

Baboon, S

0

NAME

CR

12

3

11

30/30c

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-1

2

0

-3

1

-2

BONUS

BONUS

BONUS

BONUS

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BONUS

SKILLS / TRAITS

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

2

ACTIONS

Bite: +1, 1d4-1p

Badger, T

0

NAME

CR

10

3

11

20/5b

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-3

0

1

-4

1

-3

BONUS

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BONUS

SKILLS / TRAITS

Darkvision 30'

Keen Smell: Adv on Perception for smell

2

ACTIONS

Bite: +2, 1p

Balor, H

19

NAME

CR

19

262

13

40/80f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

8

2

6

5

3

6

BONUS

BONUS

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BONUS

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BONUS

SKILLS / TRAITS

Truesight 120', resist: cold, lightning, bps nonmagic, immune: fire, poison

Death Throes: On death, DC 20 Dex save, 20d6 fire, save half

Fire Aura: If touch/hit or within 5' of balor on its turn, 3d6 fire

Magic Resistance: Adv on saves vs magic

6

ACTIONS

Multiattack: 1 longsword, 1 whip

Longsword: 10', +14, 3d8+8s & 3d8 lightning, magic, crit x3

Whip: 30', +14, 2d6+8s & 3d6 fire (magic), DC 20 Str save or 25' pull

Teleport: Teleport 120'

Bandit, M

1/8

NAME

CR

12

11

10

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

3

3

3

3

3

BONUS

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SKILLS / TRAITS

2

ACTIONS

Scimitar: +3, 1d6+1s

Light Crossbow: 80/320, +3, 1d8+1p

Bandit Captain, M

2

NAME

CR

15

65

10

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

2

3

2

2

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2

BONUS

BONUS

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BONUS

SKILLS / TRAITS

Athletics +4, Deception +4

2

ACTIONS

Multiattack: 2 scimitar, 1 dagger or 2 ranged dagger

Scimitar: +5, 1d6+3s

Dagger: 20/60, +5, 1d4+3p

Parry (react): +2 AC vs melee

Barbed Devil, M

5

NAME

CR

15

110

18

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

3

4

1

2

2

BONUS

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BONUS

SKILLS / TRAITS

Darkvision 120', Deception +5, Insight +5, Perception +8, resist: cold, bps nonmagic/nonsilver, immune: fire, poison

Barbed Hide: On turn, 1d10p to grappler

Devil's Sight: See in magical darkness

Magic Resistance: Adv on saves vs magic

3

ACTIONS

Multiattack: 1 tail, 2 claws or 2 Hurl Flame

Claw: +6, 1d6+3p

Tail: +6, 2d6+3p

Hurl Flame: 150', +5, 3d6 fire (spell)

Basilisk, M

3

NAME

CR

15

52

9

20

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

-1

2

-4

-1

-2

BONUS

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SKILLS / TRAITS

Darkvision 60'

Petrifying Gaze: If creature starts turn within 30' & can see basilisk, DC 12 Con save or restrained. Repeat or petrified

2

ACTIONS

Bite: +5, 2d6+3p & 2d6 poison

Bat, T

0

NAME

CR

12

1

11

5/30f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

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-4

2

-1

-4

1

-3

BONUS

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BONUS

SKILLS / TRAITS

Blindsight 60'

Echolocation: No blindsight while deaf

Keen Hearing: Adv Perception for hearing

2

ACTIONS

Bite: +0, 1p