

Ankheg, L 2

NAME CR

14/11 prone 39 11 30/10b

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

3 0 1 -5 1 -2

BONUS BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60', tremorsense 60'

2

PROF

ACTIONS

Bite: +5, 2d6+3s & 1d6 acid, L or smaller grappled DC 13 & adv bite & no acid spray

Acid Spray (R 6): 30'x5' line, DC 13 Dex save, 3d6 acid, save half

Ankheg Tunneler, L 1

NAME CR

14/11 prone 39 11 30/10b

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

0 3 1 -5 1 -2

BONUS BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60', tremorsense 60'

2

PROF

ACTIONS

Bite: +2, 2d6s & 1d6 acid, L or smaller grappled DC 13 & adv bite & no acid spray

Acid Spray (R 4-6): 60'x5' line, DC 13 Dex save, 3d6 acid, save half

Acid Burst (react): 2d6 acid if hit w/melee

Ankheg Warren Drone, M 1/4

NAME CR

13/11 prone 27 13 30/10b/10c

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

2 2 0 -5 1 -2

BONUS BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60', tremorsense 60', Perception +4, Stealth +4

False Appearance: Looks like cave formation

2

PROF

ACTIONS

Bite: +4, 1d4+2s & 1d4 acid, M or smaller grappled DC 12 & adv bite & no acid spray

Acid Spray (R 6): 30'x5' line, DC 12 Dex save, 2d6 acid, save half

Commoner, M 0

NAME CR

10 4 10 30

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

0 0 0 0 0 0

BONUS BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

2

PROF

ACTIONS

Club: +2, 1d4b

Giant Boar, L 2

NAME CR

12 42 8 40

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

3 0 3 -4 -2 -3

BONUS BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Charge: If 20' toward target and hit, +2d6s & DC 13 Str save or prone

Relentless (R short/long rest): If <11 damage reduces to 0 HP, reduce to 1 HP instead

2

PROF

ACTIONS

Tusk: +5, 2d6+3s

Glabrezu, L 9

NAME CR

17 157 13 40

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

5 2 5 4 3 3

BONUS BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Truesight 120', resist: cold, fire, lightning, bps nonmagic, immune: poison

Innate Spellcasting: DC 16, at will: *darkness*, *detect magic*, *dispel magic*, 1/day each: *confusion*, *fly*, *power word stun*

Magic Resistance: Adv on saves vs magic

4

PROF

ACTIONS

Multiattack: 2 pincers, 2 fists, or 2 pincers, 1 spell

Pincer: 10', +9, 2d10+5b, <L grappled, escape DC 15, 2 creatures

Fist: +9, 2d4+2b

Guard, M 1/8

NAME CR

16 11 12 30

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

1 1 1 0 0 0

BONUS BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Perception +2

2

PROF

ACTIONS

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

Mage, M 6

NAME CR

12/15* 40 11 30

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

-1 2 0 3 1 0

BONUS BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Arcana +6, History +6

Spellcasting: See spell card*

3

PROF

ACTIONS

Dagger: 20/60, +5, 1d4+2p