

Goblin, S

1/4

NAME	CR				
15	7	9	30		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
-1	2	0	0	-1	-1
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', Stealth +6

Nimble Escape: Bonus action
Disengage/Hide

2
PROF

ACTIONS

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

Gorgon, L

5

NAME	CR				
19	114	14	40		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
5	0	4	-4	1	-2
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', Perception +4, immune: petrify

Trampling Charge: If 20' toward target & hit w/gore, DC 16 Str save or prone. If prone, bonus action hooves

3
PROF

ACTIONS

Gore: +8, 2d12+5p
Hooves: +8, 2d10+5b
Petrifying Breath (5-6): 30' cone, DC 13 Con save or restrained. Save again or petrified, *greater restoration* ends

Gray Ooze, M

1/2

NAME	CR				
8	22	8	10/10c		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
1	-2	3	-5	-2	-4
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Blindsight 60', Stealth +2, resist: acid, cold, fire, immune: blind, charm, deaf, exhaust, fright, prone
Amorphous: >1" no squeezing
Corrode Metal: Nonmagic metal weapon -1 cumulative damage if hits (-5 destroys)
False Appearance: Looks like oil pool/wet rock

2
PROF

ACTIONS

Pseudopod: +3, 1d6+1b & 2d6 acid, nonmagic armor cumulative -1 AC (AC 10 destroys)

Green Hag, M

3

NAME	CR				
17	82	14	30		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
4	1	3	1	2	2
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', Arcana +3, Deception +4, Perception +4, Stealth +3

Amphibious: Breathe air & water
Innate Spellcasting: DC 12, at will: *dancing lights*, *minor illusion*, *vicious mockery*
Mimicry: Mimic sound/voice, DC 14 Insight

2
PROF

ACTIONS

Claws: +6, 2d8+4s
Illusory Appearance: Magical illusion, creature of same general size, DC 20 Investigation discern
Invisible Passage: Turn invisible until attack/cast a spell, concentrate, no evidence of passage

Grick, M

2

NAME	CR				
14	27	12	30/30c		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
2	2	0	-4	2	-3
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', resist: bps nonmagic

Stone Camouflage: Adv on Stealth in rocks

2
PROF

ACTIONS

Multiattack: 1 tentacles, if hit, 1 beak same target
Tentacles: +4, 2d6+2s
Beak: +4, 1d6+2p

Griffon, L

2

NAME	CR				
12	59	15	30/80f		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
4	2	3	-4	1	-1
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', Perception +5

Keen Sight: Adv on Perception for sight

2
PROF

ACTIONS

Multiattack: 1 beak, 1 claws
Beak: +6, 1d8+4p
Claws: +6, 2d6+4s

Green Dragon Wyrmling, M

2

NAME	CR				
17	38	14	30/60f/30s		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
2	1	1	2	0	1
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', blindsight 10', Perception +4, Stealth +3, immune: poison

Amphibious: Breathe air & water

2
PROF

ACTIONS

Bite: +4, 1d10+2p & 1d6 poison
Poison Breath (5-6): 15' cone, DC 11 Con save, 6d6 poison, save half