

RANDOM
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GIANT RAT 25


12	AC	STR	7-2
7	HP	DEX	15+2
6"	SP	CON	11
SZ	■	INT	2-4
RS		WIS	10
IM		CHA	4-3





Keen Smell: The rat has advantage on Wisdom (Perception) checks that rely on smell.

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

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

 GRELL 700

12	AC	STR	15+2
55	HP	DEX	14+2
6"	SP	CON	13+1
SZ	■	INT	12+1
RS		WIS	11
IM		CHA	9-1




Skills: Stealth +6, Perception +4

Multitask: The grell makes two attacks: one with its tentacles and one with its beak.


Tentacles: Hit+4 ; Range 2" ; 1 Target ; 1D10+2 piercing damage, and the target must succeed a DC 11 Constitution throw or be poisoned for 1 round. The poisoned target is paralyzed and it can repeat the throw at the end of each of its rounds ending the effect on a success.

The target is also grappled (escape DC 15). If the target is Medium or smaller it is also restrained until the grapple ends. The grell has advantage on attack rolls on grappled targets. When the grell moves, grappled targets also move.

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

 ORC 100

13	AC	STR	16-3
15	HP	DEX	12+1
6"	SP	CON	16+3
SZ	■	INT	7-2
RS		WIS	11
IM		CHA	10



Skills: Intimidation +2


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

Greataxe: Hit+5 ; Range 1" ; 1 Target ; 2D12+3 slashing damage.

Javelin (R): Hit+5 ; Range 1" or 6" - 24" ; 1 Target 1D6+3 piercing damage.

SWARM OF RATS 50

10	AC	STR	9-1
24	HP	DEX	11
6"	SP	CON	9-1
SZ	■ + ■	INT	2-4
RS		WIS	10
IM		CHA	3-4



Keen Smell: The rat has advantage on Wisdom (Perception) checks that rely on smell.

Swarm: The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny rat. The swarm can't regain hit points or gain temporary hit points.

Bites: Hit+2 ; Range 0" ; 1 Target ; 2D6 piercing damage, or 1D6 if the swarm is has half hit points or fewer