



N

E

GOBLIN

50

15

AC

STR

8+1

7

HP

DEX

14+2

6"

SP

CON

10

SZ

■

INT

10

RS


WIS

8-1

IM

CHA

8-1



Skills: Stealth +6

Nimble Escape: The goblin can take the Disengage or Hide action as a bonus action on each of it's turns.

Semiarm: Hit+4 ; Range 1" ; 1 Target ; 1D6+2 slashing damage.

Shortbow (R): Hit+4 ; Range 16" - 64" ; 1 Target 1D6+2 piercing damage.

L

E

KOBOLD

25

12

AC

STR

7-2

5

HP

DEX

15+2

6"

SP

CON

9-1

SZ

■

INT

8-1

RS


WIS

7-2

IM

CHA

8-1



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

Pack Tactics: The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 1" of the creature and the ally isn't incapacitated.

Dagger: Hit+4 ; Range 1" ; 1 Target ; 1D4+2 piercing damage.

Sling (R): Hit+4 ; Range 6" - 24" ; 1 Target 1D4+2 bludgeoning damage.

GRIFFON

450

12

AC

STR

18+4

59

HP

DEX

15+2

16"

SP

CON

16+3

SZ

■

INT

2-4

RS


WIS

13+1

IM

CHA

8-1



Skills: Perception +5

Keen Sight: The griffon has advantage on Wisdom (Perception) checks that rely on sight.

Multiattack: The griffon makes two attacks: one with its beak and one with its claws.

Beak: Hit+6 ; Range 1" ; 1 Target ; 1D8+4 piercing damage.

Claw: Hit+6 ; Range 1" ; 1 Target ; 2D6+4 slashing damage.

GELATINOUS CUBE

450

6

AC

STR

14+2

84

HP

DEX

3+4

3"

SP

CON

20+5

SZ

■

INT

1-5

RS


WIS

6-2

IM

CHA

1-5



Ooze Cube: Other creatures may enter the space but is affected by "Engulf". Creatures inside the cube can be seen but are total cover. A creature within 1" can make a DC 12 Strength test and the creature attempting takes 3D6 acid damage.

Transparent: It takes a DC 15 Wisdom (Perception) test to spot a cube that has neither moved or attacked.

Pseudopod: Hit+4 ; Range 1" ; 1 Target ; 3D6 acid damage.

Engulf: Cubes can enter Large or smaller creatures spaces. When a cube does this the creature must make a DC 12 dexterity success. On a save a creature is pushed 1" to the side/back of the cube, otherwise it takes 3D6 acid damage, and takes 6D6 acid damage each of the cubes turns. When the cube moves engulfed creatures also move. A creature can make a DC 12 Strength test to escape. On a success the creature enters a space within 1" of the cube.