

Mook

HP: 11, AC: 12, Mod: +1
Scimitar: +3 4DMG

General

HP: 20, AC: 14, Mod: +2
(2/Turn)Longsword: +4 5DMG

Boss(Large)

HP: 42, AC: 11, Mod +1 (+4 STR)
Speed: 40ft climb 30ft
(2/turn)Bite/Claws: +4 8DMG

Wolf

Beast
HP: 11, AC: 12, Mod: +1
- Pack Tactics
Bite: +3 4DMG

Bear

Large Beast
HP: 42, AC: 11, Mod +1 (+4 STR)
Speed: 40ft climb 30ft
(2/turn)Bite/Claws: +4 8DMG

Nymph

Fey
HP: 8, AC: 12, Mod: +1
- Magic Resistance(ADV V Spells)
- Charming Gaze(DC 14 WIS)
- Shapeshift to plants
Fey Fire: +3 3DMG

Nature Spirit

Fey
HP: 30, AC: 11, Mod: +2
- Adv VS spells
- Shapeshift to animals
(2/Turn)Claws/Jaws: +4 6DMG

Imp

Fiend
HP: 10, AC: 10, Mod: +1
- Resist Non-Magical DMG
- Immune Fire
- Shapeshift to small creature
Claws: +3 4DMG
Spit Flame +3 5DMG

Demon

Fiend
HP: 22, AC: 14, Mod: +2
- Resist Non-Magical DMG
- Immune Fire
- Possess(DC 12 WIS)
(2/Turn)Claws: +4 6DMG

Commoner

Humanoid
HP: 10, AC: 12, Mod: +1
Club: +3 3DMG

Guard

Humanoid
HP: 11, AC: 14(Shield), Mod: +1
- Reckless: Adv for self and attackers
Spear: +3 4DMG

Bandit

Humanoid
HP: 13, AC: 12, Mod: +1
- Nimble: BA disengage/hide
Scimitar: +3 4DMG
Crossbow +3 5DMG

Soldier

Humanoid
HP: 20, AC: 14, Mod: +2
(2/Turn)Longsword: +4 6DMG

Mage

Humanoid
HP: 15, AC: 13(Magic), Mod: +2
Club: +3 3DMG
Spells(+5, DC15):
Cantrips
- **Light**: 30ft
- **Prestidigitation**
- **Acid Splash**(15ft): DEX save or 3DMG

1st(4 slots)
- **Grease**: 10ft SQR DEX
- **Magic Missile**: 3 x 2DMG darts
- **Color Spray**: Blind 6d6HP worth until end of next turn
- **Witch Bolt**: +5 6DMG, repeat with action

Skeleton

Undead
HP: 11, AC: 12, Mod: +1
- Vulnerable to bludgeoning
Rusty Shortsword: +3 4DMG

Zombie

Undead
HP: 11, AC: 12, Mod: +1
- Rises again first time if not killed with fire
- 15ft speed
Slam: +3 5DMG

Ghost

Undead
HP: 20, AC: 14, Mod: +2
- Turn invisible, etherial on command
- Attack Drains max HP by 2(restored on Long Rest)
- Immune to non-silver physical
(2/Turn)Life Drain: +4 5DMG

Vampire

Undead
HP: 42, AC: 11, Mod +1 (+4 STR)
- Charming gaze (DC 14 WIS)
- Garlic deals 10DMG
- Rises again if not staked
Claws: +3 2DMG
(2/turn)Bite: +4 5DMG(heal 5)
Legendary Action(At end of any turn):
- Move
- Claws

Man-faced Lightning Stalker

Monstrosity
Bark-like skin with human face
HP: 20, AC: 14, Mod: +2
- Spider Climb
Scratch: +3 3DMG
(2/Turn)Zap(15ft): +4 5DMG

Air Squid

Monstrosity
HP: 20, AC: 14, Mod: +2
- Fly 30ft
- Ink Cloud(30ft obscure, 10 min)
- Hand Grapple 20ft range DC14 ATH/ACR
(2/Turn)Beak: +4 5DMG

Glistening Plump Tooth

Large monstrosity
HP: 42, AC: 11, Mod +1 (+4 STR)
Speed: 15ft climb 15ft
(2/turn)Chomp: +4 8DMG,
Autograpple

Legless Eye Beetle

Monstrosity
HP: 11, AC: 12, Mod: +1
Bite: +3 4DMG

Growling Fire Blob

Large monstrosity
HP: 42, AC: 11, Mod +1 (+4 STR)
- Healed by fire damage
- Flaming Aura: 3DMG if within 5ft
(2/turn)Burn: +4 8DMG