

Ankheg, *L*

2

NAME

CR

14/11 prone

39

11

30/10b

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

0

1

-5

1

-2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', tremorsense 60'

2

PROF

ACTIONS

Bite: +5, 2d6+3s & 1d6 acid, L or smaller grappled DC 13 & adv bite & no acid spray

Acid Spray (R 6): 30'x5' line, DC 13 Dex save, 3d6 acid, save half

Ankheg Tunneler, *L*

1

NAME

CR

14/11 prone

39

11

30/10b

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

0

3

1

-5

1

-2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', tremorsense 60'

2

PROF

ACTIONS

Bite: +2, 2d6s & 1d6 acid, L or smaller grappled DC 13 & adv bite & no acid spray

Acid Spray (R 4-6): 60'x5' line, DC 13 Dex save, 3d6 acid, save half

Acid Burst (react): 2d6 acid if hit w/melee

Ankheg Warren Drone, *M*

1/4

NAME

CR

13/11 prone

27

13

30/10b/10c

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

2

2

0

-5

1

-2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', tremorsense 60', Perception +4, Stealth +4

2

PROF

ACTIONS

Bite: +4, 1d4+2s & 1d4 acid, M or smaller grappled DC 12 & adv bite & no acid spray

Acid Spray (R 6): 30'x5' line, DC 12 Dex save, 2d6 acid, save half

Commoner, *M*

0

NAME

CR

10

4

10

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

0

0

0

0

0

0

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

2

PROF

ACTIONS

Club: +2, 1d4b

Giant Boar, *L*

2

NAME

CR

12

42

8

40

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

0

3

-4

-2

-3

BONUS

BONUS

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BONUS

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BONUS

SKILLS / TRAITS

Charge: If 20' toward target and hit, +2d6s & DC 13 Str save or prone

Relentless (R short/long rest): If <11 damage reduces to 0 HP, reduce to 1 HP instead

2

PROF

ACTIONS

Tusk: +5, 2d6+3s

Glabrezu, *L*

9

NAME

CR

17

157

13

40

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

5

2

5

4

3

3

BONUS

BONUS

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SKILLS / TRAITS

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

Innate Spellcasting: DC 16, at will: *darkness*, *detect magic*, *dispel magic*, 1/day each: *confusion*, *fly*, *power word stun*

Magic Resistance: Adv on saves vs magic

4

PROF

ACTIONS

Multiattack: 2 pincers, 2 fists, or 2 pincers, 1 spell

Pincer: 10', +9, 2d10+5b, <L grappled, escape DC 15, 2 creatures

Fist: +9, 2d4+2b

Guard, *M*

1/8

NAME

CR

16

11

12

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

1

1

1

0

0

0

BONUS

BONUS

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BONUS

SKILLS / TRAITS

Perception +2

2

PROF

ACTIONS

Spear: 20/60, +3, 1d6+1p/1d8+1p 2-hands

Mage, *M*

6

NAME

CR

12/15*

40

11

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-1

2

0

3

1

0

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Arcana +6, History +6

Spellcasting: See spell card*

3

PROF

ACTIONS

Dagger: 20/60, +5, 1d4+2p