

<b>Name:</b>	Alhoon						
<b>Class &amp; Lvl</b>	Medium Undead 4					<b>Init</b>	+1
<b>Race</b>	Mind Flayer					<b>Alignment</b>	CE
<b>AC</b>	15 (Natural armor)						
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>
<b>STR</b>	11	+0	+0	INT	19	+4	+6
<b>DEX</b>	12	+1	+1	WIS	17	+3	+5
<b>CON</b>	16	+3	+5	CHA	17	+3	+5
<b>SPEED</b>	30ft						
<b>Skills</b>							
<b>Perception</b>	+5	<b>History</b>	+6				
<b>Stealth</b>	+3	<b>Insight</b>	+5				
<b>Arcana</b>	+6						
<b>Deception</b>	+5						
<b>PROF</b>	+2						
	<b>Attack</b>	<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>	<b>Damage</b>		
	<b>Chilling Grasp</b>	5ft	+6	Cold	3d6		
<b>HP</b>	32						
<b>Special/Notes</b>							
<b>Truesight:</b> 120ft							
<b>Undead Nature:</b> You have <b>advantage</b> on saving throws versus the <b>charmed, exhaustion, frightened, paralyzed</b> and <b>poisoned</b> conditions. In addition, you do not need to breathe, eat/drink, or sleep.							
<b>Magic Resistance:</b> You have <b>advantage</b> on saving throws versus spells and magical effects.							
<b>Innate Spellcasting (psionics):</b> Intelligence based; <b>Spell Save DC14.</b>							
<b>At Will:</b> Levitate, Message							
<b>1/Rest each:</b> Dominate Monster							
<b>Mind Blast (Recharge 5-6):</b> As an <b>action</b> , you can emit a 60ft cone of psychic energy. Each target in this area must make a <b>DC14 Int</b> saving throw or take 4d8+4 <b>psychic</b> damage and be <b>stunned</b> for 10 rounds. On a successful save, the target only takes half damage. Targets may repeat the saving throw at the end of each of their turns to remove this effect.							
<b>Spellcaster:</b> Intelligence based; <b>Spell Save DC14, Spell Attack Bonus +6.</b>							
<b>Cantrips (at will):</b> Chill Touch, Mage Hand, Shocking Grasp, Toll the Dead							
<b>1st Level (4 Slots):</b> Cause Fear, Fog Cloud, Magic Missile, Ray of Sickness, Shield							
<b>2nd Level (3 Slots):</b> Blindness/Deafness, Mirror Image, Scorching Ray							

<b>Name:</b>	<b>Allip</b>						
<b>Class &amp; Lvl</b>	Medium Undead					<b>Init</b>	+3
<b>Race</b>	Allip					<b>Alignment</b>	NE
<b>AC</b>	13						
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>
<b>STR</b>	6	-2	-2	INT	17	+3	+5
<b>DEX</b>	17	+3	+3	WIS	15	+2	+4
<b>CON</b>	10	+0	+0	CHA	16	+3	+3
<b>SPEED</b>	0ft, Fly 40ft (hover)						
<b>Skills</b>							
<b>Perception</b>	+4						
<b>Stealth</b>	+6						
<b>PROF</b>	+2						
	<b>Attack</b>		<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>	<b>Damage</b>	
	<b>Maddening Touch</b>		5ft	+5	Psychic	4d6+3	
<b>HP</b>	20						
<b>Special/Notes</b>							
<b>Darkvision:</b> 60ft							
<b>Undead Nature:</b> You have <b>advantage</b> on saving throws versus the <b>charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, and restrained</b> conditions. In addition, you do not need to breathe, eat/drink, or sleep.							
<b>Incorporeal Movement:</b> You may move through other creatures and objects as if they were difficult terrain. Ending your turn inside another creature or object causes you 1d10 <b>force</b> damage.							
<b>Whispers of Madness:</b> As an action, you may choose up to three targets that you can see within 60ft. Each target must make a <b>DC13 Wis</b> saving throw or take 1d8+3 <b>psychic</b> damage and must use its <b>reaction</b> to make one melee attack against a target of your choice that you can see.							
<b>Howling Babble (Recharge 6):</b> As an action, each target within 30ft that can hear you must make a <b>DC13 Wis</b> saving throw. On a failure, the target takes 2d8+3 <b>psychic</b> damage and is <b>stunned</b> for 10 rounds. On a success, it takes half damage and is not stunned. The target may repeat this save at the end of each of its turn to end this effect.							

