

Chimera, L 6

NAME CR

AC: 14 HP: 114 PASSIVE PERCEPTION: 18 SPEED: 30/60f

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

SKILLS / TRAITS
Darkvision 60', Perception +8

PROF: 3

ACTIONS
Multiattack: 1 bite, 1 horns, 1 claws or replace bite/horn w/Fire Breath
Bite: +7, 2d6+4p
Horns: +7, 1d12+4b
Claws: +7, 2d6+4s
Fire Breath (5-6): 15' cone, DC 15 Dex save, 7d8 fire, save half

Goblin, S 1/4

NAME CR

AC: 15 HP: 7 PASSIVE PERCEPTION: 9 SPEED: 30

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

SKILLS / TRAITS
Darkvision 60', Stealth +6

Nimble Escape: Bonus action
Disengage/Hide

PROF: 2

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

Drow Commando, M 6

NAME CR

AC: 15 HP: 91 PASSIVE PERCEPTION: 15 SPEED: 30/30c

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

SKILLS / TRAITS
Darkvision 120', Athletics +4, Perception +5, Stealth +10, Survival +5
Assassinate: Crit vs surprised, adv if target hasn't gone yet
Fey Ancestry: Adv vs charm, immune sleep
Innate Spellcasting: DC 11, at will: *dancing lights*, 1/day each: *darkness*, *faerie fire*, *levitate* (self)
Sunlight Sensitivity: In sunlight, disadv on attacks & Perception for sight

PROF: 3

ACTIONS
Multiattack: 2 attacks (1 can be crossbow)
Dagger: 20/60, +7, 1d4+4p, DC 15 Con save or 5d6 poison, save half
Hand Crossbow: 30/120, +7, 1d6+4p, DC 13 Con save or poisoned 1 hour. Fail >4, also unconscious

Elf, Drow, M 1/4

NAME CR

AC: 15 HP: 13 PASSIVE PERCEPTION: 12 SPEED: 30

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

SKILLS / TRAITS
Darkvision 120', Perception +2, Stealth +4
Fey Ancestry: Adv vs charm, immune sleep
Innate Spellcasting: DC 11, at will: *dancing lights*, 1/day each: *darkness*, *faerie fire*
Sunlight Sensitivity: In sunlight, disadv on attacks & Perception for sight

PROF: 2

ACTIONS
Shortsword: +4, 1d6+2p
Hand Crossbow: 30/120, +4, 1d6+2p, DC 13 Con save or poisoned 1 hour. Fail >4, also unconscious

Swarm of Bats, M 1/4

NAME CR

AC: 12 HP: 22 PASSIVE PERCEPTION: 11 SPEED: 30f

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

SKILLS / TRAITS
Blindsight 60', resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun
Echolocation: Blind while deaf
Keen Hearing: Adv on Perception for hearing
Swarm: Share another creature's space, pass openings as if T, can't regain HP/temp HP

PROF: 2

ACTIONS
Bite: 0', +4, 2d4p/1d4p if <12 HP

+1 Arrow

NAME

Weapon (arrow) U N

CATEGORY RARITY ATTUNE

NOTES
You have a +1 bonus to attack and damage rolls made with this magic weapon.

BONUS
SAVE DC
CHANGES

Potion of Poison

NAME

Potion U N

CATEGORY RARITY ATTUNE

NOTES
This concoction looks, smells, and tastes like a potion of healing or other beneficial potion. However, it is actually poison masked by illusion magic. An *identify* spell reveals its true nature.
If you drink it, you take 3d6 poison damage, and you must succeed on a DC 13 Constitution saving throw or be poisoned. At the start of each of your turns while you are poisoned in this way, you take 3d6 poison damage. At the end of each of your turns, you can repeat the saving throw. On a successful save, the poison damage you take on your subsequent turns decreases by 1d6. The poison ends when the damage decreases to 0.

BONUS
SAVE DC: 13
CHANGES

Slippers of Spider Climbing

NAME

Wondrous item U Y

CATEGORY RARITY ATTUNE

NOTES
While you wear these light shoes, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed. However, the slippers don't allow you to move this way on a slippery surface, such as one covered by ice or oil.

BONUS
SAVE DC
CHANGES