

NAME / TYPE	AC/hp	Hit/PP	ATT 1 / ATT 2	SPECIAL ATTACK	IMMUNITY / OTHER	S	D	C	I	W	Ch	Language / Vision	HD / XP
Ankheg	14	+5	2d6 +3 (10) <i>bite</i> +	30' Acid Spray (13DEX)		+3	+0	+1	-5	+1	-2	none	6d10+6
L monstrosity	39	11	1d6 (3) <i>acid</i> + grapple	3d6 (10) <i>acid</i> - R6									(2) 450
Banshee	12	+4	3d6+2 <i>touch</i>	Fear sight (13 WIS)	R-all + non-magic W	-5	+2	+0	+1	+0	+3	Common, Elvish	13d8
M undead	58	10		Wail (1) 0hp (13 CON)	I-cold,nec,poi,cond	Saves WIS +2	Cha +5					Darkvision	(4) 1100
Blight, Twig	13	+3	1d4+1 (3) <i>claws</i>	camo - dead bush	Blind / Deafness	-2	+1	+1	-3	-1	-4	Common (no speak)	1d6+1
S plant	4	9			Vulnerable - Fire	Stealth +3						Blindvision / move 20	(1/8) 25
Blight, Needle	12	+3	2d4 +1 (6) <i>claws</i>		Blind / Deafness	+1	+1	+1	-3	-1	-4	Common (no speak)	2d8+2
M plant	11	9	2d6 +1 (8) <i>needles</i>									Blindvision	(1/4) 50
Blight, Vine	12	+4	2d6 +2 <i>constrict</i> +	Entangle 15' 1 target	Blind / Deafness	+2	-1	+2	-3	+0	-4	Common (no speak)	4d8+8
M plant	26	10	grapple DC12	12 STR - R5-6	camo - tangle vines							Blindvision	(1/2) 100
Boar	11	+3	1d6+1 (4) <i>tusk</i>	20' Charge +1d6 (3) +	if dmg <8 drop to 0hp	+1	+0	+1	-4	-1	-3	none	2d8+2
M beast	11	9		prone (11 STR)	drop to 1 hp instead								(1/4) 50
Carrion Crawler	13	+8 / +4	1d4+2 (4) <i>tent</i> + <i>para</i>	Paralyze 1min (13CON)	Spider climb	+2	+1	+3	-5	+1	-3	none	6d10+18
L monstrosity	51	13	2d4+2 (7) <i>bite</i>	2 attacks		Perception +3						Darkvision	(2) 450
Ghoul	12	+4/+2	2d4+2 (7) <i>claws</i> + <i>para</i>	Paralyze 1min (10CON)	Poison / Charm	+1	+2	+0	-2	+0	-2	Common (no speak)	5d8
M undead	22	10	2d6+2 (9) <i>bite</i>									Darkvision	(1) 200
Giant Crab	15	+3	1d6+1 (4) <i>claw</i>			+1	+2	+0	-5	-1	-4	none	3d8
M beast	13	9										Blindsight	(1/8) 25
Giant Rat	12	+4	1d4+2 (4) <i>bite</i>	ADV with allies		-2	+2	+0	-4	+0	-3	Darkvision	2d6
S beast	7	10											(1/8) 25
Giant Spider	14	+5	1d8+3 (7) <i>bite</i> + <i>poison</i>	Poison 2d8 (11CON)	Spider climb	+2	+3	+1	-4	+0	-3	None	4d10+4
L beast	26	10	<i>Web</i> (5-6 <i>recharge</i>)*	* Immobilize (12STR)		Stealth +7						Dark 60 / Blind 10	(1) 200
Harpy	11	+3	2d4+1 (6) <i>claw</i>	Song (11 WIS) or		+1	+1	+1	-2	+0	+1	Common	7d8+7
M monstrosity	38	10	1d4+1 (3) <i>club</i>	charmed (bonus to cont)								move 20 / fly 40	(1) 200
Hunter Shark	12	+6	2d8+4 (13) <i>bite</i>	Frenzy - ADV if any		+4	+1	+2	-5	+0	-3	none	6d10+12
L beast	45	12		foe is damaged								swim 40	(2) 450
Invisible Stalker	14	+6	2d6+3 (10) <i>slam</i>	Faultless tracker	R - Non magic W	+3	+4	+2	+0	+2	+0	Auran, Common	16d8+32
M elemental	104	18	2 attacks		I - poison, all Cond.	Perception +8	Stealth +10					Darkvision	(6) 2300
Manticore	14	+5	1d8+3 (7) <i>bite</i>	1d8+3 (7) <i>tail spike</i>		+3	+3	+3	-2	+1	-1	Common	8d10+24
L monstrosity	68	11	1d6+3 (6) <i>claw</i>	3 attacks								move 30 / fly 50	(3) 700
Mimic	12	+5	1d8+3 (7) <i>pseudopod</i> +	grapple (13 STR)	Imm - prone/acid	+3	+1	+2	-3	+1	-1	none	9d8+18
M monstrosity	58	11	1d8+3 (7) <i>bite</i> + 1d8 (4) <i>acid</i>		shapeshift any object	Stealth +5						move 15	(2) 450
Ochre Jelly	8	+4	2d6+2 (9) <i>pseudopod</i>	Split if slashed	slash/lightning/fear	+2	-2	+2	-4	-2	-5	None	6d10+12
L ooze	45	8	+1d6 (3) <i>acid</i>	Resist. Acid	blind/charm/prone							Blindvision / move 10	(2) 450
Ogre	11	+6	2d8+4 (13) <i>greatclub</i>			+4	-1	+3	-3	-2	-2	Common, Giant	7d10+21