<b>Name:</b>	<b>Autumn Eladrin</b>						
<b>Class &amp; Lvl</b>	Medium Fey 3					<b>Init</b>	+3
<b>Race</b>	Elf (eladrin)					<b>Alignment</b>	CN
<b>AC</b>	17 (Natural armor)						
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>
<b>STR</b>	12	+1	+1	INT	14	+2	+2
<b>DEX</b>	16	+3	+3	WIS	17	+3	+3
<b>CON</b>	16	+3	+3	CHA	17	+3	+3
<b>SPEED</b>	30ft						
<b>Skills</b>							
<b>Perception</b>	+3						
<b>Stealth</b>	+3						
<b>Insight</b>	+5						
<b>Medicine</b>	+5						
<b>PROF</b>	+2						
	<b>Attack</b>		<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>	<b>Damage</b>	
	<b>Longbow</b>		150ft/600ft	+5	Piercing+Psychic	1d8+3+1d6	
	<b>Shortsword</b>		5ft	+5	Piercing	1d6+3	
<b>HP</b>	24						
<b>Special/Notes</b>							
<b>Darkvision:</b> 60ft							
<b>Enchanting Presence:</b> Any non-eladrin that starts its turn within 60ft of you must make a <b>DC13 Wis</b> saving throw or become <b>charmed</b> by you for 10 rounds. Anyone making the saving throw is immune to your power until you take a Rest. If you (or your other allies) deal damage to a target charmed in this manner, the target may repeat the saving throw to end the effect.							
<b>Fey Step (Recharge 4-6):</b> As a <b>Bonus action</b> you may teleport to an unoccupied space you can see within 30ft.							
<b>Innate Spellcasting:</b> Charisma based; <b>Spell Save DC13, Spell Attack Bonus +5.</b>							
<b>3/Rest each:</b> Calm emotions, Cure Wounds, Lesser Restoration, Sleep							

<b>Name:</b>	<b>Banderhobb</b>						
<b>Class &amp; Lvl</b>	Large Monstrosity 3					<b>Init</b>	+1
<b>Race</b>	Banderhobb					<b>Alignment</b>	NE
<b>AC</b>	15 (Natural armor)						
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>
<b>STR</b>	19	+4	+4	INT	11	+0	+0
<b>DEX</b>	12	+1	+1	WIS	14	+2	+2
<b>CON</b>	19	+4	+4	CHA	8	-1	-1
<b>SPEED</b>	30ft						
<b>Skills</b>							
<b>Perception</b>	+2						
<b>Stealth</b>	+6						
<b>Athletics</b>	+6						
<b>PROF</b>	+2						
	<b>Attack</b>		<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>		<b>Damage</b>
	<b>Bite</b>		5ft	+6	Piercing		2d6+4+grapple
	<b>Tongue</b>		15ft	+6	Necrotic		3d6+special
	<b>Dart</b>		20ft/40ft	+3	Piercing		2d4+1
<b>HP</b>	30						
<b>Special/Notes</b>							
<b>Darkvision:</b> 120ft							
<b>Monstrous Resilience:</b> You have <b>advantage</b> on saving throws versus the <b>charmed</b> and <b>frightened</b> conditions.							
<b>Shadow Stealth:</b> When you are in <b>dim</b> light or <b>darkness</b> , you have <b>advantage</b> on Stealth checks.							
<b>Biting Grapple:</b> When you successfully hit with your <b>Bite</b> , that target is automatically <b>grappled (Escape DC14)</b> if it is of size Large or smaller. While <b>grappled</b> , the target is <b>restrained</b> and you cannot use either your <b>Bite</b> or <b>Tongue</b> attacks against any other target.							
<b>Tongue Drag:</b> When you successfully hit a target with your <b>Tongue</b> , the target must make a <b>DC14 Str</b> saving throw or be dragged to a space within 5ft of you. You may then use a <b>Bonus action</b> to make a <b>Bite</b> attack.							
<b>Swallow:</b> As an <b>action</b> against a Medium or smaller target that you have grappled, you may make a <b>Bite</b> attack. If you hit, that creature is <b>swallowed</b> by you and the grapple ends. While <b>swallowed</b> the target is <b>blinded</b> and <b>restrained</b> , it has total cover from attacks outside of you, and it takes 2d6 <b>necrotic</b> damage at the start of each of its turns. You may regurgitate a creature at any time (costs no action) and automatically do so if you are <b>incapacitated</b> . You may <b>swallow</b> only 1 target at a time.							



