

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

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

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

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

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

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

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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

SKILLS / TRAITS

Arcana +8, Perception +9, vuln: b

Telescopic Vision: Adv on Perception checks relying on sight

Spellcasting: 10th lvl, DC 16, +8

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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

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

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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

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

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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