

## Darkmantle, S

1/2

NAME						CR
11	22	10	10/30f			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT <input type="checkbox"/>	WIS <input type="checkbox"/>	CHA <input type="checkbox"/>	
3	1	1	-4	0	-3	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

### SKILLS / TRAITS

Blindsight 60', Stealth +3

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

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

**Web Walker:** Move normally in webbing

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

### SKILLS / TRAITS

Athletics +10, Intimidation +5

**Brave:** Adv on saves vs frightened

**Brute:** Extra damage die melee weapons (included)

3  
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### 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	7	9	30			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
-1	2	0	0	-1	-1	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

### SKILLS / TRAITS

Darkvision 60', Stealth +6

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

2  
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### 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	DEX	CON	INT	WIS	CHA
1 BONUS	1 BONUS	1 BONUS	0 BONUS	0 BONUS	0 BONUS

### SKILLS / TRAITS

Perception +2

2  
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### ACTIONS

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

## Invisible Stalker, M

6

NAME						CR	
14	104	18	50/50f				
AC	HP	PASSIVE PERCEPTION	SPEED				
STR	DEX	CON	INT	WIS	CHA		
3	4	2	0	2	0		
BONUS	BONUS	BONUS	BONUS	BONUS	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  
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### ACTIONS

**Multiattack:** 2 slam

**Slam:** +6, 2d6+3b

## Kraken, G

23

NAME						CR	
18 AC		472 HP		14 PASSIVE PERCEPTION		20/60s SPEED	
STR	DEX	CON	INT	WIS	CHA		
10 BONUS	0 BONUS	7 BONUS	6 BONUS	4 BONUS	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  
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### 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	DEX	CON	INT	WIS	CHA	
-1	2	0	3	1	0	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

### SKILLS / TRAITS

Arcana +6, History +6

**Spellcasting:** See spell card\*

3  
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### ACTIONS

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