<b>Name:</b>	Blue Abishai						
<b>Class &amp; Lvl</b>	Medium Fiend 4					<b>Init</b>	+2
<b>Race</b>	Devil (abishai)					<b>Alignment</b>	LE
<b>AC</b>	19 (Natural armor)						
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>
<b>STR</b>	15	+2	+2	INT	22	+6	+8
<b>DEX</b>	14	+2	+2	WIS	23	+6	+8
<b>CON</b>	17	+3	+3	CHA	18	+4	+4
<b>SPEED</b>	30ft, Fly 50ft						
<b>Skills</b>							
<b>Perception</b>	+6						
<b>Stealth</b>	+2						
<b>Arcana</b>	+8						
<b>PROF</b>	+2						
	<b>Attack</b>	<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>	<b>Damage</b>		
	<b>Quarterstaff</b>	5ft	+4	Blunt	1d6+2 (Versatile d8)		
	<b>Bite</b>	5ft	+4	Piercing+Lightning	2d10+2+1d6		
<b>HP</b>	32						
<b>Special/Notes</b>							
<b>Darkvision &amp; Devil's Site:</b> 120ft; This vision is not impeded by magical darkness.							
<b>Fiendish Resilience:</b> You have <b>advantage</b> on saving throws versus the <b>poisoned</b> condition.							
<b>Magic Resistance:</b> You have <b>advantage</b> on saving throws versus spells and other magical effects.							
<b>Spellcasting:</b> Intelligence based; <b>Spell Save DC16, Spell Attack Bonus +8.</b>							
<b>Cantrips (at will):</b> Fire Bolt, Mage Hand, Minor Illusion, Shocking Grasp							
<b>1st Level (4 Slots):</b> Charm Person, Chromatic Orb, Expeditious Retreat, Magic Missile, Thunderwave							
<b>2nd Level (3 Slots):</b> Darkness, Melf's Acid Arrow, Mirror Image, Misty Step							
<b>Multiattack:</b> As a single <b>Attack action</b> , you may make two (2) attacks, one with your <b>Quarterstaff</b> and one with your <b>Bite</b> .							

<b>Name:</b>	<b>Bodak</b>						
<b>Class &amp; Lvl</b>	Medium Undead					<b>Init</b>	+2
<b>Race</b>	Bodak					<b>Alignment</b>	CE
<b>AC</b>	14 (Natural armor)						
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>
<b>STR</b>	14	+2	+2	INT	7	-2	-2
<b>DEX</b>	15	+2	+2	WIS	12	+1	+1
<b>CON</b>	14	+2	+2	CHA	12	+1	+1
<b>SPEED</b>	30ft						
<b>Skills</b>							
<b>Perception</b>	+3						
<b>Stealth</b>	+4						
<b>PROF</b>	+2						
	<b>Attack</b>		<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>		<b>Damage</b>
<b>Fist</b>			5ft	+4	Blunt + Necrotic		1d4+2+1d4
<b>HP</b>	14						
<b>Special/Notes</b>							
<b>Darkvision:</b> 120ft							
<b>Undead Nature:</b> You have <b>advantage</b> on saving throws versus the <b>charmed, frightened</b> and <b>poisoned</b> conditions. In addition, you do not need to breathe, eat/drink or sleep.							
<b>Aura of Annihilation:</b> As a <b>Bonus action</b> , you activate a 5ft aura that deals 5pts of <b>necrotic</b> damage to any creature that ends its turn within it. You may deactivate this field as a <b>Bonus action</b> .							
<b>Death Gaze:</b> When a creature that can see your eyes starts its turn within 30ft of you, you can force it to make a <b>DC13 Con</b> saving throw or take 1d4 <b>necrotic</b> damage, half that on a successful save. A target, if not surprised by you, may choose to cover it's eyes, but takes on the <b>blinded</b> condition.							
<b>Withering Gaze:</b> As an <b>action</b> , you can choose a target within 60ft that you can see and force it to make a <b>DC13 Con</b> saving throw or take 1d10 <b>necrotic</b> damage, or half that on a successful save.							

<b>Name:</b>	<b>Boneclaw</b>						
<b>Class &amp; Lvl</b>	Large Undead 3					<b>Init</b>	3
<b>Race</b>	Boneclaw					<b>Alignment</b>	CE
<b>AC</b>	16 (Natural armor)						
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>
<b>STR</b>	19	+4	+4	INT	13	+1	+1
<b>DEX</b>	16	+3	+3	WIS	15	+2	+2
<b>CON</b>	15	+2	+2	CHA	9	-1	-1
<b>SPEED</b>	40ft						
<b>Skills</b>							
<b>Perception</b>	+4						
<b>Stealth</b>	+5						
<b>PROF</b>	+2						
	<b>Attack</b>		<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>	<b>Damage</b>	
	<b>Piercing Claw</b>		15ft	+6	Piercing	2d10+4+special	
	<b>Bone Darts</b>		20ft/60ft	+5	Piercing	2d4+3	
<b>HP</b>	24						
<b>Special/Notes</b>							
<b>Darkvision:</b> 60ft							
<b>Undead Nature:</b> You have <b>advantage</b> on saving throws versus the <b>charmed, exhaustion, frightened, paralyzed, and poisoned</b> conditions. In addition, you do not need to breathe, eat/drink, or sleep.							
<b>Shadow Stealth:</b> When you are in <b>dim</b> light or <b>darkness</b> , you can take the <b>Hide</b> action as a <b>Bonus action</b> .							
<b>Piercing Claws:</b> When you successfully deal damage with your <b>Piercing Claws</b> , you pull the target 10ft towards you and they are automatically <b>grappled (Escape DC14)</b> . You have two claws, and while a claw has a target grappled, it can attack only that target.							
<b>Shadow Jump:</b> If you are in <b>dim</b> light or <b>darkness</b> , as an <b>action</b> you can force each creature within 5ft of you to make a <b>DC14 Con</b> saving throw or take 2d12+2 <b>necrotic</b> damage. You then teleport up to 60ft away to an unoccupied space that you can see. If you have a creature grappled, you may take that creature with you. The destination squares for this teleport must be in <b>dim</b> light or <b>darkness</b> .							



