

NAME / TYPE	AC/hp	Hit/PP	ATT 1 / ATT 2	SPECIAL ATTACK	IMMUNITY / OTHER	S	D	C	I	W	Ch	Language / Vision	HD / XP
Bugbear	16	+4	2d8+2 (11) <i>maul*</i>	*Brute- extra die dmg		+2	+2	+1	-1	+0	-1	Common, Goblin	5d8+5
M goblinoid	27	10	1d6+2 (5) <i>javelin</i>	Surprise - +1d6 dmg		Stealth +6 / Survival +2					Darkvision	200	
Commoner	10	+2	1d4 (2) <i>club</i>			+0	+0	+0	+0	+0	+0	Common	1d8
M human	4	10											10
Cultist	12	+3	1d6+1 (4) <i>scimitar</i>		ADV vs Charm / Fear	+0	+1	+0	+0	+0	+0	Common	2d8
M human	9	10				Deception +2 / Religion +2						25	
Doppelganger	14	+6	1d6+4 (7) <i>fists (x2)</i>	Upon surprise, 1st rnd	Charm	+0	+1	+2	+0	+1	+2	Common	8d8+16
M monstrosity	52	11		ADV att. + 3d6 dmg	ADV Wis / Chr save	Deception +6 / Insight +3					Darkvision	700	
Evil Mage	13	+1	1d8-1 (3) <i>staff</i>	Mage4 - DC13 / +5hit		-1	+2	+0	+5	+3	+0	Common, 1 other	5d8
M human	40	11		Spells 4/1,3/2		Arcana +5 / History +5						200	
Flameskull	13	+5	3d6 (10) <i>fire ray (x2)</i>	Mage5 - DC13 / +5hit	Cold/Fire/Paralyze	-5	+3	+2	+3	+0	+0	Common	9d4+18
T undead	40	12	ADV save vs magic	Spell 3/1, 2/2, 1/3	Charm/Fear/Poison	Arcana +5 / Perception +2					Darkvision / Fly 40	1100	
Ghoul	12	+4/+2	2d4+2 (7) <i>claws+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	200
Giant Spider	14	+5	1d8+3 (7) <i>bite+poison</i>	Poison 2d8 (11CON)		+2	+3	+1	-4	+0	-3	None	4d10+4
L beast	26	10	<i>Web (5-6 recharge)*</i>	* Immobilize (12STR)		Stealth +7					Dark 60 / Blind 10	20	
Goblin	15	+4	1d6+2 (5) <i>scimitar</i>	Bonus action - Hide		-1	+3	+0	+0	-1	-1	Common, Goblin	2d6
S goblinoid	7	9	1d6+2 (5) <i>shortbow</i>	or Disengage		Stealth +6					Darkvision	20	
Grick	14	+4	2d6+2 (9) <i>tentacle +</i>		+1 weapon to hit	+2	+2	+0	-4	+2	-3	none / dark	6d8
M monstrosity	17	12	1d6+2 (5) <i>beak</i>		ADV stealth in rocky	Stealth +2 ADV					Darkvision	450	
Hobgoblin	18	+3	1d8+1 (5) <i>longsword</i>	Pack att. +2d6 dmg		+1	+1	+1	+0	+0	+0	Common, Goblin	2d8+2
M goblinoid	11	10	1d8+1 (5) <i>longbow</i>	if within 5' of ally							Darkvision	100	
Nothic	15	+4	1d6+3 (6) <i>claws (x2)</i>			+2	+3	+3	+1	+0	-1	Undercommon	6d8+18
M aberration	45	12	3d6 (10) <i>gaze*</i>	*gaze attack (12CON)		Arc +3/Ins +4/Per +2/Steal +5					Truesight 120	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	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	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	100	
Owlbear	13	+7	1d10+5 (10) <i>beak +</i>	Att. w beak + claw		+5	+1	+3	-4	+1	+2	None	7d10+21
L monstrosity	59	13	2d8+5 (14) <i>claws</i>		ADV. Perception	Perception +3					Darkvision / move 40	700	
Redbrand Thug	14	+4	1d6+2 (5) <i>s. sword (x2)</i>			+0	+2	+1	-1	-1	+0	Common	3d8+3
M human	16	9				Intimidation +2						100	
Skeleton	13	+4	1d6+2 (5) <i>shortsword</i>		Poison	+0	+2	+2	-2	-1	-3	Common (no speak)	2d8+4
M undead	13	9	1d6+2 (5) <i>shortbow</i>		Vulnerable - Blunt						Darkvision	50	