L giantkin	59	8	2d6+4 (11) <i>javelin</i>									Darkvision / move 40	(2) 450
Orc	13	+5	1d12+3 (9) <i>greataxe</i>	Bonus action - Dash		+3	+1	+3	-2	+0	+0	Common, Orc	2d8+6
M humanoid	15	10	1d6+3 (6) <i>javelin</i>			Intimidation +2						Darkvision	(1/2) 100
Stirge	14	+5	1d4+3 (5) <i>bite</i> + <i>attach</i>	If attached auto dmg		-3	+3	+0	-4	-1	-2	None	1d4
T beast	2	9		1d4+3 (5) <i>blood loss</i>								Darkvision / fly 40	(1/8) 25
Will-O-Wisp	19	+4	2d8 (9) <i>lightning</i>	if vic @ 0hp 10CON	R-all + non-magic W	-5	+9	+0	+1	+2	+0	none	9d4
T undead	22	12	Consume life - bonus	or die, wisp +10hp	I-light, pois, all cond	invisiblity at will / incorporeal						fly 50	(2) 450
Wererat	12	+4	1d6+2 (5) <i>short sword</i>	lycan 11CON or curse	I - all W not magic	+0	+2	+1	+0	+0	-1	Common	6d8+6
M humanoid	33	12	1d4+2 (4) <i>bite</i> + lycan	1d6+2 (5) <i>crossbow</i>	or silvered	Perception +2	Stealth +4					Darkvision	(2) 450

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Anchorite of Talos M Half-Orc	13 58	+5 12	1d4+3 (5) <i>claw glove</i> 1d6+3 (6) <i>tusk (boar)</i> <i>spells: DC12 / 1 per day - augury, bless, revivfy, lightning bolt (8d6) / 3 per day - Thunderwave (2d8)</i>	innate spellcaster	Shapeshift into boar	+3	+1	+2	-1	+2	+1	Common, Orc Darkvision	9d8+18 (3) 700
Commoner M humanoid	10 4	+2 10	1d4 (2) <i>club</i> or 1d6 (3) <i>short sword</i>			+0	+0	+0	+0	+0	+0	Common	1d8 (0) 10
Don-Jon Raskin M humanoid	10 44	+2 10	1d4 (2) <i>dagger</i> <i>1d4 (2) sling</i>	3 melee attacks	ADV vs fear if 0hp, 1hp + ADV	+0	+0	+1	+1	+0	+2	Common, Dwarvish Dex +2 Con +3	8d8+8 (1/2) 100
Falcon Hunter M humanoid	14 112	+4 17	1d8+2 (6) <i>long sword</i> 2d8+2 (11) <i>long bow</i>	3 melee attacks 2 ranged attacks	ranged attacks ignore 1/2 & 3/4 cover	+2	+2	+3	+0	+3	+2	Common Dex +4 Wis +5	15d8+45 (4) 1100
Gorthok the Thunder Boar H monstrosity	15 73	+8 10	2d6+5 (12) <i>lightning tusk</i> + 2d6 (7) <i>lightning</i> 2d6+5 (12) <i>thunder hooves</i> + 2d6 (7) <i>thunder</i> Lightning bolt - Recharge 6, 1 target, 4d8 (18)		R - Non magic W <i>lightning</i> DEX 15 save 1/2 damage	+5	+0	+4	-2	+0	+2	Darkvision	7d12+28 (6) 2300
Rock Gnome Recluse S humanoid	10/13 7	+2 10	1d4 (2) <i>dagger</i> 1d8 (4) <i>ray of frost</i> <i>spells: to hit +4, DC12 / C - mage hand, prestidigitation, ray of frost / 1 - detect magic, mage armor, magic missile, shield</i>	spellcaster 1d4+1 (3) <i>missile</i> x3	ADV vs magic	-2	+0	+0	+2	+0	+1	Common, Gnomish Darkvision	2d6 (1/4) 50
Veteran M humanoid	17 58	+5 12	1d8+3 (7) <i>long sword</i> 1d10+1 (6) <i>crossbow</i>	2 attacks 1d6+3 (6) <i>short sword</i>		+3	+1	+2	+0	+0	+0	Common	9d8+18 (3) 700
Centaur L monstrosity	12 45	+6 13	1d10+4 (9) <i>pike</i> 2d6+4 (11) <i>hooves</i>	2 attacks 1d8+2 (6) <i>long bow</i>	Charge 30 & hit with pike extra 3d6 (10) D	+4	+2	+2	-1	+1	+0	Elvish, Sylvan	6d10+12 (2) 450
Cow L beast	10 15	+6 10	1d6+4 (7) <i>horns</i>	Charge 30 & hit with horns extra 2d6 (7) D		+1	+0	+2	-4	+0	-3		2d10+4 (1/4) 50
Riding Horse L beast	10 13	+5 10	2d4+3 (8) <i>hooves</i>			+3	+0	+1	-4	+0	-2		2d10+2 (1/4) 50
Cryovain <i>young</i> White Dragon L dragon	17 133	+7 16	2d10+4 (15) <i>bite</i> 2d6+4 (11) <i>claw</i> (x2) Cold Breath - Recharge 5-6, 30' cone, 10d8 (45)	3 attack 1 bite 2 claw	Imm - cold Dex +3 Con +7 Wis +3 Cha +4 Perc +6 Stealth +3 <i>cold</i> CON 15 save 1/2 damage	+4	+0	+4	-2	+0	+1	Common, Draconic dark 120, blind 30 move 40, fly 80, swim 40	14d10+56 (6) 2300