<b>Name:</b>	Cave Fisher							
<b>Class &amp; Lvl</b>	Medium Monstrosity 2						<b>Init</b>	+1
<b>Race</b>	Cave Fisher						<b>Alignment</b>	None
<b>AC</b>	16 (Natural armor)							
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>	
<b>STR</b>	15	+2	+2	INT	3	-4	-4	
<b>DEX</b>	13	+1	+1	WIS	10	+0	+0	
<b>CON</b>	14	+2	+2	CHA	3	-4	-4	
<b>SPEED</b>	20ft, Climb 20ft							
<b>Skills</b>								
<b>Perception</b>	+2							
<b>Stealth</b>	+5							
<b>PROF</b>	+2							
	<b>Attack</b>		<b>Reach/Range</b>	<b>Bonus</b>		<b>Type</b>		<b>Damage</b>
	<b>Claws</b>		5ft	+4		Slashing		2d6+2
	<b>Filament Casting</b>		60ft	+4		Special		Grappled
<b>HP</b>	14							
<b>Special/Notes</b>								
<b>Blindsight:</b> 60ft								
<b>Adhesive Filament:</b> As an action, you can cast a filament up to 60 feet away. If it hits a target, that target is <b>grappled (Escape DC13)</b> by you and has <b>disadvantage</b> on attempts to escape. The filament can be destroyed (AC15, 5hp, immune to <b>poison</b> and <b>psychic</b> damage), however, any attack that fails to sever the filament is stuck to it, requiring the user to make a <b>DC13 Str</b> ability check as an <b>action</b> to free the weapon. As an <b>action</b> , you may reel a target that is <b>grappled</b> to within 5ft of you and use a <b>Bonus action</b> to make an attack with your <b>Claws</b> . Anything stuck to the filament aside from the target is freed during this reeling, and if the target weighs more than 200lbs, it cannot be reeled in. Until this <b>grapple</b> ends, you cannot create another filament.								
<b>Spider Climb:</b> You can climb difficult surfaces with ease and can even climb upside down without needing to make an ability check.								



<b>Name:</b>	<b>Choker</b>							
<b>Class &amp; Lvl</b>	Small Aberration 2						<b>Init</b>	+2
<b>Race</b>	Choker						<b>Alignment</b>	CE
<b>AC</b>	16 (Natural armor)							
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>	
<b>STR</b>	15	+2	+2	INT	4	-3	-3	
<b>DEX</b>	14	+2	+2	WIS	12	+1	+1	
<b>CON</b>	13	+1	+1	CHA	7	-2	-2	
<b>SPEED</b>	30ft							
<b>Skills</b>								
<b>Perception</b>	+1							
<b>Stealth</b>	+6							
<b>PROF</b>	+2							
	<b>Attack</b>		<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>		<b>Damage</b>	
	<b>Tentacle</b>		10ft	+4	Blunt + Piercing		1d4+2+1d6+grappled	
	<b>Small rocks</b>		20ft/60ft	+4	Blunt		1d4+2	
<b>HP</b>	10							
<b>Special/Notes</b>								
<b>Darkvision:</b> 60ft								
<b>Aberrant Quickness (1/Rest):</b> You may take an extra action on your turn.								
<b>Boneless:</b> You can move through and occupy a space as narrow as 4 inches wide without squeezing.								
<b>Spider Climb:</b> You can climb difficult surfaces (at half your speed), including upside down on ceilings, without needing to make an ability check.								
<b>Tentacle:</b> When you successfully hit with your <b>Tentacles</b> , your target becomes <b>grappled (Escape DC14)</b> if it is Large size or smaller. Until the <b>grapple</b> ends the target is <b>restrained</b> and you cannot use that <b>Tentacle</b> on another. You may <b>grapple</b> up to two targets at one time. If the tentacle attack was a <b>critical hit</b> , the target also cannot breathe or speak and begins <b>choking</b> .								

