

Baboon, S 0

NAME CR

12 AC 3 HP 11 PASSIVE PERCEPTION 30/30c SPEED

STR DEX CON INT WIS CHA

-1 2 0 -3 1 -2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Pack Tactics: Adv on attack if ally within 5' of target

2 PROF

ACTIONS

Bite: +1, 1d4-1p

Badger, T 0

NAME CR

10 AC 3 HP 11 PASSIVE PERCEPTION 20/5b SPEED

STR DEX CON INT WIS CHA

-3 0 1 -4 1 -3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 30'

Keen Smell: Adv on Perception for smell

2 PROF

ACTIONS

Bite: +2, 1p

Balor, H 19

NAME CR

19 AC 262 HP 13 PASSIVE PERCEPTION 40/80f SPEED

STR DEX CON INT WIS CHA

8 2 6 5 3 6

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Truesight 120', resist: cold, lightning, bps nonmagic, immune: fire, poison

Death Throes: On death, DC 20 Dex save, 20d6 fire, save half

Fire Aura: If touch/hit or within 5' of balor on its turn, 3d6 fire

Magic Resistance: Adv on saves vs magic

6 PROF

ACTIONS

Multiattack: 1 longsword, 1 whip

Longsword: 10', +14, 3d8+8s & 3d8 lightning, magic, crit x3

Whip: 30', +14, 2d6+8s & 3d6 fire (magic), DC 20 Str save or 25' pull

Teleport: Teleport 120'

Bandit, M 1/8

NAME CR

12 AC 11 HP 10 PASSIVE PERCEPTION 30 SPEED

STR DEX CON INT WIS CHA

3 3 3 3 3 3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

2 PROF

ACTIONS

Scimitar: +3, 1d6+1s

Light Crossbow: 80/320, +3, 1d8+1p

Bandit Captain, M 2

NAME CR

15 AC 65 HP 10 PASSIVE PERCEPTION 30 SPEED

STR DEX CON INT WIS CHA

2 3 2 2 0 2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Athletics +4, **Deception** +4

2 PROF

ACTIONS

Multiattack: 2 scimitar, 1 dagger or 2 ranged dagger

Scimitar: +5, 1d6+3s

Dagger: 20/60, +5, 1d4+3p

Parry (react): +2 AC vs melee

Barbed Devil, M 5

NAME CR

15 AC 110 HP 18 PASSIVE PERCEPTION 30 SPEED

STR DEX CON INT WIS CHA

3 3 4 1 2 2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 120', **Deception** +5, **Insight** +5, **Perception** +8, resist: cold, bps nonmagic/nonsilver, immune: fire, poison

Barbed Hide: On turn, 1d10p to grappler

Devil's Sight: See in magical darkness

Magic Resistance: Adv on saves vs magic

3 PROF

ACTIONS

Multiattack: 1 tail, 2 claws or 2 Hurl Flame

Claw: +6, 1d6+3p

Tail: +6, 2d6+3p

Hurl Flame: 150', +5, 3d6 fire (spell)

Basilisk, M 3

NAME CR

15 AC 52 HP 9 PASSIVE PERCEPTION 20 SPEED

STR DEX CON INT WIS CHA

3 -1 2 -4 -1 -2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60'

Petrifying Gaze: If creature starts turn within 30' & can see basilisk, DC 12 Con save or restrained. Repeat or petrified

2 PROF

ACTIONS

Bite: +5, 2d6+3p & 2d6 poison

Bat, T 0

NAME CR

12 AC 1 HP 11 PASSIVE PERCEPTION 5/30f SPEED

STR DEX CON INT WIS CHA

-4 2 -1 -4 1 -3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Blindsight 60'

Echolocation: No blindsight while deaf

Keen Hearing: Adv Perception for hearing

2 PROF

ACTIONS

Bite: +0, 1p