

Goblin, S 1/4

NAME CR

15 AC 7 HP 9 PASSIVE PERCEPTION 30 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

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

Gorgon, L 5

NAME CR

19 AC 114 HP 14 PASSIVE PERCEPTION 40 SPEED

STR DEX CON INT WIS CHA

5 0 4 -4 1 -2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Darkvision 60', Perception +4, immune: petrify

Trampling Charge: If 20' toward target & hit w/gore, DC 16 Str save or prone. If prone, bonus action hooves 3

ACTIONS
Gore: +8, 2d12+5p
Hooves: +8, 2d10+5b
Petrifying Breath (5-6): 30' cone, DC 13 Con save or restrained. Save again or petrified, *greater restoration* ends

Gray Ooze, M 1/2

NAME CR

8 AC 22 HP 8 PASSIVE PERCEPTION 10/10c SPEED

STR DEX CON INT WIS CHA

1 -2 3 -5 -2 -4

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Blindsight 60', Stealth +2, resist: acid, cold, fire, immune: blind, charm, deaf, exhaust, fright, prone
Amorphous: >1" no squeezing
Corrode Metal: Nonmagic metal weapon -1 cumulative damage if hits (-5 destroys)
False Appearance: Looks like oil pool/wet rock 2

ACTIONS
Pseudopod: +3, 1d6+1b & 2d6 acid, nonmagic armor cumulative -1 AC (AC 10 destroys)

Green Dragon Wyrmling, M 2

NAME CR

17 AC 38 HP 14 PASSIVE PERCEPTION 30/60f/30s SPEED

STR DEX CON INT WIS CHA

2 1 1 2 0 1

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Darkvision 60', blindsight 10', Perception +4, Stealth +3, immune: poison

Amphibious: Breathe air & water 2

ACTIONS
Bite: +4, 1d10+2p & 1d6 poison
Poison Breath (5-6): 15' cone, DC 11 Con save, 6d6 poison, save half

Green Hag, M 3

NAME CR

17 AC 82 HP 14 PASSIVE PERCEPTION 30 SPEED

STR DEX CON INT WIS CHA

4 1 3 1 2 2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Darkvision 60', Arcana +3, Deception +4, Perception +4, Stealth +3
Amphibious: Breathe air & water
Innate Spellcasting: DC 12, at will: *dancing lights*, *minor illusion*, *vicious mockery*
Mimicry: Mimic sound/voice, DC 14 Insight 2

ACTIONS
Claws: +6, 2d8+4s
Illusory Appearance: Magical illusion, creature of same general size, DC 20 Investigation discern
Invisible Passage: Turn invisible until attack/cast a spell, concentrate, no evidence of passage

Grick, M 2

NAME CR

14 AC 27 HP 12 PASSIVE PERCEPTION 30/30c SPEED

STR DEX CON INT WIS CHA

2 2 0 -4 2 -3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Darkvision 60', resist: bps nonmagic

Stone Camouflage: Adv on Stealth in rocks 2

ACTIONS
Multiattack: 1 tentacles, if hit, 1 beak same target
Tentacles: +4, 2d6+2s
Beak: +4, 1d6+2p

Griffon, L 2

NAME CR

12 AC 59 HP 15 PASSIVE PERCEPTION 30/80f SPEED

STR DEX CON INT WIS CHA

4 2 3 -4 1 -1

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Darkvision 60', Perception +5

Keen Sight: Adv on Perception for sight 2

ACTIONS
Multiattack: 1 beak, 1 claws
Beak: +6, 1d8+4p
Claws: +6, 2d6+4s

Grimlock, M 1/4

NAME CR

11 AC 11 HP 13 PASSIVE PERCEPTION 30 SPEED

STR DEX CON INT WIS CHA

3 1 1 -1 -1 -2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Blindsight 30'/10' if deaf, Athletics +5, Perception +3, Stealth +3, immune: blind
Blind Senses: Can't use blindsight if deaf & can't smell
Keen Hearing & Smell: Adv on Perception for hearing and smell
Stone Camouflage: Adv on Stealth in rocks 2

ACTIONS
Spiked Bone Club: +5, 1d4+3b & 1d4p