

Androsphinx, L 17

NAME CR

17 AC 199 HP 20 PASSIVE PERCEPTION 40/60f SPEED

STR 6 DEX 0 CON 5 INT 3 WIS 4 CHA 6

BONUS

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/untl save, 2nd DC 18 Wis save or deafened, frightened & paralyzed 1min/untl save, 3rd DC 18 Con save or 8d10 thunder & prone, save half no prone

Giant Octopus, L 1

NAME CR

11 AC 52 HP 14 PASSIVE PERCEPTION 10/60s SPEED

STR 3 DEX 1 CON 1 INT -3 WIS 0 CHA -3

BONUS

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

12 AC 7 HP 10 PASSIVE PERCEPTION 30 SPEED

STR -2 DEX 2 CON 0 INT -4 WIS 0 CHA -3

BONUS

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 CR

17 AC 82 HP 14 PASSIVE PERCEPTION 30 SPEED

STR 4 DEX 1 CON 3 INT 1 WIS 2 CHA 2

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

Shadow Rat, S 1/4

NAME CR

12 AC 13 HP 10 PASSIVE PERCEPTION 30 SPEED

STR -2 DEX 2 CON 1 INT -4 WIS 0 CHA -3

BONUS

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

10 AC 24 HP 10 PASSIVE PERCEPTION 30 SPEED

STR -1 DEX 0 CON -1 INT -4 WIS 0 CHA -4

BONUS

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

11 AC 32 HP 10 PASSIVE PERCEPTION 30 SPEED

STR 2 DEX 0 CON 2 INT 0 WIS 0 CHA 0

BONUS

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 CR

12 AC 33 HP 12 PASSIVE PERCEPTION 30 SPEED

STR 0 DEX 2 CON 1 INT 0 WIS 0 CHA 4

BONUS

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