

### Shield Guardian, L

7

NAME

CR



**SKILLS / TRAITS**  
Darkvision 60', blindsight 10', immune: charm, exhaust, fright, paralyze, poison  
**Bond:** Amulet wearer can summon telepathically, if within 60', guardian takes half wearer's damage  
**Regeneration:** If 1+ HP, regain 10 HP on turn  
**Spell Storing:** Store and cast <5th lvl spell

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PROF

**ACTIONS**  
**Multiattack:** 2 fist  
**Fist:** +7, 2d6+4b  
**Shield** (react): Guardian grants +2 AC to amulet wearer if within 5'

### Stone Golem, L

10

NAME

CR



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

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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

### Swarm of Insects, M

1/2

NAME

CR



**SKILLS / TRAITS**  
Blindsight 10', resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun  
**Swarm:** Share another creature's space, pass openings as if T, can't regain HP/temp HP

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PROF

**ACTIONS**  
**Bite:** 0', +3, 4d4p/2d4p if <12 HP

### Void Bat, L

8

NAME

CR



**SKILLS / TRAITS**  
Blindsight 60', resist: cold, immune: blind  
**Echolocation:** No blindsight while deaf  
**Keen Hearing:** Adv on Perception for hearing  
**Knockback:** On hit, may push 15' & deal no damage  
**Void Traveler:** Doesn't breathe

3  
PROF

**ACTIONS**  
**Multiattack:** 3 bite  
**Bite:** +7, 2d10+4p  
**Sonic Scream** (5-6): 30' cone, DC 13 Con save or 10d8 thunder (save half) & paralyze until end of next turn