Stirge	14	+5	1d4+3 (5) <i>bite + 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>		W-1 / Ch-2					Darkvision / fly 40	25	
Twig Blight	13	+3	1d4+1 (3) <i>claws</i>		Blind / Deafness	-2	+1	+1	-3	-1	-4	Common (no speak)	1d6+1
S plant	4	9			Vulnerable - Fire	Stealth +3					Blindvision / move 20	25	
Wolf	13	+5	2d4+2 (7) <i>bite</i>	Pack attack w ADV		+1	+2	+1	-4	+1	-2	None	2d8+2
M beast	11	13		if within 5' of ally		Perception. +3 / Stealth +4					Darkvision / move 40	50	
Zombie	8	+3	1d6+1 (4) <i>fists</i>	if HP = 0, CON save	Poison	+1	-2	+3	-4	-2	-3	Common (no speak)	3d8+9
M undead	22	8		vs DC 5+DMG, HP=1							Darkvision / move 20	50	

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Glasstaff (Iarno) M human	13/15 22	+1 11	1d8-1 (3) <i>staff</i>	Mage +5 hit / DC13 Spell 3/1, 2/2		-1	+2	+0	+5	+3	+0	Common, Dragonic	5d8 200
<i>light, mage hand, shocking grasp; 4-1st charm person, magic missile; 3-2nd hold person, misty step</i> Staff of Defense - +1 AC; 10 charges, <i>Mage Armor</i> (1), <i>Shield</i> (2)													
Mormesk/Wraith M undead	13 45	+5 12	3d8+3 (16) <i>necro</i> <i>Life drain*</i>	*Life Drain - dmg hits max HP; HP=0, dead	see below** +1 weapon to hit	-2	+3	+3	+1	+2	+2	Common, Infernal Darkvision / Fly 60	6d8+18 700
** Resists - acid, cold, fire, lightning, thunder / Immune - charm, grapple, necrotic, paralyze, petrify, poison, prone, restrained													
Nezzar M drow	12/14 35	+1 14	1d6-1 (2) <i>staff</i> + 1d6 (3) <i>poison</i>	Mage +6 hit / DC14 Spell 3/1, 2/2, 1/3	Sleep ADV. Charm	-1	+1	+0	+5	+4	+1	Common, Elf, UnderC Darkvision	7d8 700
<i>At will - dancing light, darkness, faerie fire; Cantrips - mage hand, ray of frost, shocking grasp;</i> <i>4 / 1st - mage armor, magic missile, shield; 3 / 2nd - invisibility, mirror image, suggestion; 3 / 3rd - counterspell, fear, lightning bolt</i> Spider Staff - +1d6 poison DMG; 10 charges, <i>Spider climb</i> (1), <i>Web</i> (2)													
Sildar Hallwinter M human	18 27	+3/+2 12	1d8+1 (5) <i>sword (x2)</i> 1d10 (5) <i>crossbow</i>	Parry +1d6 AC if armed & sees attack	Chainmail, shield	+3	+0	+3	+0	+0	+0	Common	5d8+5 200
Spectator M aberration	14 39	+1 16	<i>Eye rays (x2)</i> 1d6-1 (2) <i>bite</i>	Fly 30	Spell reflect if save made / spell missed	-1	+2	+2	+1	+2	+0	Undercommon Darkvision	6d8+12 700
Eye rays - 1. Confusion - DC 13 WIS, fail-attack random target / 2. Paralyze - DC 13 CON, fail-paralyze up to 1 minute, save each turn 3. Fear - DC 13 WIS, fail-frightened up to 1 minute, save each turn / 4. Wounding - 3d10 (16) DMG, DC 13 CON save for 1/2 DMG													
Venomfang L Green Dragon	18 136	+7 17	2d10+4 (15) <i>bite (x1)</i> 2d6+4 (11) <i>claws (x2)</i>		Poison	+4	+4	+6	+3	+1	+5	Common, Dragonic Dark 120 / Blind 30 Move 40 / Fly 60	16d10+48 3900
Poison Breath (5-6 recharge) - 30' cone, 12d6 (42); DC 14 CON save for 1/2 DMG Perception +7													