

Gargoyle, M

2

NAME	CR
15	52
AC	HP
10	30/60f
PASSIVE PERCEPTION	SPEED
STR	DEX
CON	INT
WIS	CHA
2	0
BONUS	BONUS
3	-2
BONUS	BONUS
0	0
BONUS	BONUS
-2	-2
BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', resist: bps nonmagic/nonadamantine, immune: exhaust, petrify, poison

False Appearance: Looks like statue

2
PROF

ACTIONS

Multiattack: 1 bite, 1 claws

Bite: +4, 1d6+2p

Claws: +4, 1d6+2s

Gelatinous Cube, L

2

NAME	CR
6	84
AC	HP
8	15
PASSIVE PERCEPTION	SPEED
STR	DEX
CON	INT
WIS	CHA
2	-4
BONUS	BONUS
5	-5
BONUS	BONUS
-5	-2
BONUS	BONUS
-5	-5
BONUS	BONUS

SKILLS / TRAITS

Blindsight 60', immune: blind, charm, deaf, exhaust, fright, prone
Ooze Cube: If creature enters space, engulf & disadv on save. Pull target out w/DC 12 Str check & 3d6 acid
Transparent: DC 15 Perception check to spot if hasn't moved

2
PROF

ACTIONS

Pseudopod: +4, 3d6 acid

Engulf: Move speed, <H DC 12 Dex save or 3d6 acid, suffocate, restrained & 6d6 acid ongoing, escape DC 12 Str check

Ghast, M

2

NAME	CR
13	36
AC	HP
10	30
PASSIVE PERCEPTION	SPEED
STR	DEX
CON	INT
WIS	CHA
3	3
BONUS	BONUS
0	0
BONUS	BONUS
0	0
BONUS	BONUS
-1	-1
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
PROF

ACTIONS

Bite: +3, 2d8+3p

Claws: +5, 2d5+3s, DC 10 Con save or paralyzed 1min/until save

Ghost, M

4

NAME	CR
11	45
AC	HP
11	40f
PASSIVE PERCEPTION	SPEED
STR	DEX
CON	INT
WIS	CHA
-2	1
BONUS	BONUS
0	0
BONUS	BONUS
1	3
BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', resist: acid, fire, lightning, thunder, bps nonmagic, immune: charmed, cold, exhaust, fright, grapple, necrotic, paralyze, petrify, poison, prone, restrain
Ethereal Sight: See 60' into Ethereal Plane
Incorporeal Movement: Creatures/objects difficult terrain. 1d10 force if end in object

2
PROF

ACTIONS

Withering Touch: +5, 4d6+3 necrotic

Etherealness: Enter/exit Ethereal Plane
Horrid Visage: 60', DC 13 Wis save or frightened 1min/until save, save immune. Fail >4, age 1d4x10 years, greater restoration in 24 hours to reverse
Possession (R 6): 5' DC 13 Cha save or controls target, save immune. Unconscious/expell w/magic ends

Ghoul, M

1

NAME	CR
12	22
AC	HP
10	30
PASSIVE PERCEPTION	SPEED
STR	DEX
CON	INT
WIS	CHA
1	2
BONUS	BONUS
0	-2
BONUS	BONUS
0	-2
BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', immune: charm, exhaust, poison

2
PROF

ACTIONS

Bite: +2, 2d6+2p

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

Giant Ape, H

7

NAME	CR
12	157
AC	HP
14	40/40c
PASSIVE PERCEPTION	SPEED
STR	DEX
CON	INT
WIS	CHA
6	2
BONUS	BONUS
4	-2
BONUS	BONUS
1	-2
BONUS	BONUS

SKILLS / TRAITS

Athletics +9, Perception +4

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PROF

ACTIONS

Multiattack: 2 fist

Fist: 10', +9, 3d10+6b

Rock: 50/100, +9, 7d6+6b

Giant Badger, M

1/4

NAME	CR
10	13
AC	HP
11	30/10b
PASSIVE PERCEPTION	SPEED
STR	DEX
CON	INT
WIS	CHA
1	0
BONUS	BONUS
2	-4
BONUS	BONUS
1	-3
BONUS	BONUS

SKILLS / TRAITS

Darkvision 30'

Keen Smell: Adv on Perception for smell

2
PROF

ACTIONS

Multiattack: 1 bite, 1 claws

Bite: +3, 1d6+1p

Claws: +3, 2d4+1s

Giant Bat, L

1/4

NAME	CR
13	22
AC	HP
11	10/60f
PASSIVE PERCEPTION	SPEED
STR	DEX
CON	INT
WIS	CHA
2	3
BONUS	BONUS
0	-4
BONUS	BONUS
1	-2
BONUS	BONUS

SKILLS / TRAITS

Blindsight 60'

Echolocation: No blindsight while deaf
Keen Hearing: Adv on Perception for hearing

2
PROF

ACTIONS

Bite: +4, 1d6+2p