

GIANT RAT

STR -2 | -2 *S Beast, unaligned*
DEX +3 | +5 **Senses** Darkvision 60', PP: 12
CON +0 | +0 **CR** 1/8 (XP 25; PB +2)
INT -4 | -4
WIS +0 | +0
CHA -3 | -3

Skills Perception +2

Pack Tactics: Advantage against a creature if an ally is within 5'

13 **7** **+3** **30'**
Bite: +5, 5'r 5(1d4+3) Piercing
Climb 30'

SKELETON

STR +0 | +0 *M Undead, LE*
DEX +3 | +3 **Senses** Darkvision 60', PP: 9
CON +2 | +2 **Gear:** Shortbow, Shortsword
INT -2 | -2 **Languages** Understands Common
WIS -1 | -1 +1 other but can't speak
CHA -3 | -3 **CR** 1/4 (XP 50; PB +2)

Vulnerabilities bludgeoning

Immunities poison, exhaustion, poisoned

14 **13** **+3** **30'**
Shortsword: +5, 5'r 6(1d6+3) Piercing
Shortbow: +5, range 80/320' 6(1d6+3) Piercing

QUASIT

STR -3 | -3 *T Fiend (Demon), CE*
DEX +3 | +3 **Senses** Darkvision 120', PP: 10
CON +0 | +0 **Languages** Abyssal, Common
INT -2 | -2 **CR** 1 (XP 200; PB +2)
WIS +0 | +0
CHA +0 | +0

Skills Stealth +5

Resistances cold, fire, lightning

Immunities poison, poisoned

Magic Resistance: Advantage on Saves vs spells & other magical effects

13 **25** **+3** **40'**
Invisibility: Casts *Invisibility* on itself, requiring no spell components, using CHA
Render: +5, 5'r 5(1d4+3) Slashing & Poisoned until the start of the quasit's next turn
Scare (1/Day): 1 creature within 20' **WIS** Save DC 10 or Frightened. Target repeats the Save at the end of each of its turns; automatic success after 1 min
Shape-Shift: to resemble a bat (Speed 10', Fly 40'), a centipede (40', Climb 40'), or a toad (40', Swim 40'), or its true form. Stats are the same in each form, except Speed; equipment worn/carried isn't transformed

TROLL

STR +4 | +4 *L Giant, CE*
DEX +1 | +1 **Senses** Darkvision 60', PP: 15
CON +5 | +5 **Languages** Giant
INT -2 | -2 **CR** 5 (XP 1,800; PB +3)
WIS -1 | -1
CHA -2 | -2

Skills Perception +5

Loathsome Limbs (4/Day): If it ends any turn Bloodied & took 15+ Slashing that turn, 1 limb severed, falls into the troll's space & becomes a **Troll Limb**. It acts immediately after the troll's turn. The troll has 1 Exhaustion level for each missing limb & it grows replacement limbs the next time it regains HP

Regeneration: Regains 15 HP at the start of each of its turns. If it takes Acid or Fire, this trait doesn't function on the next turn. It dies only if it starts its turn with 0 HP & doesn't regenerate

15 **94** **+1** **30'**
Multiattack: 3 Rend attacks
Rend: +7, 10'r 11(2d6+4) Slashing

BONUS ACTIONS

Charge: Moves up to ½ its Speed straight toward an enemy it can see

TROLL LIMB

STR +4 | +4 *S Giant, CE*
DEX +1 | +1 **Senses** Darkvision 60', PP: 9
CON +0 | +0 **CR** 1/2 (XP 100; PB +2)
INT -5 | -5
WIS -1 | -1
CHA -5 | -5

Regeneration: The limb regains 5 HP at the start of each of its turns. If the limb takes Acid or Fire, this trait doesn't function on the limb's next turn. The limb dies only if it starts its turn with 0 HP & doesn't regenerate

Troll Spawn: Same senses as a whole troll. If it isn't destroyed within 24 hours, roll 1d12. On a 12, it turns into a **Troll**. Otherwise, itb withers away

13 **14** **+1** **20'**
Rend: +6, 5'r 9(2d4+4) Slashing

ICE MEPHIT

STR -2 | -2 *S Elemental, NE*
DEX +1 | +1 **Senses** Darkvision 60', PP: 12
CON +0 | +0 **Languages** Primordial (Aquan, Auran)
INT -1 | -1 **CR** 1/2 (XP 100; PB +2)
WIS +0 | +0
CHA +1 | +1

Skills Perception +2, Stealth +3

Damage Vulnerabilities fire

Immunities cold, poison, exhaustion, poisoned

Death Burst: explodes when it dies: 5' Emanation; 5(2d4) Cold. **CON** Save DC 10: ½ dmg

