

Androsphinx, L

17

NAME

CR



SKILLS / TRAITS

Truesight 120', Arcana +9, Perception +10, Religion +15, immune: divination/thought reading, psychic, bps nonmagic, charm, fright

Spellcasting: See spell card*

6

PROF

ACTIONS

Multiattack: 2 claw

Claw: +12, 2d6+6s (magic)

Roar (3/day): 500'; 1st DC 18 Wis save or frightened 1min/until save, 2nd DC 18 Wis save or deafened, frightened & paralyzed 1min/until save, 3rd DC 18 Con save or 8d10 thunder & prone, save half no prone

Giant Octopus, L

1

NAME

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SKILLS / TRAITS

Darkvision 60', Perception +4, Stealth +5

Hold Breath: 1 hour out of water

Underwater Camouflage: Adv on Stealth underwater

Water Breathing: Breathe only underwater

2

PROF

ACTIONS

Tentacles: 15', +5, 2d6+3b, grappled & restrained, escape DC 16, can't use tentacles on other target

Ink Cloud (R short/long rest): 20' radius, heavily obscured 1min, Dash bonus action

Giant Rat, S

1/8

NAME

CR



SKILLS / TRAITS

Darkvision 60'

Keen Smell: Adv on Perception for smell

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

2

PROF

ACTIONS

Bite: +4, 1d4+2p

Green Hag, M

3

NAME

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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

Shadow Rat, S

1/4

NAME

CR



SKILLS / TRAITS

Darkvision 60', Stealth +4 (+6 dim light/dark)

Amorphous: >1" no squeeze

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

2

PROF

ACTIONS

Bite: +4, 1d4+2 necrotic & Str reduced 1, short/long rest ends

Swarm of Rats, M

1/4

NAME

CR



SKILLS / TRAITS

Darkvision 30', resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun

Keen Smell: Adv on Perception for smell

Swarm: Share another creature's space, pass openings as if T, can't regain HP/temp HP

2

PROF

ACTIONS

Bite: 0', +2, 2d6p/1d6p if <13 HP

Thug, M

1/2

NAME

CR



SKILLS / TRAITS

Intimidation +2

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

2

PROF

ACTIONS

Multiattack: 2 melee

Mace: +4, 1d6+2b

Heavy Crossbow: 100/400, +2, 1d10p

Eskeril the Rat King, M

2

NAME

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SKILLS / TRAITS

Darkvision 60' (rat form), Perception +2,

Stealth +4, immune: bps nonmagic/nonsilver

Shapechanger: Polymorph into human/rat/rat-humanoid hybrid*

Keen Smell: Adv on Perception for smell

2

PROF

ACTIONS

Multiattack (human/hybrid): 1 bite, 1 non-bite

Bite (rat/hybrid): +4, 1d4+2p, DC 11 Con save or lycanthropy

Shortsword (human/hybrid): +4, 1d6+2p

Hand Crossbow (human/hybrid): 30/120, +4, 1d6+2p