

Gargoyle, M

2

NAME	CR				
15	52	10	30/60f		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
2	0	3	-2	0	-2
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', resist: bps nonmagic/nonadamantine, immune: exhaust, petrify, poison

False Appearance: Looks like statue

2
PROF

ACTIONS

Multiattack: 1 bite, 1 claws

Bite: +4, 1d6+2p

Claws: +4, 1d6+2s

Gelatinous Cube, L

2

NAME	CR				
6	84	8	15		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
2	-4	5	-5	-2	-5
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Blindsight 60', immune: blind, charm, deaf, exhaust, fright, prone
Ooze Cube: If creature enters space, engulf & disadv on save. Pull target out w/DC 12 Str check & 3d6 acid
Transparent: DC 15 Perception check to spot if hasn't moved

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PROF

ACTIONS

Pseudopod: +4, 3d6 acid

Engulf: Move speed, <H DC 12 Dex save or 3d6 acid, suffocate, restrained & 6d6 acid ongoing, escape DC 12 Str check

Ghast, M

2

NAME	CR				
13	36	10	30		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
3	3	0	0	0	-1
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', resist: necrotic, immune: charm, exhaust, poison

Stench: 5', DC 10 Con save or poisoned until next turn, save immune

Turning Defiance: Ghosts & ghouls 30' adv on saves vs turning

2
PROF

ACTIONS

Bite: +3, 2d8+3p

Claws: +5, 2d5+3s, DC 10 Con save or paralyzed 1min/until save

Ghost, M

4

NAME	CR				
11	45	11	40f		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
-2	1	0	0	1	3
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', resist: acid, fire, lightning, thunder, bps nonmagic, immune: charmed, cold, exhaust, fright, grapple, necrotic, paralyze, petrify, poison, prone, restrain

Ethereal Sight: See 60' into Ethereal Plane

Incorporeal Movement: Creatures/objects difficult terrain. 1d10 force if end in object

2
PROF

ACTIONS

Withering Touch: +5, 4d6+3 necrotic

Etherealness: Enter/exit Ethereal Plane

Horrid Visage: 60', DC 13 Wis save or frightened 1min/until save, save immune. Fail >4, age 1d4x10 years, greater restoration in 24 hours to reverse

Possession (R 6): 5' DC 13 Cha save or controls target, save immune. Unconscious/expell w/magic ends

Ghoul, M

1

NAME	CR				
12	22	10	30		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
1	2	0	-2	0	-2
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', immune: charm, exhaust, poison

2
PROF

ACTIONS

Bite: +2, 2d6+2p

Claws: +4, 2d4+2s, DC 10 Con save or paralyzed 1min/until save

Giant Ape, H

7

NAME	CR				
12	157	14	40/40c		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
6	2	4	-2	1	-2
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Athletics +9, Perception +4

3
PROF

ACTIONS

Multiattack: 2 fist

Fist: 10', +9, 3d10+6b

Rock: 50/100, +9, 7d6+6b

Giant Badger, M

1/4

NAME	CR				
10	13	11	30/10b		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
1	0	2	-4	1	-3
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 30'

Keen Smell: Adv on Perception for smell

2
PROF

ACTIONS

Multiattack: 1 bite, 1 claws

Bite: +3, 1d6+1p

Claws: +3, 2d4+1s

Giant Bat, L

1/4

NAME	CR				
13	22	11	10/60f		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
2	3	0	-4	1	-2
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Blindsight 60'

Echolocation: No blindsight while deaf

Keen Hearing: Adv on Perception for hearing

2
PROF

ACTIONS

Bite: +4, 1d6+2p