SWARM OF RATS

Medium swarm of tiny beasts, unaligned

Armor Class 10
Hit Points 24 (7d8-7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

Damage Resistance Bludgeoning, Piercing, Slashing
Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses Darkvision 30 Ft., passive Perception 10
Challenge 1/4 (50 XP)

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites (swarm has more than half HP). Melee Weapon Attack: +2 to hit, reach 0 ft., one target in the swarm's space. Hit: (2d6) piercing damage.

Bites (swarm has half HP or less). Melee Weapon Attack: +2 to hit, reach 0 ft., one target in the swarm's space. Hit: (1d6) piercing damage.

GHAST

Medium undead, chaotic evil

Armor Class 13
Hit Points 36 (8d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistance necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses Darkvision 60 Ft., passive Perception 10
Languages Common
Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 ft. of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

Turn Defiance. The ghast and any ghouls within 30 ft. of it have advantage on saving throws against effects that turn undead.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: (2d8 + 3) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success

SHAMBLING MOUND

Large plant, unaligned

Armor Class 15 (Natural Armor)
Hit Points 136 (16d10+48)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Skills Stealth +2
Damage Resistance Cold, Fire
Damage Immunities Lightning
Condition Immunities Blinded, Deafened, Exhaustion
Senses Blindsight 60 Ft. (Blind Beyond This Radius), passive Perception 10
Challenge 5 (1,800 XP)

Lightning Absorption. Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

ACTIONS

Multiattack. The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (2d8 + 4) bludgeoning damage.

Engulf. The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

CHA				
10 (+0)				

Senses passive Perception 10
Languages Any One Language (Usually Common)
Challenge 0 (10 XP)

ACTIONS

Club. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: (1d4) bludgeoning damage.

Pitchfork : same with (1d6) piercing damage

GHOUL

Medium undead, chaotic evil

Armor Class 12
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities Poison
Condition Immunities Charmed, Exhaustion, Poisoned
Senses Darkvision 60 Ft., passive Perception 10
Languages Common
Challenge 1 (200 XP)

ACTIONS

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: (2d6 + 2) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success

WOLF

Medium beast, unaligned

Armor Class 13 (Natural Armor)
Hit Points 11 (2d8+2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4
Senses passive Perception 13
Challenge 1/4 (50 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone

DIRE WOLF

Large beast, unaligned

Armor Class 14 (Natural Armor)
Hit Points 37 (5d10+10)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4
Senses passive Perception 13
Challenge 1 (200 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone