

Gargoyle, M 2

NAME CR

15 AC 52 HP 10 PASSIVE PERCEPTION 30/60f SPEED

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

SKILLS / TRAITS
Darkvision 60', resist: bps nonmagic/nonadamantine, immune: exhaust, petrify, poison

False Appearance: Looks like statue 2

ACTIONS
Multiattack: 1 bite, 1 claws

Bite: +4, 1d6+2p
Claws: +4, 1d6+2s

Gelatinous Cube, L 2

NAME CR

6 AC 84 HP 8 PASSIVE PERCEPTION 15 SPEED

STR 2 DEX -4 CON 5 INT -5 WIS -2 CHA -5

SKILLS / TRAITS
Blindsight 60', immune: blind, charm, deaf, exhaust, fright, prone
Ooze Cube: If creature enters space, engulf & disadv on save. Pull target out w/DC 12 Str check & 3d6 acid
Transparent: DC 15 Perception check to spot if hasn't moved 2

ACTIONS
Pseudopod: +4, 3d6 acid
Engulf: Move speed, <H DC 12 Dex save or 3d6 acid, suffocate, restrained & 6d6 acid ongoing, escape DC 12 Str check

Ghast, M 2

NAME CR

13 AC 36 HP 10 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS
Darkvision 60', resist: necrotic, immune: charm, exhaust, poison
Stench: 5', DC 10 Con save or poisoned until next turn, save immune
Turning Defiance: Ghosts & ghouls 30' adv on saves vs turning 2

ACTIONS
Bite: +3, 2d8+3p
Claws: +5, 2d5+3s, DC 10 Con save or paralyzed 1min/until save

Ghost, M 4

NAME CR

11 AC 45 HP 11 PASSIVE PERCEPTION 40f SPEED

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

SKILLS / TRAITS
Darkvision 60', resist: acid, fire, lightning, thunder, bps nonmagic, immune: charmed, cold, exhaust, fright, grapple, necrotic, paralyze, petrify, poison, prone, restrain
Ethereal Sight: See 60' into Ethereal Plane 2
Incorporeal Movement: Creatures/objects difficult terrain. 1d10 force if end in object

ACTIONS
Withering Touch: +5, 4d6+3 necrotic
Etherealness: Enter/exit Ethereal Plane
Horrorific Visage: 60', DC 13 Wis save or frightened 1min/until save, save immune. Fail >4, age 1d4x10 years, greater restoration in 24 hours to reverse
Possession (R 6): 5' DC 13 Cha save or controls target, save immune. Unconscious/expell w/magic ends

Ghoul, M 1

NAME CR

12 AC 22 HP 10 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS
Darkvision 60', immune: charm, exhaust, poison 2

ACTIONS
Bite: +2, 2d6+2p
Claws: +4, 2d4+2s, DC 10 Con save or paralyzed 1min/until save

Giant Ape, H 7

NAME CR

12 AC 157 HP 14 PASSIVE PERCEPTION 40/40c SPEED

STR 6 DEX 2 CON 4 INT -2 WIS 1 CHA -2

SKILLS / TRAITS
Athletics +9, Perception +4 3

ACTIONS
Multiattack: 2 fist

Fist: 10', +9, 3d10+6b
Rock: 50/100, +9, 7d6+6b

Giant Badger, M 1/4

NAME CR

10 AC 13 HP 11 PASSIVE PERCEPTION 30/10b SPEED

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

SKILLS / TRAITS
Darkvision 30'

Keen Smell: Adv on Perception for smell 2

ACTIONS
Multiattack: 1 bite, 1 claws

Bite: +3, 1d6+1p
Claws: +3, 2d4+1s

Giant Bat, L 1/4

NAME CR

13 AC 22 HP 11 PASSIVE PERCEPTION 10/60f SPEED

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

SKILLS / TRAITS
Blindsight 60'

Echolocation: No blindsight while deaf
Keen Hearing: Adv on Perception for hearing 2

ACTIONS
Bite: +4, 1d6+2p