

Goblin, S

1/4

NAME

CR

15

7

9

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-1

2

0

0

-1

-1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', Stealth +6

Nimble Escape: Bonus action Disengage/Hide

2

ACTIONS

Scimitar: +4, 1d6+2s

Shortbow: 80/320, +4, 1d6+2p

Mage, M

6

NAME

CR

12/15*

40

11

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-1

2

0

3

1

0

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Arcana +6, History +6

Spellcasting: See spell card*

3

ACTIONS

Dagger: 20/60, +5, 1d4+2p

Priest, M

2

NAME

CR

13

27

13

25

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

0

0

1

1

3

1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Medicine +7, Persuasion +3, Religion +4

Divine Eminence: Bonus action, expend spell slot, +3d6 radiant on melee until end of turn. +1d6 for each lvl above 1st

Spellcasting: See spell card*

2

ACTIONS

Mace: +2, 1d6b

Shaktilar, L

10

NAME

CR

15

84

11

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

1

5

2

1

3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', Perception +2

Keen Smell: Adv on Perception for smell

Regeneration: Regain 10 HP on turn unless acid/fire damage

Spellcasting: See spell card*

4

ACTIONS

Multiattack: 1 bite, 2 claws (replace 1 claw w/eldritch blast)

Bite: +8, 1d6+4p

Claw: +8, 2d6+4s

Pish Posh (react): 1 attack misses & teleport 15'

Troll, L

5

NAME

CR

15

84

12

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

1

5

-2

-1

-2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', Perception +2

Keen Smell: Adv on Perception for smell

Regeneration: Regain 10 HP on turn unless acid/fire damage. Die only if 0 HP & no regeneration

3

ACTIONS

Multiattack: 1 bite, 2 claws

Bite: +7, 1d6+4p

Claw: +7, 2d6+4s

Mage

NAME

9

14

+6

LEVEL

SAVE DC

ATTACK BONUS

LEVEL

SLOTS

SPELLS

0

1

2

3

4

5

fire bolt, light, mage hand, prestidigitation

detect magic, mage armor, magic missile, shield

misty step, suggestion

counterspell, fireball, fly

greater invisibility, ice storm

cone of cold

Priest

NAME

14

14

+3

LEVEL

SAVE DC

ATTACK BONUS

LEVEL

SLOTS

SPELLS

0

1

2

3

light, sacred flame, thaumaturgy

cure wounds, guiding bolt, sanctuary

lesser restoration, spiritual weapon

dispel magic, spirit guardians

Shaktilar

NAME

7

15

+7

LEVEL

SAVE DC

ATTACK BONUS

PER DAY

SPELLS

At will

eldritch blast, mage hand, minor illusion, poison spray, prestidigitation, spider climb

PER DAY

SPELLS

3/day

blight, eyebite, hold person, misty step

PER DAY

SPELLS

PER DAY

SPELLS