

Animated Armor, *M*

1

NAME							
AC	18	HP	33	PASSIVE PERCEPTION	6	SPEED	25
STR	2	DEX	0	CON	1	INT	-5
BONUS		BONUS		BONUS		BONUS	
WIS	-4	CHA	-5				
BONUS		BONUS					

SKILLS / TRAITS
Blindsight 60', immune: blind, charm, deaf, exhaust, fright, paralyze, petrify, poison, psychic
Antimagic Susceptibility: Incapacitated in antimagic field, Con save vs spell if *dispel magic* or unconscious 1min
False Appearance: Looks like armor

2
PROF

ACTIONS

Multiattack: 2 melee

Slam: +4, 1d6+2b

Ankheg, *L*

2

NAME							
AC	14/ 11 prone	HP	39	PASSIVE PERCEPTION	11	SPEED	30/10b
STR	3	DEX	0	CON	1	INT	-5
BONUS		BONUS		BONUS		BONUS	
WIS	1	CHA	-2				
BONUS		BONUS					

SKILLS / TRAITS
Darkvision 60', tremorsense 60'

2
PROF

ACTIONS

Bite: +5, 2d6+3s & 1d6 acid, L or smaller grappled DC 13 & adv bite & no acid spray
Acid Spray (R 6): 30'x5' line, DC 13 Dex save, 3d6 acid, save half

Ape, *M*

1/2

NAME							
AC	12	HP	19	PASSIVE PERCEPTION	13	SPEED	30/30c
STR	3	DEX	2	CON	2	INT	-2
BONUS		BONUS		BONUS		BONUS	
WIS	1	CHA	-2				
BONUS		BONUS					

SKILLS / TRAITS
Athletics +5, Perception +3

2
PROF

ACTIONS

Multiattack: 2 fist

Fist: +5, 1d6+3b

Rock: 25/50, +5, 1d6+3b

Archmage, *M*

12

NAME							
AC	12/ 15*	HP	99	PASSIVE PERCEPTION	12	SPEED	30
STR	0	DEX	2	CON	1	INT	5
BONUS		BONUS		BONUS		BONUS	
WIS	2	CHA	3				
BONUS		BONUS					

SKILLS / TRAITS
Arcana +13, History +13, resist: spell damage, bps nonmagic*

Magic Resistance: Adv saves vs magic

Spellcasting: See spell card*

4
PROF

ACTIONS

Dagger: 20/60, +6, 1d4+2p

Assassin, *M*

8

NAME							
AC	15	HP	78	PASSIVE PERCEPTION	13	SPEED	30
STR	0	DEX	3	CON	2	INT	1
BONUS		BONUS		BONUS		BONUS	
WIS	0	CHA	0				
BONUS		BONUS					

SKILLS / TRAITS
Acrobatics +6, Deception +3, Perception +3, Stealth +9, resist: poison
Assassinate: Crit vs surprised, adv if target hasn't gone yet
Evasion: Failed Dex save half damage, success none
Sneak Attack (1/turn): +4d6 damage if advantage/ally within 5' of target

3
PROF

ACTIONS

Multiattack: 2 shortsword
Shortsword: +6, 1d6+3, DC 15 Con save, 7d6 poison, save half
Light Crossbow: 80/320, +6, 1d8+3p, DC 15 Con save, 7d6 poison, save half

Awakened Shrub, *S*

0

NAME							
AC	9	HP	10	PASSIVE PERCEPTION	10	SPEED	20
STR	-4	DEX	-1	CON	0	INT	0
BONUS		BONUS		BONUS		BONUS	
WIS	0	CHA	-2				
BONUS		BONUS					

SKILLS / TRAITS
Vuln: fire, resist: p

False Appearance: Looks like plant

2
PROF

ACTIONS

Rake: +1, 1d4-1s

Awakened Tree, *H*

2

NAME							
AC	13	HP	59	PASSIVE PERCEPTION	10	SPEED	20
STR	4	DEX	-2	CON	2	INT	0
BONUS		BONUS		BONUS		BONUS	
WIS	0	CHA	-2				
BONUS		BONUS					

SKILLS / TRAITS
Vuln: fire, resist: bp

False Appearance: Looks like tree

2
PROF

ACTIONS

Slam: 10', +6, 3d6+4b

Axe Beak, *L*

1/4

NAME							
AC	11	HP	19	PASSIVE PERCEPTION	10	SPEED	50
STR	2	DEX	1	CON	1	INT	-4
BONUS		BONUS		BONUS		BONUS	
WIS	0	CHA	-3				
BONUS		BONUS					

SKILLS / TRAITS

2
PROF

ACTIONS

Beak: +4, 1d8+2s