

**Baboon, S** 0

NAME CR

AC 12 HP 3 PASSIVE PERCEPTION 11 SPEED 30/30c

STR DEX CON INT WIS CHA

-1 2 0 -3 1 -2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

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

2 PROF

ACTIONS

**Bite:** +1, 1d4-1p

**Badger, T** 0

NAME CR

AC 10 HP 3 PASSIVE PERCEPTION 11 SPEED 20/5b

STR DEX CON INT WIS CHA

-3 0 1 -4 1 -3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 30'

**Keen Smell:** Adv on Perception for smell

2 PROF

ACTIONS

**Bite:** +2, 1p

**Balor, H** 19

NAME CR

AC 19 HP 262 PASSIVE PERCEPTION 13 SPEED 40/80f

STR DEX CON INT WIS CHA

8 2 6 5 3 6

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

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

**Death Throes:** On death, DC 20 Dex save, 20d6 fire, save half

**Fire Aura:** If touch/hit or within 5' of balor on its turn, 3d6 fire

**Magic Resistance:** Adv on saves vs magic

6 PROF

ACTIONS

**Multiattack:** 1 longsword, 1 whip

**Longsword:** 10', +14, 3d8+8s & 3d8 lightning, magic, crit x3

**Whip:** 30', +14, 2d6+8s & 3d6 fire (magic), DC 20 Str save or 25' pull

**Teleport:** Teleport 120'

**Bandit, M** 1/8

NAME CR

AC 12 HP 11 PASSIVE PERCEPTION 10 SPEED 30

STR DEX CON INT WIS CHA

3 3 3 3 3 3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

2 PROF

ACTIONS

**Scimitar:** +3, 1d6+1s

**Light Crossbow:** 80/320, +3, 1d8+1p

**Bandit Captain, M** 2

NAME CR

AC 15 HP 65 PASSIVE PERCEPTION 10 SPEED 30

STR DEX CON INT WIS CHA

2 3 2 2 0 2

BONUS BONUS BONUS BONUS BONUS BONUS

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

**Barbed Devil, M** 5

NAME CR

AC 15 HP 110 PASSIVE PERCEPTION 18 SPEED 30

STR DEX CON INT WIS CHA

3 3 4 1 2 2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 120', Deception +5, Insight +5, Perception +8, resist: cold, bps nonmagic/nonsilver, immune: fire, poison

**Barbed Hide:** On turn, 1d10p to grapple

**Devil's Sight:** See in magical darkness

**Magic Resistance:** Adv on saves vs magic

3 PROF

ACTIONS

**Multiattack:** 1 tail, 2 claws or 2 Hurl Flame

**Claw:** +6, 1d6+3p

**Tail:** +6, 2d6+3p

**Hurl Flame:** 150', +5, 3d6 fire (spell)

**Basilisk, M** 3

NAME CR

AC 15 HP 52 PASSIVE PERCEPTION 9 SPEED 20

STR DEX CON INT WIS CHA

3 -1 2 -4 -1 -2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60'

**Petrifying Gaze:** If creature starts turn within 30' & can see basilisk, DC 12 Con save or restrained. Repeat or petrified

2 PROF

ACTIONS

**Bite:** +5, 2d6+3p & 2d6 poison

**Bat, T** 0

NAME CR

AC 12 HP 1 PASSIVE PERCEPTION 11 SPEED 5/30f

STR DEX CON INT WIS CHA

-4 2 -1 -4 1 -3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Blindsight 60'

**Echolocation:** No blindsight while deaf

**Keen Hearing:** Adv Perception for hearing

2 PROF

ACTIONS

**Bite:** +0, 1p