

Commoner, M

0

NAME

CR

10

4

10

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

0

0

0

0

0

0

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

2

PROF

ACTIONS

Club: +2, 1d4b

Giant Rat, Diseased, S

1/8

NAME

CR

12

7

10

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-2

2

0

-4

0

-3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60'

Keen Smell: Adv on Perception for smell

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

2

PROF

ACTIONS

Bite: +4, 1d4+2p, DC 10 Con save or diseased: can't regain HP except w/magic, HP max decrease 3/day (die at 0 HP)

Gibbering Mouther, M

2

NAME

CR

9

67

10

10/10s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

0

-1

3

-4

0

-2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', immune: prone

Aberrant Ground: 10' radius difficult terrain, DC 10 Str save or speed 0 until next turn

Gibbering: 20' DC 10 Wis save at start of turn or no reactions & d8: 1-4 no action, 5-6 no action & random move, 7-8 melee random target

2

PROF

ACTIONS

Mutiattack: 1 bite, 1 Blinding Spittle

Bite: +2, 5d6p, <L DC 10 Str save or prone

Blinding Spittle (5-6): 15', 5' radius DC 13 Dex save or blind until moulder's turn

Guard, M

1/8

NAME

CR

16

11

12

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

1

1

1

0

0

0

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Perception +2

2

PROF

ACTIONS

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

Noble, M

1/8

NAME

CR

15

9

12

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

0

1

0

1

2

3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Deception +5, Insight +4, Persuasion +5

2

PROF

ACTIONS

Rapier: +3, 1d8+1p

Parry (react): +2 AC vs melee attack

Sh'golgg, H

11

NAME

CR

16

147

13

40/80f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

3

4

5

3

4

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Blindsight 120', Arcana +9, Persuasion +8, resist: bps nonmagic, immune: charmed, cold, exhaust, fire, fright, grapple, lightning, poison, prone, psychic, restrain

Immortal Form: Does not breathe, eat, drink, sleep

Maddening Presence: DC 15 Wis save or lose 1d6 sanity points. Then immune 24 hrs

Legendary Resistance (3/day): Pass failed save

4

PROF

ACTIONS

Mutiattack: 1 void tendrill, 1 starblast

Void Tendril: 15', +8, 2d8+4 cold

Starblast (spell): 120', +8, 5d6 radiant, DC 15 Dex save or blind until end of next turn

Liquify (Bonus): 1 non-gibbering moulder worshipper can see <CR 3 in 120', target dies and becomes gibbering moulder (up to 5 at once)

Veteran, M

3

NAME

CR

17

58

12

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

1

2

0

0

0

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Athletics +5, Perception +2

2

PROF

ACTIONS

Mutiattack: 2 longsword, 1 shortsword

Longsword: +5, 1d8+3s/1d10+3s 2-hands

Shortsword: +5, 1d6+3p

Heavy Crossbow: 100/400, +3, 1d10+1p

Void Spawn, L

4

NAME

CR

14

85

11

30/60f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

1

3

-1

1

-1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 120', resist: cold, fire, lightning

Alien Form: Does not breathe

2

PROF

ACTIONS

Mutiattack: 2 arm scythe

Arm Scythe: +5, 2d8+3s

Tentacles: 10', +5, 2d10+3b, DC 13 Con save or paralyzed until end of next turn

Reflexive Cut (React): First time <40 hp, 1 arm scythe