<b>Name:</b>	<b>Choldrith</b>						
<b>Class &amp; Lvl</b>	Medium Monstrosity 3					<b>Init</b>	+3
<b>Race</b>	Chitine					<b>Alignment</b>	CE
<b>AC</b>	15 (Studded leather armor)						
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>
<b>STR</b>	12	+1	+1	INT	11	+0	+0
<b>DEX</b>	16	+3	+3	WIS	14	+2	+2
<b>CON</b>	12	+1	+1	CHA	10	+0	+0
<b>SPEED</b>	30ft, Climb 30ft						
<b>Skills</b>							
<b>Perception</b>	+2						
<b>Stealth</b>	+5						
<b>Athletics</b>	+3						
<b>Religion</b>	+2						
<b>PROF</b>	+2						
	<b>Attack</b>		<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>		<b>Damage</b>
	<b>Dagger</b>		5ft (20ft/60ft)	+5	Piercing+ Poison		1d4+3+1d6
<b>HP</b>	18						
<b>Special/Notes</b>							
<b>Darkvision:</b> 60ft							
<b>Fey Ancestry:</b> You have <b>advantage</b> on saving throws versus the <b>charmed</b> condition and cannot be magically put to sleep.							
<b>Spellcasting:</b> Wisdom based; <b>Spell Save DC12, Spell Attack Bonus +4</b>							
<b>Cantrips (at will):</b> Guidance, Mending, Resistance							
<b>1st Level (4 Slots):</b> Bane, Healing Word, Sanctuary, Shield of Faith							
<b>2nd Level (2 Slots):</b> Hold Person, Spiritual Weapon (dagger)							
<b>Spider Climb:</b> You can climb difficult terrain, even upside down, without having to roll an ability check.							
<b>Web Sense:</b> While in contact with a web, you know the exact location of every other creature touching that web.							
<b>Web Walker:</b> You ignore any movement restrictions caused by webbing.							
<b>Web (Recharge 5-6):</b> As an <b>action</b> , you can create a 20ft cube of webbing in any point within 60ft that you can see. Any target starting its turn in that radius or entering it for the first time must make a <b>DC12 Dex</b> saving throw or become <b>restrained</b> on a failed save. The target may break free by making a <b>DC12 Str</b> ability check or by destroying the webbing in its space. The webs are AC 10, 5hp, are vulnerable to <b>fire</b> and immune to <b>poison</b> and <b>psychic</b> damage. Moving through a space filled with webbing is difficult terrain and causes another saving throw to avoid being struck.							

<b>Name:</b>	Death Kiss							
<b>Class &amp; Lvl</b>	Large Abomination						<b>Init</b>	+2
<b>Race</b>	Beholder						<b>Alignment</b>	NE
<b>AC</b>	16 (Natural armor)							
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>	
<b>STR</b>	18	+4	+2	INT	10	+0	-2	
<b>DEX</b>	14	+2	+2	WIS	12	+1	+3	
<b>CON</b>	18	+4	+4	CHA	10	+0	+1	
<b>SPEED</b>	0ft, Fly 30ft (hover)							
<b>Skills</b>								
<b>Perception</b>	+3							
<b>Stealth</b>	+2							
<b>PROF</b>	+2							
	<b>Attack</b>		<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>		<b>Damage</b>	
	<b>Tentacle</b>		20ft	+6	Piercing		3d6+4+grapple	
<b>HP</b>	40							
<b>Special/Notes</b>								
<b>Darkvision:</b> 120ft								
<b>Aberrant Nature:</b> You are immune to <b>lightning</b> damage and the <b>prone</b> condition.								
<b>Lightning Blood:</b> When a creature hits you with melee attack that does <b>piercing</b> or <b>slashing</b> damage, that creature takes 1d10 <b>lightning</b> damage if it is within 5ft of you.								
<b>Grappling Tentacles:</b> When you successfully hit a target with your <b>Tentacle</b> it is automatically <b>grappled</b> ( <b>Escape DC14</b> ) it is of Huge size or smaller. Until the <b>grapple</b> ends, the target is <b>restrained</b> and you cannot use that tentacle on another target. You have 10 tentacles.								
<b>Multiattack:</b> As a single <b>Attack action</b> you may make three (3) attacks with your <b>Tentacles</b> . You may substitute a use of <b>Blood Drain</b> for any of your attacks.								
<b>Blood Drain:</b> One target grappled by one of your <b>Tentacles</b> must make a <b>DC14 Con</b> saving throw. On a failure, the target takes 3d6 <b>lightning</b> damage and you are healed half as many hit points as you inflicted.								





