

Spider, T

0

NAME					CR	
12 AC	1 HP	34 PASSIVE PERCEPTION	20/20c SPEED			
STR	DEX	CON	INT	WIS	CHA	
-4 BONUS	2 BONUS	-1 BONUS	-5 BONUS	0 BONUS	-4 BONUS	

SKILLS / TRAITS

Darkvision 30', Stealth +4
Spider Climb: Climb difficult surfaces no check
Web Sense: Know location of creatures if on same web
Web Walker: Move normally in webbing

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PROF

ACTIONS

Bite: +4, 1p, DC 9 Con save or 1d4 poison

Spirit Naga, L

8

NAME						CR
15 AC	75 HP	12 PASSIVE PERCEPTION	40 SPEED			
STR	DEX	CON	INT	WIS	CHA	
4 BONUS	3 BONUS	2 BONUS	3 BONUS	2 BONUS	3 BONUS	

SKILLS / TRAITS

Darkvision 60', immune: charm, poison
Rejuvenation: If dies, return to life 1d6 days later
Spellcasting: 10th lvl, DC 14, +6, at will: *mage hand*, *minor illusion*, *ray of frost*, 1st (4): *charm person*, *detect magic*, *sleep*, 2nd (3): *detect thoughts*, *hold person*, 3rd (3): *lightning bolt*, *water breathing*, 4th (3): *blight*, *dimension door*, 5th (2): *dominate person*

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PROF

ACTIONS

Bite: 10', +7, 1d6+4p, DC 13 Con save, 7d8 poison, save half

Sprite, T

1/4

NAME				CR	
15 AC	2 HP	34 PASSIVE PERCEPTION	10/40 SPEED		
STR	DEX	CON	INT	WIS	CHA
-4 BONUS	4 BONUS	0 BONUS	2 BONUS	1 BONUS	0 BONUS

SKILLS / TRAITS

Perception +3, Stealth +8

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PROF

ACTIONS

Longsword: +2, 1s
Shortbow: 40/160, +6, 1p, DC 10 Con save or poisoned 1min. If fail >4, also unconscious
Heart Sight: Touch, sprite learns emotional state, DC 10 Cha save or learns alignment. Celestials, fiends, undead auto fail
Invisibility: invisible until attack/spell/concentrate ends

Spy, M

1

NAME				CR	
12 AC	27 HP	16 PASSIVE PERCEPTION	30 SPEED		
STR	DEX	CON	INT <input type="checkbox"/>	WIS <input type="checkbox"/>	CHA <input type="checkbox"/>
0 BONUS	2 BONUS	0 BONUS	1 BONUS	2 BONUS	3 BONUS

SKILLS / TRAITS

Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4
Cunning Action: Bonus action Dash, Disengage, or Hide
Sneak Attack (1/turn): +2d6 when adv or target within 5' of ally

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PROF

ACTIONS

Multiattack: 2 melee

Shortsword: +4, 1d6+2p
Hand Crossbow: 30/120, +4, 1d6+2p

Steam Mephit, S

1/4

NAME					CR	
10 AC	21 HP	10 PASSIVE PERCEPTION	30/30f SPEED			
STR	DEX	CON	INT	WIS	CHA	
-3	0	0	0	0	1	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

SKILLS / TRAITS

Darkvision 60', immune: fire, poison

Death Burst: On death, 5' DC Dex save or 1d8 fire
Innate Spellcasting (1/day): *blur*

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PROF

ACTIONS

Claws: +2, 1d4s & 1d4 fire
Steam Breath (R 6): 15' cone, DC 10 Dex save, 1d8 fire, save half

Stirge, T

1/8

NAME					CR	
14 AC	2 HP	9 PASSIVE PERCEPTION	10/40f SPEED			
STR	DEX	CON	INT	WIS	CHA	
-3 BONUS	3 BONUS	0 BONUS	-4 BONUS	-1 BONUS	-2 BONUS	

SKILLS / TRAITS

Darkvision 60'

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PROF

ACTIONS

Blood Drain: +5, 1d4+3p, attach: no attack, lose 1d4+3 HP ongoing, detach after drain 10 HP, action to remove

Stone Giant, H

7

NAME						CR	
17 AC		126 HP		14 PASSIVE PERCEPTION		40 SPEED	
STR	DEX	CON	INT	WIS	CHA		
6	2	5	0	1	-1		
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS		

SKILLS / TRAITS

Darkvision 60', Athletics +12, Perception +4

Stone Camouflage: Adv on Stealth in rocks

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PROF

ACTIONS

Multiattack: 2 greatclub
Greatclub: 15', +9, 3d8+6b
Rock: 60/240, +9, 4d10+6, DC 17 Str save or prone
Rock Catching (react): Catch rock/object DC 10 Dex save, no bludgeoning damage

Stone Golem, L

10

NAME				CR	
17 AC	178 HP	10 PASSIVE PERCEPTION	30 SPEED		
STR	DEX	CON	INT	WIS	CHA
6 BONUS	-1 BONUS	5 BONUS	-4 BONUS	0 BONUS	-5 BONUS

SKILLS / TRAITS

Darkvision 120', immune: from alteration, charm, exhaust, fright, paralyze, petrify, poison, psychic, bps nonmagic/nonadamantine

Magic Resistance: Adv on saves vs magic

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PROF

ACTIONS

Multiattack: 2 slam
Slam: +10, 3d8+6b (magic)
Slow (5-6): 10', 1 target, DC 17 Wis save or no reactions, half speed, 1 attack, 1 action, 1min/until save