11 **21** **+1** **30'**
Claw: +3, 5'r 3(1d4+1) Slashing + 2(1d4) Cold
Fog Cloud (1/Day): no spell components, using CHA
Frost Breath (Recharge 6): each in a 15' Cone 7(3d4) Cold. **CON** Save DC 10: ½ dmg

STEAM MEPHIT

STR -3 | -3 *S Elemental, NE*
DEX +0 | +0 **Senses** Darkvision 60', PP: 10
CON +0 | +0 **Languages** Primordial (Aquan, Ignan)
INT +0 | +0 **CR** 1/4 (XP 50; PB +2)
WIS +0 | +0
CHA +1 | +1

Skills Stealth +2

Immunities fire, poison, exhaustion, poisoned

Blurred Form: Attack rolls against it have Disadvantage unless it is Incapacitated

Death Burst: Explodes when it dies; each in a 5' Emanation 5(2d4) Fire; **DEX** Save DC 10: ½ dmg

10 **17** **+0** **30', Fly 30'**
Claw: +2, 5'r 2(1d4) Slashing + 2(1d4) Fire
Steam Breath (Recharge 6): each in a 15' Cone 5(2d4) Fire & Speed decreased by 10' until the end of the mephit's next turn. **CON** Save DC 10: ½ dmg only. Being underwater doesn't grant Resistance to this Fire

KOBOLD WARRIOR

STR -2 | -2 *S Dragon, N*
DEX +2 | +2 **Senses** Darkvision 60', PP: 8
CON -1 | -1 **Gear:** Daggers (3)
INT -1 | -1 **Languages** Common, Draconic
WIS -2 | -2 **CR** 1/8 (XP 25; PB +2)
CHA -1 | -1

Pack Tactics: Advantage against a creature if an ally is within 5'

Sunlight Sensitivity: Disadvantage on ability checks & attack rolls in sunlight

15 **7** **+3** **30'**
Dagger: +4, 5'r 4(1d4+2) Piercing

SWARM OF RATS

STR -1 | -1 *M swarm of T Beasts, unaligned*
DEX +0 | +0 **Senses** Darkvision 30', PP: 10
CON -1 | -1 **CR** 1/4 (XP 50; PB +2)
INT -4 | -4
WIS +0 | +0
CHA -4 | -4

Resistances bludgeoning, piercing, slashing

Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Swarm: Can occupy another creature's space & vice versa & Can move through any opening large enough for a Tiny rat. Swarm can't regain HP or gain Temporary HP

10 **14** **+0** **30'**
Bites: +2, 5'r 5(2d4) Piercing, or 2(1d4) Piercing if the swarm is Bloodied

GOBLIN WARRIOR

STR -1 | -1 *S Fey (Goblinoid), CN*
DEX +2 | +2 **Senses** Darkvision 60', PP: 9
CON +0 | +0 **Languages** Common, Goblin
INT +0 | +0 **CR** 1/4 (XP 50; PB +2)
WIS -1 | -1
CHA -1 | -1

Skills Stealth +6

15 10 +2 30'

Scimitar: +4, 5' 5(1d6+2) Slashing, + 2(1d4) Slashing if the attack roll had Advantage
Shortbow: +4, range 80/320' 5(1d6+2) Piercing, + 2(1d4) Piercing if the attack roll had Advantage.

BONUS ACTIONS

Nimble Escape: The goblin takes the Disengage or Hide action

WHITE DRAGON WYRMING

STR +2 | +2 *M Dragon (Chromatic), CE*
DEX +0 | +2 **Senses** Blindsight 10', Darkvision 60', PP: 14
CON +2 | +2 **Languages** Draconic
INT -3 | -3 **CR** 2 (XP 450; PB +2)
WIS +0 | +2
CHA +0 | +0

Skills Perception +4, Stealth +2

Immunities cold

Ice Walk: Can move across & climb icy surfaces without an ability check. Difficult Terrain of ice/snow doesn't cost extra movement

16 32 +2 30' Burrow 15' Fly 60', Swim 30'

Multiattack: 2 Rend attacks

Rend: +4, 5' 6(1d8+2) Slashing + 2(1d4) Cold
Cold Breath (Recharge 5-6): 15' Cone; 22(5d8) Cold. **CON** Save DC 12: ½ dmg

HOBGOBLIN WARRIOR

STR +1 | +1 *M Fey (Goblinoid), LE*
DEX +1 | +1 **Senses** Darkvision 60', PP: 10
CON +1 | +1 **Languages** Common, Goblin
INT +0 | +0 **CR** 1/2 (XP 100; PB +2)
WIS +0 | +0
CHA -1 | -1

Pack Tactics: Advantage on an attack roll if at least 1 of the hobgoblin's allies is within 5' & the ally isn't Incapacitated

18 11 +3 30'

Longsword: +3, 5' 12(2d10+1) Slashing
Longbow: +3, range 150/600' 5(1d8+1) Piercing + 7(3d4) Poison

