

Animated Armor, M

1

NAME					
AC	18	HP	33	PASSIVE PERCEPTION	6
SPEED	25				
STR	2	DEX	0	CON	1
BONUS	0	BONUS	0	BONUS	1
INT	-5	WIS	-4	CHA	-5
BONUS	0	BONUS	0	BONUS	0

SKILLS / TRAITS

Blindsight 60', immune: blind, charm, deaf, exhaust, fright, paralyze, petrify, poison, psychic
Antimagic Susceptibility: Incapacitated in antimagic field, Con save vs spell if *dispel magic* or unconscious 1min
False Appearance: Looks like armor

2

ACTIONS

Multiattack: 2 melee

Slam: +4, 1d6+2b

Ankheg, L

2

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

SKILLS / TRAITS

Darkvision 60', tremorsense 60'

2

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

Ape, M

1/2

NAME					
AC	12	HP	19	PASSIVE PERCEPTION	13
SPEED	30/30c				
STR	3	DEX	2	CON	2
BONUS	0	BONUS	0	BONUS	0
INT	-2	WIS	1	CHA	-2
BONUS	0	BONUS	0	BONUS	0

SKILLS / TRAITS

Athletics +5, Perception +3

2

ACTIONS

Multiattack: 2 fist

Fist: +5, 1d6+3b

Rock: 25/50, +5, 1d6+3b

Archmage, M

12

NAME					
AC	12/15*	HP	99	PASSIVE PERCEPTION	12
SPEED	30				
STR	0	DEX	2	CON	1
BONUS	0	BONUS	0	BONUS	0
INT	5	WIS	2	CHA	3
BONUS	0	BONUS	0	BONUS	0

SKILLS / TRAITS

Arcana +13, History +13, resist: spell damage, bps nonmagic*

Magic Resistance: Adv saves vs magic

Spellcasting: See spell card*

4

ACTIONS

Dagger: 20/60, +6, 1d4+2p

Assassin, M

8

NAME					
AC	15	HP	78	PASSIVE PERCEPTION	13
SPEED	30				
STR	0	DEX	3	CON	2
BONUS	0	BONUS	0	BONUS	0
INT	1	WIS	0	CHA	0
BONUS	0	BONUS	0	BONUS	0

SKILLS / TRAITS

Acrobatics +6, Deception +3, Perception +3, Stealth +9, resist: poison
Assassinate: Crit vs surprised, adv if target hasn't gone yet
Evasion: Failed Dex save half damage, success none
Sneak Attack (1/turn): +4d6 damage if advantage/ally within 5' of target

3

ACTIONS

Multiattack: 2 shortsword
Shortsword: +6, 1d6+3, DC 15 Con save, 7d6 poison, save half
Light Crossbow: 80/320, +6, 1d8+3p, DC 15 Con save, 7d6 poison, save half

Awakened Shrub, S

0

NAME					
AC	9	HP	10	PASSIVE PERCEPTION	10
SPEED	20				
STR	-4	DEX	-1	CON	0
BONUS	0	BONUS	0	BONUS	0
INT	0	WIS	0	CHA	-2
BONUS	0	BONUS	0	BONUS	0

SKILLS / TRAITS

Vuln: fire, resist: p

False Appearance: Looks like plant

2

ACTIONS

Rake: +1, 1d4-1s

Awakened Tree, H

2

NAME					
AC	13	HP	59	PASSIVE PERCEPTION	10
SPEED	20				
STR	4	DEX	-2	CON	2
BONUS	0	BONUS	0	BONUS	0
INT	0	WIS	0	CHA	-2
BONUS	0	BONUS	0	BONUS	0

SKILLS / TRAITS

Vuln: fire, resist: bp

False Appearance: Looks like tree

2

ACTIONS

Slam: 10', +6, 3d6+4b

Axe Beak, L

1/4

NAME					
AC	11	HP	19	PASSIVE PERCEPTION	10
SPEED	50				
STR	2	DEX	1	CON	1
BONUS	0	BONUS	0	BONUS	0
INT	-4	WIS	0	CHA	-3
BONUS	0	BONUS	0	BONUS	0

SKILLS / TRAITS

2

ACTIONS

Beak: +4, 1d8+2s