

## Androsphinx, L

17

NAME

CR



### SKILLS / TRAITS

Truesight 120', Arcana +9, Perception +10, Religion +15, immune: divination/thought reading, psychic, bps nonmagic, charm, fright

Spellcasting: See spell card\*

6

PROF

### ACTIONS

**Multiattack:** 2 claw  
**Claw:** +12, 2d6+6s (magic)  
**Roar** (3/day): 500'; 1st DC 18 Wis save or frightened 1min/untl save, 2nd DC 18 Wis save or deafened, frightened & paralyzed 1min/untl save, 3rd DC 18 Con save or 8d10 thunder & prone, save half no prone

## Giant Octopus, L

1

NAME

CR



### SKILLS / TRAITS

Darkvision 60', Perception +4, Stealth +5  
**Hold Breath:** 1 hour out of water  
**Underwater Camouflage:** Adv on Stealth underwater  
**Water Breathing:** Breathe only underwater

2

PROF

### ACTIONS

**Tentacles:** 15', +5, 2d6+3b, grappled & restrained, escape DC 16, can't use tentacles on other target  
**Ink Cloud** (R short/long rest): 20' radius, heavily obscured 1min, Dash bonus action

## Giant Rat, S

1/8

NAME

CR



### SKILLS / TRAITS

Darkvision 60'

**Keen Smell:** Adv on Perception for smell  
**Pack Tactics:** Adv on attacks if ally within 5' of target

2

PROF

### ACTIONS

**Bite:** +4, 1d4+2p

## Green Hag, M

3

NAME

CR



### SKILLS / TRAITS

Darkvision 60', Arcana +3, Deception +4, Perception +4, Stealth +3

**Amphibious:** Breathe air & water  
**Innate Spellcasting:** DC 12, at will: *dancing lights*, *minor illusion*, *vicious mockery*

**Mimicry:** Mimic sound/voice, DC 14 Insight

2

PROF

### ACTIONS

**Claws:** +6, 2d8+4s  
**Illusory Appearance:** Magical illusion, creature of same general size, DC 20 Investigation discern  
**Invisible Passage:** Turn invisible until attack/cast a spell, concentrate, no evidence of passage

## Shadow Rat, S

1/4

NAME

CR



### SKILLS / TRAITS

Darkvision 60', Stealth +4 (+6 dim light/dark)

**Amorphous:** >1" no squeeze

**Pack Tactics:** Adv on attacks if ally within 5' of target

2

PROF

### ACTIONS

**Bite:** +4, 1d4+2 necrotic & Str reduced 1, short/long rest ends

## Swarm of Rats, M

1/4

NAME

CR



### SKILLS / TRAITS

Darkvision 30', resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun

**Keen Smell:** Adv on Perception for smell

**Swarm:** Share another creature's space, pass openings as if T, can't regain HP/temp HP

2

PROF

### ACTIONS

**Bite:** 0', +2, 2d6p/1d6p if <13 HP

## Thug, M

1/2

NAME

CR



### SKILLS / TRAITS

Intimidation +2

**Pack Tactics:** Adv on attacks if ally within 5' of target

2

PROF

### ACTIONS

**Multiattack:** 2 melee

**Mace:** +4, 1d6+2b

**Heavy Crossbow:** 100/400, +2, 1d10p

## Eskeril the Rat King, M

2

NAME

CR



### SKILLS / TRAITS

Darkvision 60' (rat form), Perception +2, Stealth +4, immune: bps nonmagic/nonsilver

**Shapechanger:** Polymorph into human/rat/rat-humanoid hybrid\*

**Keen Smell:** Adv on Perception for smell

2

PROF

### ACTIONS

**Multiattack** (human/hybrid): 1 bite, 1 non-bite  
**Bite** (rat/hybrid): +4, 1d4+2p, DC 11 Con save or lycanthropy  
**Shortsword** (human/hybrid): +4, 1d6+2p  
**Hand Crossbow** (human/hybrid): 30/120, +4, 1d6+2p