

Bandit, M 1/8

NAME CR

AC 12 HP 11 PASSIVE PERCEPTION 10 SPEED 30

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

2 PROF

ACTIONS

Scimitar: +3, 1d6+1s
Light Crossbow: 80/320, +3, 1d8+1p

Bandit Captain, M 2

NAME CR

AC 15 HP 65 PASSIVE PERCEPTION 10 SPEED 30

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Athletics +4, Deception +4

2 PROF

ACTIONS

Multiattack: 2 scimitar, 1 dagger or 2 ranged dagger
Scimitar: +5, 1d6+3s
Dagger: 20/60, +5, 1d4+3p
Parry (react): +2 AC vs melee

Giant Centipede, S 1/4

NAME CR

AC 13 HP 4 PASSIVE PERCEPTION 8 SPEED 30/30c

STR -3 DEX 2 CON 1 INT -5 WIS -2 CHA -4

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Blindsight 30'

2 PROF

ACTIONS

Bite: +4, 1d4+2p & DC 11 Con save or 3d6 poison

Homunculus, T 0

NAME CR

AC 13 HP 5 PASSIVE PERCEPTION 10 SPEED 20/40f

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60', immune: charm, poison

Telepathic Bond: Communicate telepathically with master if on same plane

2 PROF

ACTIONS

Bite: +4, 1p, DC 10 Con save or poisoned 1min. Fail >4, poisoned & unconscious 1d10min

Iron Golem, G 16

NAME CR

AC 20 HP 210 PASSIVE PERCEPTION 10 SPEED 40

STR 7 DEX -1 CON 5 INT -4 WIS 0 CHA -5

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 120', immune: form alteration, charm, exhaust, fire, fright, paralyze, petrify, poison, psychic, bps nonmagic/nonadamantine

Fire Absorption: Fire damage heals

Magic Resistance: Adv on saves vs magic

5 PROF

ACTIONS

Multiattack: 2 melee
Slam: 10', +13, 3d8+7b (magic)
Sword: 15', +13, 3d10+7s (magic)
Poison Breath (R 6): 30' cone, DC 19 Con save, 10d8 poison, save half

Lens Wizard, M 7

NAME CR

AC 12 HP 88 PASSIVE PERCEPTION 19 SPEED 30

STR -2 DEX 2 CON 1 INT 5 WIS 3 CHA 1

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Arcana +8, Perception +9, vuln: b

Telescopic Vision: Adv on Perception checks relying on sight

Spellcasting: 10th lvl, DC 16, +8

3 PROF

ACTIONS

Spells: at will: *fire bolt, light, mage hand, message, shocking grasp*, 1st (4): *detect magic, magic missile, shield*, 2nd (3): *invisibility, levitate*, 3rd (3): *counterspell, dispel magic, fly, lightning bolt, tongues*, 4th (3): *arcane eye, fabricate, resilient sphere*, 5th (2): *hold monster, telekinesis*

Lunar Spider, L 8

NAME CR

AC 16 HP 110 PASSIVE PERCEPTION 11 SPEED 40/40c

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60', Stealth +9

Ethereal Jaunt: Bonus action enter/exit Ethereal Plane

Spider Climb: Climb difficult surfaces no check

Web Walker: Move normally in webbing

3 PROF

ACTIONS

Multiattack: 2 bite/1 bite & 1 steel web
Bite: +7, 2d10+4p, DC 14 Con save or 5d8 poison (save half)
Steel Web (5-6): 30/60, <H, +6, restrained, DC 15 Str check escape or burn/cut web*

Moon Worm, G 18

NAME CR

AC 18 HP 231 PASSIVE PERCEPTION 11 SPEED 50/30b

STR 9 DEX -2 CON 6 INT -2 WIS 1 CHA -3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Blindsight 30', tremorsense 60'

Legendary Resistance (3/day): Pass a failed save

Tunneler: Burrow through solid rock at half speed, leaves 10' diameter tunnel

Reflective Shell: If *magic missile*, line spell, ranged attack spell, 30% reflect spell at caster

6 PROF

ACTIONS

Multiattack: 2 melee
Bite: 10', +15, 4d12+9b, grappled (escape DC 19) & restrained, can't bite another target
Slam: 15', +15, 4d10+9b