<b>Name:</b>	<b>Eidolon Possessed Sacred Statue</b>						
<b>Class &amp; Lvl</b>	Large Construct 4					<b>Init</b>	-1
<b>Race</b>	Eidolon Possessed Sacred Statue					<b>Alignment</b>	N
<b>AC</b>	19 (Natural armor)						
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>
<b>STR</b>	19	+4	+4	INT	14	+2	+2
<b>DEX</b>	8	-1	-1	WIS	19	+4	+6
<b>CON</b>	19	+4	+4	CHA	16	+3	+3
<b>SPEED</b>	25ft						
<b>Skills</b>							
<b>Perception</b>	+6						
<b>Stealth</b>	-1						
<b>PROF</b>	+2						
	<b>Attack</b>		<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>	<b>Damage</b>	
<b>Slam</b>			10ft	+6	Blunt	3d12+4	
<b>Rock</b>			60ft/120ft	+6	Blunt	3d10+4	
<b>HP</b>	40						
<b>Special/Notes</b>							
<b>Darkvision:</b> 60ft							
<b>Possessed Statue:</b> You take half damage from <b>acid, cold, fire, lightning, necrotic,</b> and <b>poison</b> damage.							
In addition, you have <b>advantage</b> on saving throws versus the <b>charmed, exhaustion, frightened, paralyzed, petrified</b> and <b>poisoned</b> conditions. In addition, you do not need to breathe, eat/drink or sleep.							
<b>False Appearance:</b> When you are motionless, you are indistinguishable from a normal statue.							



<b>Name:</b>	<b>Githyanki Supreme Commander</b>						
<b>Class &amp; Lvl</b>	Medium Humanoid 4					<b>Init</b>	+3
<b>Race</b>	Gith					<b>Alignment</b>	LE
<b>AC</b>	18 (Plate armor)						
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>
<b>STR</b>	19	+4	+4	INT	16	+3	+5
<b>DEX</b>	17	+3	+3	WIS	16	+3	+5
<b>CON</b>	18	+4	+6	CHA	18	+4	+4
<b>SPEED</b>	30ft						
<b>Skills</b>							
<b>Perception</b>	+5						
<b>Stealth</b>	+3						
<b>Insight</b>	+5						
<b>Intimidation</b>	+6						
<b>PROF</b>	+2						
	<b>Attack</b>		<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>		<b>Damage</b>
	<b>Silver Greatsword</b>		5ft	+6	Slashing+Psychic		2d6+4+2d6
	<b>Psychic Dart</b>		20ft/60ft	+5	Psychic		2d4+3
<b>HP</b>	36						
<b>Special/Notes</b>							
<b>Innate Spellcasting (psionics):</b> Intelligence based: <b>Spell Save DC13, Spell Attack Bonus +5</b>							
<b>At Will:</b> Mage Hand							
<b>3/Rest each:</b> Jump, Levitate (self only), Misty Step.							
<b>1/Rest each:</b> Bigby's Hand, Mass Suggestion, Telekinesis							
<b>Multiattack:</b> As a single <b>Attack action</b> you may use your <b>Command Ally</b> ability and make two (2) attacks							
<b>Command Ally:</b> Target one ally you can see within 30ft. If that target can see or hear you, it may use its <b>reaction</b> to make one melee attack and has <b>advantage</b> on that roll.							
<b>Parry:</b> As <b>reaction</b> when a melee weapon attack you can see would hit, you may add +2 to your AC.							





<b>Name:</b>	<b>Gnoll Pack Leader</b>						
<b>Class &amp; Lvl</b>	Medium Humanoid 3					<b>Init</b>	+2
<b>Race</b>	Gnoll					<b>Alignment</b>	CE
<b>AC</b>	15 (Chain shirt)						
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>
<b>STR</b>	16	+3	+3	INT	8	-1	-1
<b>DEX</b>	14	+2	+2	WIS	11	+0	+0
<b>CON</b>	13	+1	+1	CHA	9	-1	-1
<b>SPEED</b>	30ft						
<b>Skills</b>							
<b>Perception</b>	+0						
<b>Stealth</b>	+2						
<b>PROF</b>	+2						
	<b>Attack</b>		<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>		<b>Damage</b>
<b>Glaive</b>			10ft	+5	Slashing		1d10+3
<b>Bite</b>			5ft	+5	Piercing		1d4+3
<b>Dagger</b>			5ft (20/60ft)	+5	Piercing		1d4+3
<b>HP</b>	18						
<b>Special/Notes</b>							
<b>Darkvision:</b> 60ft							
<b>Rampage:</b> When you reduce a target to Zero (0) hit points with a melee attack on your turn, you may as a <b>Bonus action</b> , move half your Speed and make an attack against another target with your <b>Bite</b> .							
<b>Incite Rampage (Recharge 5-6):</b> You may use this ability as well to allow one creature you can see within 30 to use its <b>reaction</b> to use its <b>Rampage</b> trait.							
<b>Multiattack:</b> As a single <b>Attack action</b> you may make two (2) attacks with your <b>Glaive</b> and use your <b>Incite Rampage</b> ability if available.							

