

## Darkmantle, S

1/2

NAME	CR
11 AC	22 HP
10 PASSIVE PERCEPTION	10/30f SPEED
3 STR BONUS	1 DEX BONUS
1 CON BONUS	-4 INT BONUS
0 WIS BONUS	-3 CHA BONUS

### 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

NAME	CR
13 AC	44 HP
34 PASSIVE PERCEPTION	30/30c SPEED
2 STR BONUS	2 DEX BONUS
1 CON BONUS	-2 INT BONUS
1 WIS BONUS	-1 CHA 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  
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

NAME	CR
16 AC	112 HP
11 PASSIVE PERCEPTION	30 SPEED
4 STR BONUS	2 DEX BONUS
3 CON BONUS	0 INT BONUS
1 WIS BONUS	2 CHA BONUS

### 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

NAME	CR
15 AC	7 HP
9 PASSIVE PERCEPTION	30 SPEED
-1 STR BONUS	2 DEX BONUS
0 CON BONUS	0 INT BONUS
-1 WIS BONUS	-1 CHA BONUS

### 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

NAME	CR
16 AC	11 HP
12 PASSIVE PERCEPTION	30 SPEED
1 STR BONUS	1 DEX BONUS
1 CON BONUS	0 INT BONUS
0 WIS BONUS	0 CHA BONUS

### SKILLS / TRAITS

Perception +2

2  
PROF

### ACTIONS

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

## Invisible Stalker, M

6

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

### ACTIONS

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

## Kraken, G

23

NAME	CR
18 AC	472 HP
14 PASSIVE PERCEPTION	20/60s SPEED
10 STR BONUS	0 DEX BONUS
7 CON BONUS	6 INT BONUS
4 WIS BONUS	5 CHA 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  
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

NAME	CR
12/15* AC	40 HP
11 PASSIVE PERCEPTION	30 SPEED
-1 STR BONUS	2 DEX BONUS
0 CON BONUS	3 INT BONUS
1 WIS BONUS	0 CHA BONUS

### SKILLS / TRAITS

Arcana +6, History +6

**Spellcasting:** See spell card\*

3  
PROF

### ACTIONS

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