

Bandit, *M*

1/8

NAME

CR

12

11

10

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

0

1

1

0

0

0

BONUS

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BONUS

SKILLS / TRAITS

2

PROF

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

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BONUS

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SKILLS / TRAITS

Athletics +4, Deception +4

2

PROF

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

Giant Centipede, *S*

1/4

NAME

CR

13

4

8

30/30c

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-3

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-4

BONUS

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SKILLS / TRAITS

Blindsight 30'

2

PROF

ACTIONS

Bite: +4, 1d4+2p & DC 11 Con save or 3d6 poison

Homunculus, *T*

0

NAME

CR

13

5

10

20/40f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-3

2

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-2

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SKILLS / TRAITS

Darkvision 60', immune: charm, poison

Telepathic Bond: Communicate telepathically with master if on same plane

2

PROF

ACTIONS

Bite: +4, 1p, DC 10 Con save or poisoned 1min. Fail >4, poisoned & unconscious 1d10min

Iron Golem, *G*

16

NAME

CR

20

210

10

40

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

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-1

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-5

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SKILLS / TRAITS

Darkvision 120', immune: form alteration, charm, exhaust, fire, fright, paralyze, petrify, poison, psychic, bps nonmagic/nonadamantine
Fire Absorption: Fire damage heals
Magic Resistance: Adv on saves vs magic

5

PROF

ACTIONS

Multiattack: 2 melee
Slam: 10', +13, 3d8+7b (magic)
Sword: 15', +13, 3d10+7s (magic)
Poison Breath (R 6): 30' cone, DC 19 Con save, 10d8 poison, save half

Lens Wizard, *M*

7

NAME

CR

12

88

19

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-2

2

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3

1

BONUS

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SKILLS / TRAITS

Arcana +8, Perception +9, vuln: b

Telescopic Vision: Adv on Perception checks relying on sight
Spellcasting: 10th lvl, DC 16, +8

3

PROF

ACTIONS

Spells: at will: *fire bolt, light, mage hand, message, shocking grasp*, 1st (4): *detect magic, magic missile, shield*, 2nd (3): *invisibility, levitate*, 3rd (3): *counterspell, dispel magic, fly, lightning bolt, tongues*, 4th (3): *arcane eye, fabricate, resilient sphere*, 5th (2): *hold monster, telekinesis*

Lunar Spider, *L*

8

NAME

CR

16

110

11

40/40c

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

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2

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-1

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SKILLS / TRAITS

Darkvision 60', Stealth +9
Ethereal Jaunt: Bonus action enter/exit Ethereal Plane
Spider Climb: Climb difficult surfaces no check
Web Walker: Move normally in webbing

3

PROF

ACTIONS

Multiattack: 2 bite/1 bite & 1 steel web
Bite: +7, 2d10+4p, DC 14 Con save or 5d8 poison (save half)
Steel Web (5-6): 30/60, <H, +6, restrained, DC 15 Str check escape or burn/cut web*

Moon Worm, *G*

18

NAME

CR

18

231

11

50/30b

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

9

-2

6

-2

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SKILLS / TRAITS

Blindsight 30', tremorsense 60'
Legendary Resistance (3/day): Pass a failed save
Tunneler: Burrow through solid rock at half speed, leaves 10' diameter tunnel
Reflective Shell: If *magic missile*, line spell, ranged attack spell, 30% reflect spell at caster

6

PROF

ACTIONS

Multiattack: 2 melee
Bite: 10', +15, 4d12+9b, grappled (escape DC 19) & restrained, can't bite another target
Slam: 15', +15, 4d10+9b