<b>Name:</b>	Iron Cobra							
<b>Class &amp; Lvl</b>	Small Construct 2						<b>Init</b>	+2
<b>Race</b>	Iron Cobra						<b>Alignment</b>	None
<b>AC</b>	13							
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>	
<b>STR</b>	12	+1	+1	INT	3	-4	-4	
<b>DEX</b>	15	+2	+2	WIS	10	+0	+0	
<b>CON</b>	14	+2	+2	CHA	1	-5	-5	
<b>SPEED</b>	30ft							
<b>Skills</b>								
<b>Perception</b>	+0							
<b>Stealth</b>	+6							
<b>PROF</b>	+2							
	<b>Attack</b>		<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>		<b>Damage</b>	
<b>Bite</b>			5ft	+4	Piercing		1d6+2+poison	
<b>Poison Spit</b>			30ft	+4	Poison		1d4+2	
<b>HP</b>	14							
<b>Special/Notes</b>								
<b>Darkvision:</b> 60ft								
<b>Construct Body:</b> You have <b>advantage</b> on saving throws versus the <b>charmed, exhaustion, frightened, paralyzed, petrified, or poisoned</b> conditions. In addition, you do not need to breathe, eat/drink, or sleep.								
<b>Poisonous Bite:</b> When you successfully deal damage with your <b>Bite</b> attack, the target must make a <b>DC13 Con</b> saving throw. If it fails, roll a 1d3:								
1. <b>Poison Damage:</b> The target takes 1d8 <b>poison</b> damage.								
2. <b>Confusion:</b> On its next turn, the target must use its action to make one attack against a random target it can see within 30ft, using whatever weapon it has at hand and moving if necessary to get within range. If there is no target within 30 feet, it instead uses the <b>Dash</b> action to move towards the nearest creature.								
3. <b>Paralysis:</b> The target is <b>paralyzed</b> until the end of its next turn.								

<b>Name:</b>	Korred						
<b>Class &amp; Lvl</b>	Small Fey 2					<b>Init</b>	+2
<b>Race</b>	Korred					<b>Alignment</b>	CN
<b>AC</b>	16 (natural armor)						
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>
<b>STR</b>	15	+2	+2	INT	10	+0	+0
<b>DEX</b>	14	+2	+2	WIS	15	+2	+2
<b>CON</b>	15	+2	+2	CHA	9	-1	-1
<b>SPEED</b>	30ft, Burrow 30ft						
<b>Skills</b>							
<b>Perception</b>	+4						
<b>Stealth</b>	+4						
<b>Athletics</b>	+4						
<b>PROF</b>	+2						
	<b>Attack</b>	<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>	<b>Damage</b>		
	<b>Unarmed Strike</b>	5ft	+4	Blunt	5pts		
	<b>Rock</b>	60ft/120ft	+4	Blunt	2d6+4		
<b>HP</b>	12						
<b>Special/Notes</b>							
<b>Darkvision:</b> 120ft <b>Tremorsense:</b> 120ft							
<b>Burrower:</b> You may use your move action to burrow 30ft through rock and stone per round, however, you must end your turn above ground. Failure to do so forces you to the surface and deals you 1d8 <b>force</b> damage.							
<b>Stone's Strength:</b> if you lose contact with the ground, your damage drops by <b>-2pts</b> .							
<b>Stone Camouflage:</b> You have <b>advantage</b> on Stealth checks to hide in rocky terrain.							
<b>Command Hair:</b> You have a magic rope made from your own hair, 50ft long. If this rope is within at least 30ft of you, you may use a <b>Bonus action</b> to cause the rope to move 20ft towards a target. If the target is Large sized or smaller, it must make a <b>DC13 Dex</b> saving throw or become <b>grappled (Escape DC13)</b> and <b>restrained</b> . You may release the target with another <b>Bonus action</b> . This rope has an AC of 20, 20 hit points, and regains 1hp per round until fully healed so long as it has at least 1 hit point remaining.							

