Commoner, *M*

NAME | CR: 0

AC	HP	PASSIVE PERCEPTION	SPEED
10	4	10	30

STR	DEX	CON	INT ☐	WIS ☐	CHA ☐
0	0	0	0	0	0
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

PROF: 2

ACTIONS

Club: **+2, 1d4b**

Giant Rat, Diseased, *S*

NAME | CR: 1/8

AC	HP	PASSIVE PERCEPTION	SPEED
12	7	10	30

STR	DEX	CON	INT ☐	WIS ☐	CHA ☐
-2	2	0	-4	0	-3
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60'

Keen Smell: Adv on Perception for smell
Pack Tactics: Adv on attacks if ally within 5' of target

PROF: 2

ACTIONS

Bite: **+4, 1d4+2p**, DC 10 Con save or diseased: can't regain HP except w/magic, HP max decrease 3/day (die at 0 HP)

Gibbering Mouther, *M*

NAME | CR: 2

AC	HP	PASSIVE PERCEPTION	SPEED
9	67	10	10/10s

STR	DEX	CON	INT ☐	WIS ☐	CHA ☐
0	-1	3	-4	0	-2
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', immune: prone
Aberrant Ground: 10' radius difficult terrain, DC 10 Str save or speed 0 until next turn
Gibbering: 20' DC 10 Wis save at start of turn or no reactions & d8: 1-4 no action, 5-6 no action & random move, 7-8 melee random target

PROF: 2

ACTIONS

Multiattack: 1 bite, 1 Blinding Spittle

Bite: **+2, 5d6p**, <L DC 10 Str save or prone
Blinding Spittle (5-6): 15', 5' radius DC 13 Dex save or blind until mouther's turn

Guard, *M*

NAME | CR: 1/8

AC	HP	PASSIVE PERCEPTION	SPEED
16	11	12	30

STR	DEX	CON	INT ☐	WIS ☐	CHA ☐
1	1	1	0	0	0
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Perception +2

PROF: 2

ACTIONS

Spear: 20/60, **+3, 1d6+1p/1d8+1p** 2-hands

Noble, *M*

NAME | CR: 1/8

AC	HP	PASSIVE PERCEPTION	SPEED
15	9	12	30

STR	DEX	CON	INT ☐	WIS ☐	CHA ☐
0	1	0	1	2	3
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Deception +5, Insight +4, Persuasion +5

PROF: 2

ACTIONS

Rapier: **+3, 1d8+1p**
Parry (react): +2 AC vs melee attack

Sh'golgg, *H*

NAME | CR: 11

AC	HP	PASSIVE PERCEPTION	SPEED
16	147	13	40/80f

STR	DEX	CON	INT ☐	WIS ☐	CHA ☐
4	3	4	5	3	4
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Blindsight 120', Arcana +9, Persuasion +8, resist: bps nonmagic, immune: charmed, cold, exhaust, fire, fright, grapple, lightning, poison, prone, psychic, restrain
Immortal Form: Does not breathe, eat, drink, sleep
Maddening Presence: DC 15 Wis save or lose 1d6 sanity points. Then immune 24 hrs
Legendary Resistance (3/day): Pass failed save

PROF: 4

ACTIONS

Multiattack: 1 void tendril, 1 starblast
Void Tendril: 15', **+8, 2d8+4 cold**
Starblast (spell): 120', **+8, 5d6 radiant**, DC 15 Dex save or blind until end of next turn
Liquify (Bonus): 1 non-gibbering mouther worshipper can see <CR 3 in 120', target dies and becomes gibbering mouther (up to 5 at once)

Veteran, *M*

NAME | CR: 3

AC	HP	PASSIVE PERCEPTION	SPEED
17	58	12	30

STR	DEX	CON	INT ☐	WIS ☐	CHA ☐
3	1	2	0	0	0
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Athletics +5, Perception +2

PROF: 2

ACTIONS

Multiattack: 2 longsword, 1 shortsword
Longsword: **+5, 1d8+3s/1d10+3s** 2-hands
Shortsword: **+5, 1d6+3p**
Heavy Crossbow: 100/400, **+3, 1d10+1p**

Void Spawn, *L*

NAME | CR: 4

AC	HP	PASSIVE PERCEPTION	SPEED
14	85	11	30/60f

STR	DEX	CON	INT ☐	WIS ☐	CHA ☐
3	1	3	-1	1	-1
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 120', resist: cold, fire, lightning

Alien Form: Does not breathe

PROF: 2

ACTIONS

Multiattack: 2 arm scythe
Arm Scythe: **+5, 2d8+3s**
Tentacles: 10', **+5, 2d10+3b**, DC 13 Con save or paralyzed until end of next turn
Reflexive Cut (React): First time <40 hp, 1 arm scythe