

Goblin, S 1/4
NAME CR

AC 15 HP 7 PASSIVE PERCEPTION 9 SPEED 30

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

SKILLS / TRAITS
 Darkvision 60', Stealth +6

Nimble Escape: Bonus action
 Disengage/Hide 2
PROF

ACTIONS
Scimitar: +4, 1d6+2s
Shortbow: 80/320, +4, 1d6+2p

Gorgon, L 5
NAME CR

AC 19 HP 114 PASSIVE PERCEPTION 14 SPEED 40

STR DEX CON INT WIS CHA
 BONUS 5 0 4 -4 1 -2

SKILLS / TRAITS
 Darkvision 60', Perception +4, immune: petrify

Trampling Charge: If 20' toward target & hit w/gore, DC 16 Str save or prone. If prone, bonus action hooves 3
PROF

ACTIONS
Gore: +8, 2d12+5p
Hooves: +8, 2d10+5b
Petrifying Breath (5-6): 30' cone, DC 13 Con save or restrained. Save again or petrified, *greater restoration* ends

Gray Ooze, M 1/2
NAME CR

AC 8 HP 22 PASSIVE PERCEPTION 8 SPEED 10/10c

STR DEX CON INT WIS CHA
 BONUS 1 -2 3 -5 -2 -4

SKILLS / TRAITS
 Blindsight 60', Stealth +2, resist: acid, cold, fire, immune: blind, charm, deaf, exhaust, fright, prone
Amorphous: >1" no squeezing
Corrode Metal: Nonmagic metal weapon -1 cumulative damage if hits (-5 destroys)
False Appearance: Looks like oil pool/wet rock 2
PROF

ACTIONS
Pseudopod: +3, 1d6+1b & 2d6 acid, nonmagic armor cumulative -1 AC (AC 10 destroys)

Green Dragon Wyrmling, M 2
NAME CR

AC 17 HP 38 PASSIVE PERCEPTION 14 SPEED 30/60f/30s

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

SKILLS / TRAITS
 Darkvision 60', blindsight 10', Perception +4, Stealth +3, immune: poison

Amphibious: Breathe air & water 2
PROF

ACTIONS
Bite: +4, 1d10+2p & 1d6 poison
Poison Breath (5-6): 15' cone, DC 11 Con save, 6d6 poison, save half

Green Hag, M 3
NAME CR

AC 17 HP 82 PASSIVE PERCEPTION 14 SPEED 30

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

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

Grick, M 2
NAME CR

AC 14 HP 27 PASSIVE PERCEPTION 12 SPEED 30/30c

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

SKILLS / TRAITS
 Darkvision 60', resist: bps nonmagic

Stone Camouflage: Adv on Stealth in rocks 2
PROF

ACTIONS
Multiattack: 1 tentacles, if hit, 1 beak same target
Tentacles: +4, 2d6+2s
Beak: +4, 1d6+2p

Griffon, L 2
NAME CR

AC 12 HP 59 PASSIVE PERCEPTION 15 SPEED 30/80f

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

SKILLS / TRAITS
 Darkvision 60', Perception +5

Keen Sight: Adv on Perception for sight 2
PROF

ACTIONS
Multiattack: 1 beak, 1 claws
Beak: +6, 1d8+4p
Claws: +6, 2d6+4s

Grimlock, M 1/4
NAME CR

AC 11 HP 11 PASSIVE PERCEPTION 13 SPEED 30

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

SKILLS / TRAITS
 Blindsight 30'/10' if deaf, Athletics +5, Perception +3, Stealth +3, immune: blind
Blind Senses: Can't use blindsight if deaf & can't smell
Keen Hearing & Smell: Adv on Perception for hearing and smell
Stone Camouflage: Adv on Stealth in rocks 2
PROF

ACTIONS
Spiked Bone Club: +5, 1d4+3b & 1d4p