

KENKU

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AC	HP	SPEED
13	13 (3d8)	30'
ACTIONS		

+5 $1d6 + 3^6 \times 1$
shortsword (5', p)

OR

$1d6 + 3^6 \times 1$
shortbow (80/320', p)

STR
+0¹⁰
DEX
+3¹⁶
CON
+0¹⁰
INT
+0¹¹
WIS
+0¹⁰
CHA
+0¹⁰

Ambusher In the first round of a combat, the kenku has advantage on attack rolls against any creature it surprised.

Mimicry The kenku can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

MEDIUM HUMANOID, CN

SKILLS Deception +4, Perception +2, Stealth +5

RESIST None

IMMUNE None

SENSE Pass Perception 12

LANG Aunderstands Auran and Common but speaks only through the use of its Mimicry trait

CR(XP) 1/4 (50 XP)

GAZER

GAZER

AC	HP	SPEED
13	13 (3d4 + 6)	0' 30' Fly (hover)
ACTIONS		

+5 $1^1 \times 1$
Bite (5', p)

STR
+0¹⁰
DEX
+3¹⁶
CON
+0¹⁰
INT
+0¹¹
WIS
+0¹⁰
CHA
+0¹⁰

Aggressive As a bonus action, the gazer can move up to its speed toward a hostile creature that it can see.

Mimicry The gazer can mimic simple sounds of speech it has heard, in any language. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Eye Rays The gazer shoots two of the following magical eye rays at random (reroll duplicates), choosing one or two targets it can see within 60 feet of it:

1 Dazing Ray: DC 12 WIS or charmed until the start of the gazer's next turn and 1/2 speed + disadvantage on ATK rolls.

2 Fear Ray: DC 12 WIS or frightened until the start of the gazer's next turn.

3 Frost Ray: DC 12 DEX or take 10 (3d6) cold damage.

4 Telekinetic Ray: DC 12 Strength saving throw or be moved up to 30 feet directly away from the gazer.

TINY ABERRATION, NE

SAVING THROWS Widsom +2

SKILLS Perception +4, Stealth +2

RESIST None

IMMUNE Prone

SENSE darkvision 60'

LANG None

CR(XP) 1/2 (100 XP)

GOBLIN

GOBLIN

AC	HP	SPEED
15	7 (2d6 + 0)	30 ft.
ACTIONS		

+4

1d6 + 2⁵ × 1

scimitar (5', p)

OR

1d6 + 2⁵ × 1

shortbow (80/320', p)

STR

−1⁸

DEX

2¹⁴

CON

0¹⁰

INT

0¹⁰

WIS

−1⁸

CHA

−1⁸

Nimble Escape The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

SMALL HUMANOID, NE

SKILLS Stealth +6

SAVES None

RESIST None

IMMUNE None

VULN None

SENSE darkvision 60 ft., passive Perception 9

LANG Common, Goblin

CR 0.25

DUERGAR

DUERGAR

AC	HP	SPEED
16	26 (4d8 + 8)	25 ft.
ACTIONS		

+4

1d8 + 2⁶ × 1

war pick (5', p), +1d8 if enlarged

OR

1d6 + 2⁵ × 1

javelin (30/120', p), +1d6 if enlarged

STR

2¹⁴

DEX

0¹¹

CON

2¹⁴

INT

0¹¹

WIS

0¹⁰

CHA

−1⁹

Duergar Resilience The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Enlarge For 1 minute, the duergar magically increases in size to Large. It makes Strength checks and Strength saving throws with advantage.

Invisibility The duergar magically turns invisible up to 1 hour until it attacks, casts a spell, or its concentration is broken

MEDIUM HUMANOID, LE

SKILLS None

SAVES None

RESIST poison

IMMUNE None

VULN None

SENSE darkvision 120', passive Perception 10

LANG Dwarvish, Undercommon

CR 1

BANDIT

BANDIT

AC	HP	SPEED
12	11 (2d8 + 2)	30 ft.
ACTIONS		

+3

1d6 + 1⁴ × 1

scimitar (5', p)

OR

1d8 + 1⁵ × 1

light crossbow (80/320', p)

STR	0 ¹¹	None
DEX	1 ¹²	
CON	1 ¹²	
INT	0 ¹⁰	
WIS	0 ¹⁰	
CHA	0 ¹⁰	

MEDIUM HUMANOID, ANA

SKILLS None

SAVES None

RESIST None

IMMUNE None

VULN None

SENSE passive Perception 10

LANG any one language (usually Common)

CR 0.125

GRAY OOZE

GRAY OOZE

AC	HP	SPEED
8	22 (3d8 + 9)	10 ft. climb 10 ft.
ACTIONS		

+3

3d6 + 1¹¹ × 1

pseudopod (5', b,a)

STR

1¹²

DEX

-2⁶

CON

3¹⁶

INT

-5¹

WIS

-2⁶

CHA

-4²

Amorphous The ooze can move through a space as narrow as 1 inch wide without squeezing.

Corrode Metal Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage. The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

False Appearance While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

Pseudopod if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers.