TWIG BLIGHT

STR -2 | -2 *S Plant, NE*
DEX +2 | +2 **Senses** Blindsight 60', PP: 9
CON +0 | +0 **Languages** Understands Common but can't speak
INT -3 | -3 **CR** 1/8 (XP 25; PB +2)
WIS -1 | -1
CHA -4 | -4

Skills Stealth +4

Vulnerabilities fire

Immunities deafened

Pack Tactics: Advantage on an attacks vs a creature if at least 1 ally is within 5'

14 7 +2 20'

Claw: +4, 5' 4(1d4+2) Slashing

BUGBEAR WARRIOR

STR +2 | +2 *Medium Fey (Goblinoid), CE*
DEX +2 | +2 **Senses** Darkvision 60', PP: 10
CON +1 | +1 **Languages** Common, Goblin
INT -1 | -1 **CR** 1 (XP 200; PB +2)
WIS +0 | +0
CHA -1 | -1

Skills Stealth +6, Survival +2

Abduct: no extra movement to move a creature it is grappling

14 33 +2 30'

Grab: +4, 10' 9(2d6+2) Bludgeoning & if M or smaller, is Grappled (escape DC 12)
Light Hammer: +4 (with Advantage if Grappled by the bugbear), 10' or range 20/60' 9(3d4+2) Bludgeoning

SALAMANDER FIRE SNAKE

STR +1 | +1 *M Elemental, NE*
DEX +2 | +2 **Senses** Darkvision 60', PP: 10
CON +0 | +0 **Languages** Understands Primordial but can't speak
INT -2 | -2 **CR** 1 (XP 200; PB +2)
WIS +0 | +0
CHA -1 | -1

Vulnerabilities cold

Immunities fire

Fire Aura: At the end of each of the salamander's turns, each creature of the salamander's choice in a 5' Emanation originating from the salamander takes 3(1d6) Fire

14 27 +2 30' Climb 30'

Bite: +4, 5' 6(1d8+2) Piercing + 3(1d6) Fire

SHADOW

STR -2 | -2 *M Undead, CE*
DEX +2 | +2 **Senses** Darkvision 60', PP: 10
CON +1 | +1 **CR** 1/2 (XP 100; PB +2)
INT -2 | -2
WIS +0 | +0
CHA -1 | -1

Skills Stealth +6

Vulnerabilities radiant

Resistances acid, cold, fire, lightning, thunder
Immunities necrotic, poison, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Amorphous: Can move through a space as narrow as 1" without expending extra movement
Sunlight Weakness: Disadvantage on D20 Tests

12 27 +2 40'

Draining Swipe: +4, 5' 5(1d6+2) Necrotic & target's Strength score decreases by 1d4. Target dies if reduced to 0. If a Humanoid is slain by this attack, a Shadow rises from the corpse 1d4 hours later.

BONUS ACTIONS

Shadow Stealth: While in Dim Light or Darkness, it takes the Hide action

GIANT FROG

STR +1 | +1 *M Beast, unaligned*
DEX +1 | +1 **Senses** Darkvision 30', PP: 12
CON +0 | +0 **CR** 1/4 (XP 50; PB +2)
INT -4 | -4
WIS +0 | +0
CHA -4 | -4

Skills Perception +2, Stealth +4

Amphibious: Can breathe air & water

Standing Leap: Long Jump up to 20' & High Jump up to 10' with or without a running start

11 18 +1 30' Swim 30'

Bite: +3, 5' 5(1d6+2) Piercing. If the target is a M or smaller creature, it is Grappled (escape DC 11)
Swallow: Swallows a S or smaller target it is grappling. Swallowed target isn't Grappled but is Blinded & Restrained & has Total Cover. While swallowing, the frog can't Bite & if it dies, swallowed target is no longer Restrained & can escape using 5' of movement, exiting Prone. At the end of the frog's next turn, swallowed target takes 5(2d4) Acid. If that doesn't kill it, the frog disgorges it, causing it to exit Prone

DRUID

STR +0 | +0 *S or M Humanoid, N*
DEX +1 | +1 **Senses** PP: 15
CON +1 | +1 **Languages** Common, Druidic, Sylvan
INT +1 | +1 **CR** 2 (XP 450; PB +2)
WIS +3 | +3
CHA +0 | +0

Skills Medicine +5, Nature +3, Perception +5

13 44 +1 30'

Multiattack: 2 attacks; Vine Staff or Verdant Wisp in any combination

Vine Staff: +5, 5' 7(1d8+3) Bludgeoning + 2(1d4) Poison

Spellcasting: Casts 1 of the following, using WIS (spell save DC 13):

At will: *Druidcraft, Speak with Animals*

2/day each: *Entangle, Thunderwave*

1/day each: *Animal Messenger, Longstrider, Moonbeam*

Verdant Wisp: +5, range 90' 10(3d6) Radiant