

Commoner, M 0

NAME CR

10 AC 4 HP 10 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS

2 PROF

ACTIONS

Club: +2, 1d4b

Giant Rat, Diseased, S 1/8

NAME CR

12 AC 7 HP 10 PASSIVE PERCEPTION 30 SPEED

STR -2 DEX 2 CON 0 INT -4 WIS 0 CHA -3

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, DC 10 Con save or diseased: can't regain HP except w/magic, HP max decrease 3/day (die at 0 HP)

Gibbering Moucher, M 2

NAME CR

9 AC 67 HP 10 PASSIVE PERCEPTION 10/10s SPEED

STR 0 DEX -1 CON 3 INT -4 WIS 0 CHA -2

SKILLS / TRAITS

Darkvision 60', immune: prone
Aberrant Ground: 10' radius difficult terrain, DC 10 Str save or speed 0 until next turn
Gibbering: 20' DC 10 Wis save at start of turn or no reactions & dB: 1-4 no action, 5-6 no action & random move, 7-8 melee random target 2 PROF

ACTIONS

Multitattack: 1 bite, 1 Blinding Spittle

Bite: +2, 5d6p, <L DC 10 Str save or prone
Blinding Spittle (5-6): 15', 5' radius DC 13 Dex save or blind until moucher's turn

Guard, M 1/8

NAME CR

16 AC 11 HP 12 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS

Perception +2 2 PROF

ACTIONS

Spear: 20/60, +3, 1d6+1p/1d8+1p 2-hands

Noble, M 1/8

NAME CR

15 AC 9 HP 12 PASSIVE PERCEPTION 30 SPEED

STR 0 DEX 1 CON 0 INT 1 WIS 2 CHA 3

SKILLS / TRAITS

Deception +5, Insight +4, Persuasion +5 2 PROF

ACTIONS

Rapier: +3, 1d8+1p
Parry (react): +2 AC vs melee attack

Sh'golgg, H 11

NAME CR

16 AC 147 HP 13 PASSIVE PERCEPTION 40/80f SPEED

STR 4 DEX 3 CON 4 INT 5 WIS 3 CHA 4

SKILLS / TRAITS

Blindsight 120', Arcana +9, Persuasion +8, resist: bps nonmagic, immune: charmed, cold, exhaust, fire, fright, grapple, lightning, poison, prone, psychic, restrain
Immortal Form: Does not breathe, eat, drink, sleep
Maddening Presence: DC 15 Wis save or lose 1d6 sanity points. Then immune 24 hrs
Legendary Resistance (3/day): Pass failed save 4 PROF

ACTIONS

Multitattack: 1 void tendrill, 1 starblast
Void Tendril: 15', +8, 2d8+4 cold
Starblast (spell): 120', +8, 5d6 radiant, DC 15 Dex save or blind until end of next turn
Liquify (Bonus): 1 non-gibbering moucher worshipper can see <CR 3 in 120', target dies and becomes gibbering moucher (up to 5 at once)

Veteran, M 3

NAME CR

17 AC 58 HP 12 PASSIVE PERCEPTION 30 SPEED

STR 3 DEX 1 CON 2 INT 0 WIS 0 CHA 0

SKILLS / TRAITS

Athletics +5, Perception +2 2 PROF

ACTIONS

Multitattack: 2 longsword, 1 shortsword
Longsword: +5, 1d8+3s/1d10+3s 2-hands
Shortsword: +5, 1d6+3p
Heavy Crossbow: 100/400, +3, 1d10+1p

Void Spawn, L 4

NAME CR

14 AC 85 HP 11 PASSIVE PERCEPTION 30/60f SPEED

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

SKILLS / TRAITS

Darkvision 120', resist: cold, fire, lightning
Alien Form: Does not breathe 2 PROF

ACTIONS

Multitattack: 2 arm scythe
Arm Scythe: +5, 2d8+3s
Tentacles: 10', +5, 2d10+3b, DC 13 Con save or paralyzed until end of next turn
Reflexive Cut (React): First time <40 hp, 1 arm scythe