

Bandit, M

1/8

NAME						CR
AC						HP
PASSIVE PERCEPTION						SPEED
STR	DEX	CON	INT	WIS	CHA	
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

Giant Centipede, S

1/4

NAME						CR	
AC		HP		PASSIVE PERCEPTION		30/30	
STR		DEX		CON		INT	
WIS		CHA					
BONUS		BONUS		BONUS		BONUS	

SKILLS / TRAITS

Blindsight 30'

2

PROF

ACTIONS

Bite: +4, 1d4+2p & DC 11 Con save or 3d6 poison

Homunculus, T

0

NAME						CR
13 AC	5 HP	10 PASSIVE PERCEPTION	20/40 SPEED			
STR -3 BONUS	DEX 2 BONUS	CON 0 BONUS	INT 0 BONUS	WIS 0 BONUS	CHA -2 BONUS	

SKILLS / TRAITS

Darkvision 60', immune: charm, poison

Telepathic Bond: Communicate telepathically with master if on same plane

2

PROF

ACTIONS

Bite: +4, 1p, DC 10 Con save or poisoned 1min. Fail >4, poisoned & unconscious 1d10min

Iron Golem, G

16

NAME				CR			
20 AC		210 HP		10 PASSIVE PERCEPTION		40 SPEED	
STR	DEX	CON	INT	WIS	CHA		
7	-1	5	-4	0	-5		
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS		

SKILLS / TRAITS

Darkvision 120', immune: form alteration, charm, exhaust, fire, fright, paralyze, petrify, poison, psychic, bps nonmagic/nonadamantine
Fire Absorption: Fire damage heals
Magic Resistance: Adv on saves vs magic

5

PROF

ACTIONS

Multiattack: 2 melee
Slam: 10', +13, 3d8+7b (magic)
Sword: 15', +13, 3d10+7s (magic)
Poison Breath (R 6): 30' cone, DC 19 Con save, 10d8 poison, save half

Lens Wizard, M

7

NAME				CR			
12 AC		88 HP		19 PASSIVE PERCEPTION		30 SPEED	
STR	DEX	CON	INT	WIS	CHA		
-2	2	1	5	3	1		
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS		

SKILLS / TRAITS

Arcana +8, Perception +9, vuln: b

Telescopic Vision: Adv on Perception checks relying on sight
Spellcasting: 10th lvl, DC 16, +8

3

PROF

ACTIONS

Spells: at will: *fire bolt, light, mage hand, message, shocking grasp*, 1st (4): *detect magic, magic missile, shield*, 2nd (3): *invisibility, levitate*, 3rd (3): *counterspell, dispel magic, fly, lightning bolt, tongues*, 4th (3): *arcane eye, fabricate, resilient sphere*, 5th (2): *hold monster, telekinesis*

Lunar Spider, L

8

NAME						CR
16 AC	110 HP	11 PASSIVE PERCEPTION	40/40 SPEED			
STR	DEX	CON	INT	WIS	CHA	
4 BONUS	3 BONUS	3 BONUS	2 BONUS	1 BONUS	-1 BONUS	

SKILLS / TRAITS

Darkvision 60', Stealth +9
Ethereal Jaunt: Bonus action enter/exit Ethereal Plane
Spider Climb: Climb difficult surfaces no check
Web Walker: Move normally in webbing

3

PROF

ACTIONS

Multiattack: 2 bite/1 bite & 1 steel web
Bite: +7, 2d10+4p, DC 14 Con save or 5d8 poison (save half)
Steel Web (5-6): 30/60, <H, +6, restrained, DC 15 Str check escape or burn/cut web*

Moon Worm, G

18

NAME						CR
18	231	11	50/300			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT ☐	WIS ☐	CHA ☐	
9	-2	6	-2	1	-3	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

SKILLS / TRAITS

Blindsight 30', tremorsense 60'
Legendary Resistance (3/day): Pass a failed save
Tunneler: Burrow through solid rock at half speed, leaves 10' diameter tunnel
Reflective Shell: If *magic missile*, line spell, ranged attack spell, 30% reflect spell at caster

6

PROF

ACTIONS

Multiattack: 2 melee
Bite: 10', +15, 4d12+9b, grappled (escape DC 19) & restrained, can't bite another target
Slam: 15', +15, 4d10+9b