

## Commoner, M

0

NAME

CR

10 AC

4 HP

10 PASSIVE PERCEPTION

30 SPEED

STR 0 BONUS

DEX 0 BONUS

CON 0 BONUS

INT 0 BONUS

WIS 0 BONUS

CHA 0 BONUS

SKILLS / TRAITS

2

ACTIONS

**Club:** +2, 1d4b

## Conqueror Worm, L

1/2

NAME

CR

13 AC

25 HP

9 PASSIVE PERCEPTION

40/30b SPEED

STR 4 BONUS

DEX -2 BONUS

CON 3 BONUS

INT -5 BONUS

WIS -1 BONUS

CHA -4 BONUS

SKILLS / TRAITS

Blindsight 30', tremorsense 60', immune: fright

**Servant of Madness:** Senses madness within 2 miles, regards as ally

**Tunneler:** Burrow thru rock half speed, 5' tunnel

2

ACTIONS

**Bite:** +6, 1d10+4p, if <L, DC 11 Dex save or swallowed, blinded & restrained, 2d4 acid on worm's turn, 1 target only, escape if worm dies

## Noble, M

1/8

NAME

CR

15 AC

9 HP

12 PASSIVE PERCEPTION

30 SPEED

STR 0 BONUS

DEX 1 BONUS

CON 0 BONUS

INT 1 BONUS

WIS 2 BONUS

CHA 3 BONUS

SKILLS / TRAITS

Deception +5, Insight +4, Persuasion +5

2

ACTIONS

**Rapier:** +3, 1d8+1p  
**Parry** (react): +2 AC vs melee attack

## Swarm of Rats, M

1/4

NAME

CR

10 AC

24 HP

10 PASSIVE PERCEPTION

30 SPEED

STR -1 BONUS

DEX 0 BONUS

CON -1 BONUS

INT -4 BONUS

WIS 0 BONUS

CHA -4 BONUS

SKILLS / TRAITS

Darkvision 30', resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun  
**Keen Smell:** Adv on Preception for smell  
**Swarm:** Share another creature's space, pass openings as if T, can't regain HP/temp HP

2

ACTIONS

**Bite:** 0', +2, 2d6p/1d6p if <13 HP

## Worm Fiend, M

1/4

NAME

CR

12 AC

11 HP

10 PASSIVE PERCEPTION

SPEED

STR 1 BONUS

DEX 0 BONUS

CON 1 BONUS

INT -2 BONUS

WIS 0 BONUS

CHA 0 BONUS

SKILLS / TRAITS

Darkvision 60', immune: fright, poison

2

ACTIONS

**Mask of Violence:** 10', DC 10 Cha save or fright 1 min/until save, immune 24 hours

**Claws:** +3, 2d4+1s

## Ghost Eye

NAME

Weapon (dagger)

R

No

CATEGORY

RARITY

ATTUNE

NOTES

You get a +1 bonus to attack and damage rolls with this bone-handled magic dagger.

While holding this weapon, you have darkvision to a range of 60 feet.

While this ability is active, your eyes are milky white as though covered in cataracts.

