

Darkmantle, S

1/2



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



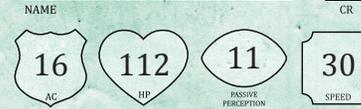
SKILLS / TRAITS
Darkvision 60', Perception +3, Stealth +4, Survival +3
Spider Climb: Climb difficult surfaces no check
Web Sense: Know location of creatures if on same web
Web Walker: Move normally in webbing

2
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



SKILLS / TRAITS
Athletics +10, Intimidation +5

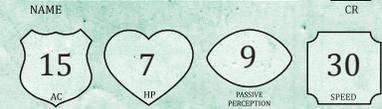
Brave: Adv on saves vs frightened
Brute: Extra damage die melee weapons (included)

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



SKILLS / TRAITS
Darkvision 60', Stealth +6

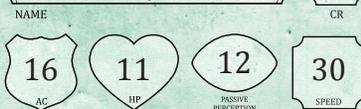
Nimble Escape: Bonus action
Disengage/Hide

2
PROF

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

Guard, M

1/8



SKILLS / TRAITS
Perception +2

2
PROF

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

Invisible Stalker, M

6



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



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



SKILLS / TRAITS
Arcana +6, History +6

Spellcasting: See spell card*

3
PROF

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