

**Darkmantle, S** 1/2

NAME CR

11 AC 22 HP 10 PASSIVE PERCEPTION 10/30f SPEED

STR 3 BONUS DEX 1 BONUS CON 1 BONUS INT 0 BONUS WIS 0 BONUS CHA -3 BONUS

SKILLS / TRAITS  
Blindsight 60', Stealth +3

**Echolocation:** Blind while deaf  
**False Appearance:** Looks like cave formation 2 PROF

ACTIONS  
**Crush:** +5, 1d6+3b, if <L & adv, attach. Adv to attack, target blind & suffocating, Str check DC 13 escape  
**Darkness Aura** (1/day): 15' radius magical darkness on darkmantle (concentrate 10min)

**Ettercap, M** 2

NAME CR

13 AC 44 HP 34 PASSIVE PERCEPTION 30/30c SPEED

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

SKILLS / TRAITS  
Darkvision 60', Perception +3, Stealth +4, Survival +3  
**Spider Climb:** Climb difficult surfaces no check  
**Web Sense:** Know location of creatures if on same web 2 PROF  
**Web Walker:** Move normally in webbing 2 PROF

ACTIONS  
**Multiattack:** 1 bite, 1 claws  
**Bite:** +4, 1d8+2p, & 1d8 poison, DC 11 Con save or poisoned 1min/until save  
**Claws:** +4, 2d4+2s  
**Web** (5-6): 30/60, <H, +4, restrained, DC 11 Str check escape or burn/cut web\*

**Gladiator, M** 5

NAME CR

16 AC 112 HP 11 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS  
Athletics +10, Intimidation +5

**Brave:** Adv on saves vs frightened  
**Brute:** Extra damage die melee weapons (included) 3 PROF

ACTIONS  
**Multiattack:** 3 melee or 2 ranged  
**Spear:** 20/60, +7, 2d6+4p/2d8+4p 2-hands  
**Shield Bash:** +7, 2d4+4b, <L DC 15 Str save or prone  
**Parry** (react): +3 AC vs melee

**Goblin, S** 1/4

NAME CR

15 AC 7 HP 9 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS  
Darkvision 60', Stealth +6

**Nimble Escape:** Bonus action  
Disengage/Hide 2 PROF

ACTIONS  
**Scimitar:** +4, 1d6+2s  
**Shortbow:** 80/320, +4, 1d6+2p

**Guard, M** 1/8

NAME CR

16 AC 11 HP 12 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS  
Perception +2

2 PROF

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

**Invisible Stalker, M** 6

NAME CR

14 AC 104 HP 18 PASSIVE PERCEPTION 50/50f SPEED

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

SKILLS / TRAITS  
Darkvision 60', Perception +8, Stealth +10, resist: bps nonmagic, immune: exhaust, grapple, paralyze, petrify, poison, prone, restrain, unconscious  
**Invisibility:** Invisible  
**Faultless Tracker:** Know direction/distance to quarry if on same plane 3 PROF

ACTIONS  
**Multiattack:** 2 slam  
**Slam:** +6, 2d6+3b

**Kraken, G** 23

NAME CR

18 AC 472 HP 14 PASSIVE PERCEPTION 20/60s SPEED

STR 10 BONUS DEX 0 BONUS CON 7 BONUS INT 6 BONUS WIS 4 BONUS CHA 5 BONUS

SKILLS / TRAITS  
Truesight 120', immune: fright, lightning, paralyze, bps nonmagic, magical restrain, magical speed reduce  
**Amphibious:** Breathe air & water  
**Freedom of Movement:** Ignore difficult terrain, 5' to escape grapple or restrain  
**Siege Monster:** Double damage to objects 7 PROF

ACTIONS  
**Multiattack:** 3 tentacle/Fling  
**Bite:** +17, 3d8+10p, if <H & grappled, swallow: blind, restrain, 12d6 acid ongoing. If target 50+ damage 1 turn, kraken DC 25 Con save or exit  
**Tentacle:** 30', +17, 3d6+10b, grapple & restrain escape DC 18 (10 max)  
**Fling:** <H thrown 60' & prone, 1d6b/10', 2nd target DC 18 Dex save or same damage & prone  
**Lightning Storm:** 120', 3 bolts, DC 23 Dex, 4d10 lightning, save half

**Mage, M** 6

NAME CR

12/15\* AC 40 HP 11 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS  
Arcana +6, History +6

**Spellcasting:** See spell card\* 3 PROF

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