fright, paralyze, petrify, poison, psychic, bps nonmagic/nonadamantine  
**Magic Resistance:** Adv on saves vs magic 4 PROF

ACTIONS

**Multiattack:** 2 slam  
**Slam:** +10, 3d8+6b (magic)  
**Slow** (5-6): 10', 1 target, DC 17 Wis save or no reactions, half speed, 1 attack, 1 action, 1min/until save