

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

Conqueror Worm, L 1/2

NAME CR

13 AC 25 HP 9 PASSIVE PERCEPTION 40/30b SPEED

STR 4 DEX -2 CON 3 INT -5 WIS -1 CHA -4

SKILLS / TRAITS

Blindsight 30', tremorsense 60', immune: fright

Servant of Madness: Senses madness within 2 miles, regards as ally

Tunneler: Burrow thru rock half speed, 5' tunnel

2 PROF

ACTIONS

Bite: +6, 1d10+4p, if <L, DC 11 Dex save or swallowed, blinded & restrained, **2d4 acid** on worm's turn, 1 target only, escape if worm dies

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

Swarm of Rats, M 1/4

NAME CR

10 AC 24 HP 10 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS

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

Keen Smell: Adv on Preception 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

Worm Fiend, M 1/4

NAME CR

12 AC 11 HP 10 PASSIVE PERCEPTION SPEED

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

SKILLS / TRAITS

Darkvision 60', immune: fright, poison

2 PROF

ACTIONS

Mask of Violence: 10', DC 10 Cha save or fright 1 min/until save, immune 24 hours

Claws: +3, 2d4+1s

Ghost Eye

NAME

Weapon (dagger) R No

CATEGORY RARITY ATTUNE

NOTES

You get a +1 bonus to attack and damage rolls with this bone-handled magic dagger.

While holding this weapon, you have darkvision to a range of 60 feet.

While this ability is active, your eyes are milky white as though covered in cataracts.

ATTACK

SAVE DC

CHARGES