

Ankheg, L

2

NAME					CR	
14/ 11 prone AC		39 HP		11 PASSIVE PERCEPTION		
30/10b SPEED						
STR	DEX	CON	INT ☐	WIS ☐	CHA ☐	
3	0	1	-5	1	-2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

SKILLS / TRAITS
Darkvision 60', tremorsense 60'

2
PROF

ACTIONS
Bite: +5, 2d6+3s & 1d6 acid, L or smaller grappled DC 13 & adv bite & no acid spray
Acid Spray (R 6): 30'x5' line, DC 13 Dex save, 3d6 acid, save half

Ankheg Tunneler, L

1

NAME					CR		
14/ 11 prone AC		39 HP		11 PASSIVE PERCEPTION		30/10b SPEED	
STR	DEX	CON	INT	WIS	CHA		
0 BONUS	3 BONUS	1 BONUS	-5 BONUS	1 BONUS	-2 BONUS		

SKILLS / TRAITS
Darkvision 60', tremorsense 60'

2
PROF

ACTIONS
Bite: +2, 2d6s & 1d6 acid, L or smaller grappled DC 13 & adv bite & no acid spray
Acid Spray (R 4-6): 60'x5' line, DC 13 Dex save, 3d6 acid, save half
Acid Burst (react): 2d6 acid if hit w/melee

Ankheg Warren Drone, M

1/4

NAME					CR	
13/ 11 prone AC	27 HP	13 PASSIVE PERCEPTION	30/10b 10c SPEED			
STR	DEX	CON	INT	WIS	CHA	
2	2	0	-5	1	-2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

SKILLS / TRAITS
Darkvision 60', tremorsense 60', Perception +4, Stealth +4

False Appearance: Looks like cave formation

2
PROF

ACTIONS
Bite: +4, 1d4+2s & 1d4 acid, M or smaller grappled DC 12 & adv bite & no acid spray
Acid Spray (R 6): 30'x5' line, DC 12 Dex save, 2d6 acid, save half

Commoner, M

0

NAME				CR		
10 AC	4 HP	10 PASSIVE PERCEPTION	30 SPEED			
STR 0 BONUS	DEX 0 BONUS	CON 0 BONUS	INT 0 BONUS	WIS 0 BONUS	CHA 0 BONUS	

SKILLS / TRAITS

2
PROF

ACTIONS
Club: +2, 1d4b

Giant Boar, L

2

NAME				CR	
12 AC	42 HP	8 PASSIVE PERCEPTION	40 SPEED		
STR 3 BONUS	DEX 0 BONUS	CON 3 BONUS	INT -4 BONUS	WIS -2 BONUS	CHA -3 BONUS

SKILLS / TRAITS
Charge: If 20' toward target and hit, +2d6s & DC 13 Str save or prone
Relentless (R short/long rest): If <11 damage reduces to 0 HP, reduce to 1 HP instead

2
PROF

ACTIONS
Tusk: +5, 2d6+3s

Glabrezu, L

9

NAME				CR	
17 AC	157 HP	13 PASSIVE PERCEPTION	40 SPEED		
STR 5 BONUS	DEX 2 BONUS	CON 5 BONUS	INT 4 BONUS	WIS 3 BONUS	CHA 3 BONUS

SKILLS / TRAITS
Truesight 120', resist: cold, fire, lightning, bps nonmagic, immune: poison
Innate Spellcasting: DC 16, at will: *darkness*, *detect magic*, *dispel magic*, 1/day each: *confusion*, *fly*, *power word stun*
Magic Resistance: Adv on saves vs magic

4
PROF

ACTIONS
Multiattack: 2 pincers, 2 fists, or 2 pincers, 1 spell
Pincer: 10', +9, 2d10+5b, <L grappled, escape DC 15, 2 creatures
Fist: +9, 2d4+2b

Guard, M

1/8

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

SKILLS / TRAITS
Perception +2

2
PROF

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

Mage, M

6

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

SKILLS / TRAITS
Arcana +6, History +6

Spellcasting: See spell card*

3
PROF

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