

Acolyte, M

1/4

NAME

CR

10

9

12

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

0

0

0

0

2

0

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Medicine +4, Religion +2

Spellcasting: 1st lvl, DC 12, +4, at will: *light, sacred flame, thaumaturgy*, 1st (3): *bless, cure wounds, sanctuary*

2

ACTIONS

Club: +2, 1d4b

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

ACTIONS

Club: +2, 1d4b

Ghast, M

2

NAME

CR

13

36

10

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

3

0

0

0

-1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', resist: necrotic, immune: charm, exhaust, poison

Stench: 5', DC 10 Con save or poisoned until next turn, save immune

Turning Defiance: Ghosts & ghouls 30' adv on saves vs turning

2

ACTIONS

Bite: +3, 2d8+3p

Claws: +5, 2d6+3s, DC 10 Con save or paralyzed 1min/until save

Ghoul, M

1

NAME

CR

12

22

10

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

1

2

0

-2

0

-2

BONUS

BONUS

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BONUS

SKILLS / TRAITS

Darkvision 60', immune: charm, exhaust, poison

2

ACTIONS

Bite: +2, 2d6+2p

Claws: +4, 2d4+2s, DC 10 Con save or paralyzed 1min/until save

Father Baird, M

2

NAME

CR

13

38

13

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

0

0

1

1

3

1

BONUS

BONUS

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SKILLS / TRAITS

Arcana +3, Persuasion +3, Religion +5

Spellcasting: 5th lvl, DC 13, +5, at will: *guidance, resistance, sacred flame*, 1st (4): *command, guiding bolt, inflict wounds*, 2nd (3): *blindness/deafness, hold person*, 3rd (2): *dispel magic, spirit guardians*

2

ACTIONS

Dagger: 20/60, +2, 1d4p

Skeleton, M

1/4

NAME

CR

13

13

9

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

0

2

2

-2

-1

-3

BONUS

BONUS

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BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', vuln: b, immune: exhaust, poison

2

ACTIONS

Shortsword: +4, 1d6+2p

Shortbow: 80/320, +4, 1d6+2p

Father Baird

20

NAME

INITIATIVE

LAIR ACTIONS

20

NOTES

Cannot use same effect 2x in a row:

Rot the Flesh: One target DC 13 Con save or 2d10 necrotic damage, save half

Rise: 3 skeleton allies emerge from a tomb within 60' and may take their turns

Sinister Whispers: One target DC 13 Charisma save or disadv on Wisdom saving throws until initiative count 20 next round

LEGENDARY ACTIONS

0

NOTES

Potion of Gaseous Form

NAME

Potion

R

N

CATEGORY

RARITY

ATTUNE

NOTES

When you drink this potion, you gain the effect of the *gaseous form* spell for 1 hour (no concentration required) or until you end the effect as a bonus action. This potion's container seems to hold fog that moves and pours like water.

0

0

0

BONUS

SAVE DC

CHARGES