

Chimera, *L*

6

NAME

CR

14

114

18

30/60f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

0

4

-4

2

0

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', Perception +8

3

PROF

ACTIONS

Multiaction: 1 bite, 1 horns, 1 claws or replace bite/horn w/Fire Breath
Bite: +7, 2d6+4p
Horns: +7, 1d12+4b
Claws: +7, 2d6+4s
Fire Breath (5-6): 15' cone, DC 15 Dex save, 7d8 fire, save half

Goblin, *S*

1/4

NAME

CR

15

7

9

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-1

2

0

0

-1

-1

BONUS

BONUS

BONUS

BONUS

BONUS

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

Drow Commando, *M*

6

NAME

CR

15

91

15

30/30c

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

1

4

2

1

2

1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 120', Athletics +4, Perception +5, Stealth +10, Survival +5
Assassinate: Crit vs surprised, adv if target hasn't gone yet
Fey Ancestry: Adv vs charm, immune sleep
Innate Spellcasting: DC 11, at will: *dancing lights*, 1/day each: *darkness*, *faerie fire*, *levitate* (self)
Sunlight Sensitivity: In sunlight, disadv on attacks & Perception for sight

3

PROF

ACTIONS

Multiaction: 2 attacks (1 can be crossbow)
Dagger: 20/60, +7, 1d4+4p, DC 15 Con save or 5d6 poison, save half
Hand Crossbow: 30/120, +7, 1d6+4p, DC 13 Con save or poisoned 1 hour. Fail >4, also unconscious

Elf, Drow, *M*

1/4

NAME

CR

15

13

12

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

0

2

0

0

0

1

BONUS

BONUS

BONUS

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BONUS

BONUS

SKILLS / TRAITS

Darkvision 120', Perception +2, Stealth +4
Fey Ancestry: Adv vs charm, immune sleep
Innate Spellcasting: DC 11, at will: *dancing lights*, 1/day each: *darkness*, *faerie fire*
Sunlight Sensitivity: In sunlight, disadv on attacks & Perception for sight

2

PROF

ACTIONS

Shortsword: +4, 1d6+2p
Hand Crossbow: 30/120, +4, 1d6+2p, DC 13 Con save or poisoned 1 hour. Fail >4, also unconscious

Swarm of Bats, *M*

1/4

NAME

CR

12

22

11

30f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-3

2

0

-4

1

-3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Blindsight 60', resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun
Echolocation: Blind while deaf
Keen Hearing: Adv on Perception for hearing
Swarm: Share another creature's space, pass openings as if T, can't regain HP/temp HP

2

PROF

ACTIONS

Bite: 0', +4, 2d4p/1d4p if <12 HP

+1 Arrow

NAME

Weapon (arrow)

U

N

CATEGORY

RARITY

ATTUNE

NOTES

You have a +1 bonus to attack and damage rolls made with this magic weapon.

BONUS

SAVE DC

CHARGES

Potion of Poison

NAME

Potion

U

N

CATEGORY

RARITY

ATTUNE

NOTES

This concoction looks, smells, and tastes like a potion of healing or other beneficial potion. However, it is actually poison masked by illusion magic. An *identify* spell reveals its true nature.
 If you drink it, you take 3d6 poison damage, and you must succeed on a DC 13 Constitution saving throw or be poisoned. At the start of each of your turns while you are poisoned in this way, you take 3d6 poison damage. At the end of each of your turns, you can repeat the saving throw. On a successful save, the poison damage you take on your subsequent turns decreases by 1d6. The poison ends when the damage decreases to 0.

BONUS

SAVE DC

CHARGES

Slippers of Spider Climbing

NAME

Wondrous item

U

Y

CATEGORY

RARITY

ATTUNE

NOTES

While you wear these light shoes, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed. However, the slippers don't allow you to move this way on a slippery surface, such as one covered by ice or oil.

BONUS

SAVE DC

CHARGES