MEDIUM OOZE, U

SKILLS Stealth +2

SAVES None

RESIST acid, cold, fire

IMMUNE blinded, charmed, deafened, exhaustion, frightened, prone

VULN None

SENSE blindsight 60 ft. (blind beyond this radius), passive Perception 8

LANG

CR 0.5

MIND FLAYER

MIND FLAYER

AC	HP	SPEED
15	71 (13d8 + 13)	30 ft.
ACTIONS		

+7

2d10 + 4¹⁵ × 1*

tentacles (5', psy)

OR

10d10⁵⁵ × 1*

extract brain (5', p)

STR
0¹¹

DEX
+1¹²

CON
+1¹²

INT
+4¹⁹

WIS
+3¹⁷

CHA
+3¹⁷

Magic Resistance Advantage on saving throws against spells/magical effects.

Innate Spellcasting (Psionics) (spell save DC 15). At will: detect thoughts, levitate. 1/day each: dominate monster, plane shift (self only)

Tentacles If ≤ Medium, it is grappled (escape DC 15 INT) if fail save they are stunned until this grapple ends.

Extract Brain Target is one incapacitated humanoid grappled by the mind flayer (see mm).

Mind Blast Recharge 5-6. Psychic energy in a 60-foot cone, DC15 INT save or take 4d8 + 4 (22) dmg and stunned for 1 minute

MEDIUM ABERRATION, LE

SKILLS Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4

SAVES Int +7, Wis +6, Cha +6

RESIST None

IMMUNE None

VULN None

SENSE darkvision 120'

LANG Deep Speech, Undercommon, telepathy 120 ft.

CR 7

INTELLECT DEVOURER

INTELLECT DEVOURER

AC	HP	SPEED
12	21 (6d4 + 6)	40'
ACTIONS		

+4

2d4 + 2⁷ × 1*

claws (5', s)

STR
-2⁶

DEX
+2¹⁴

CON
+1¹³

INT
+1¹²

WIS
+0¹¹

CHA
+0¹⁰

Detect Sentience Can sense the presence and location of any creature within 300 feet of it that has an Intelligence of 3 or higher

Multiattack The intellect devourer makes one attack with its claws and uses Devour Intellect.

Devour Intellect. The target must succeed on a DC 12 Int save or take 11 (2d10) psychic damage. Also on a failure, roll 3d6: stunned if total ≥ Int

Body Thief The intellect devourer initiates an Intelligence contest with an incapacitated humanoid within 5 feet of it that isn't protected by protection from evil and good. If it wins the contest, the intellect devourer magically consumes the target's brain, teleports into the target's skull, and takes control of the target's body.

TINY ABERRATION, LE

SKILLS Perception +2, Stealth +4

RESIST bludgeoning, piercing, and slashing from nonmagical weapons

IMMUNE Blinded

SENSE blindsight 60 ft. (blind beyond this radius)

LANG understands Deep Speech but can't speak, telepathy 60 ft.

CR(XP) 2 (450 XP)

APPRENTICE WIZARD

APPRENTICE WIZARD

AC	HP	SPEED
10	9 (2d8 + 0)	30 ft.
ACTIONS		

+2

1d4² × 1

dagger (5' or 20/60, p)

STR
+0¹⁰

DEX
+0¹⁰

CON
+0¹⁰

INT
+2¹⁴

WIS
+0¹⁰

CHA
+0¹¹

Spellcasting

The apprentice is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:
Cantrips (at will): fire bolt, mending, prestidigitation
1st level (2 slots): burning hands, disguise self, shield

MEDIUM HUMANOID, any

SKILLS Arcana +4, History +4
SAVES None
RESIST None
IMMUNE None
VULN None
SENSE None
LANG any one language (usually Common)
CR 1/4 (50 XP)

INVISIBLE STALKER

INVISIBLE STALKER

AC	HP	SPEED
20	5 (16d8 + 32)	6' 50' Fly (hover)
ACTIONS		

+6

2d6 + 3¹⁰ × 1

slam (5', b)

STR
+3¹⁶

DEX
+4¹⁹

CON
+2¹⁴

INT
+0¹⁰

WIS
+2¹⁵

CHA
+0¹¹

Invisibility

The stalker is invisible.

Faultless Tracker.

The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

MEDIUM ELEMENTAL, N

SKILLS Perception +8, Stealth +10
RESIST Bludgeoning, Piercing, And Slashing From Nonmagical Weapons
IMMUNE Poison, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
SENSE Darkvision 60', Pass Perception 18
LANG Auran, Understands Common But Doesn't Speak It
CR(XP) 6 (2,300 XP)

Goblin

Goblin

AC	HP	SPEED
15	7 (2d6 + 0)	30 ft.
ACTIONS		

+4

1d6 + 2⁵ × 1

scimitar (5', p)

OR

1d6 + 2⁵ × 1

shortbow (80/320', p)

STR −1 ⁸	Nimble Escape The goblin can take the Disengage or Hide action as a bonus action on each of its turns.
DEX 2 ¹⁴	
CON 0 ¹⁰	
INT 0 ¹⁰	
WIS −1 ⁸	
CHA −1 ⁸	

SMALL HUMANOID, NE
SKILLS Stealth +6
SAVES None
RESIST None
IMMUNE None
VULN None
SENSE darkvision 60 ft., passive Perception 9
LANG Common, Goblin
CR 0.25

Invisible Stalker

Invisible Stalker

AC	HP	SPEED
20	5 (16d8 + 32)	6' 50' Fly (hover)
ACTIONS		

+6

2d6 + 3¹⁰ × 1

slam (5', b)

STR +3 ¹⁶	Invisibility The stalker is invisible. Faultless Tracker. The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.
DEX +4 ¹⁹	
CON +2 ¹⁴	
INT +0 ¹⁰	
WIS +2 ¹⁵	
CHA +0 ¹¹	

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