<b>Name:</b>	Leucrotta						
<b>Class &amp; Lvl</b>	Large Monstrosity 3					<b>Init</b>	+2
<b>Race</b>	Leucrotta					<b>Alignment</b>	CE
<b>AC</b>	14 (Natural armor)						
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>
<b>STR</b>	18	+4	+4	INT	9	-1	-1
<b>DEX</b>	14	+2	+2	WIS	12	+1	+1
<b>CON</b>	15	+2	+2	CHA	6	-2	-2
<b>SPEED</b>	50ft						
<b>Skills</b>							
<b>Perception</b>	+3						
<b>Stealth</b>	+2						
<b>Deception</b>	+2						
<b>PROF</b>	+2						
	<b>Attack</b>		<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>	<b>Damage</b>	
<b>Bite</b>			5ft	+6	Piercing	1d8+4+special	
<b>Hooves</b>			5ft	+6	Blunt	2d6+4	
<b>HP</b>	24						
<b>Special/Notes</b>							
<b>Darkvision:</b> 60ft							
<b>Critical Bite:</b> If the result of your <b>Bite</b> attack is a <b>critical hit</b> , you roll 3 times the normal dice instead of 2.							
<b>Keen Smell:</b> You have <b>advantage</b> on all Perception checks relying on smell.							
<b>Kicking Retreat:</b> If you attack with your <b>Hooves</b> , you may take the <b>Disengage</b> action as a <b>Bonus action</b> .							
<b>Rampage:</b> If you reduce a target to Zero (0) hit points with a melee attack on your turn, you may take a <b>Bonus action</b> to move half your speed and make an attack with your <b>Bite</b> .							

<b>Name:</b>	Marut						
<b>Class &amp; Lvl</b>	Large Construct 4					<b>Init</b>	+1
<b>Race</b>	Inevitable					<b>Alignment</b>	LN
<b>AC</b>	20 (Natural armor)						
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>
<b>STR</b>	25	+7	+7	INT	18	+4	+6
<b>DEX</b>	12	+1	+1	WIS	15	+2	+4
<b>CON</b>	22	+6	+6	CHA	18	+4	+6
<b>SPEED</b>	40ft, Fly 30ft (hover)						
<b>Skills</b>							
<b>Perception</b>	+4						
<b>Stealth</b>	+1						
<b>Insight</b>	+6						
<b>Intimidation</b>	+6						
<b>PROF</b>	+2						
	<b>Attack</b>	<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>	<b>Damage</b>		
	<b>Undeniable Slam</b>	5ft	+9	Blunt	3d10+7+pushed 5ft		
	<b>Ray of Frost</b>	60ft	+6	Cold	1d8+slowed 10ft until start of your nxt turn		
<b>HP</b>	48						
<b>Special/Notes</b>							
<b>Darkvision:</b> 60ft							
<b>Construct Nature:</b> You have <b>advantage</b> on saving throws versus the <b>charmed, frightened, paralyzed, poisoned, and unconscious</b> conditions. In addition, you do not need to breathe, eat/drink, or sleep.							
<b>Immutable Form:</b> You are immune to any effect that would alter your form.							
<b>Magic Resistance:</b> You have <b>advantage</b> on saving throws versus spells and magical effects.							
<b>Multiattack:</b> As a single <b>Attack action</b> , you may make two(2) <b>Undeniable Slam</b> attacks.							
<b>Blazing Edict (Recharge 5-6):</b> As an action, arcane energy emanates from your chest in a 60ft cube.							
Every target In this area must make a <b>DC16 Wis</b> saving throw or take 4d8 <b>radiant</b> damage and be <b>stunned</b> until the end of your next turn. On a successful save the target takes half damage and is not <b>stunned</b> .							



<b>Name:</b>	Maurezhi						
<b>Class &amp; Lvl</b>	Medium Fiend 3					<b>Init</b>	+3
<b>Race</b>	Demon (maurezhi)					<b>Alignment</b>	CE
<b>AC</b>	15 (Natural armor)						
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>
<b>STR</b>	14	+2	+2	INT	11	+0	+0
<b>DEX</b>	17	+3	+3	WIS	12	+1	+1
<b>CON</b>	12	+1	+1	CHA	15	+2	+2
<b>SPEED</b>	30ft						
<b>Skills</b>							
<b>Perception</b>	+1						
<b>Stealth</b>	+3						
<b>Deception</b>	+4						
<b>PROF</b>	+2						
	<b>Attack</b>	<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>	<b>Damage</b>		
<b>Bite</b>		5ft	+5	Piercing	2d10+3+Cha dmg		
<b>Claw</b>		5ft	+5	Slashing	2d8+3+paralysis		
<b>Darts</b>		20ft/60ft	+5	Piercing	1d4+3		
<b>HP</b>	18						
<b>Special/Notes</b>							
<b>Darkvision:</b> 120ft							
<b>Demonic Fortitude:</b> You have <b>advantage</b> on saving throws versus the <b>charmed, exhaustion, and poisoned</b> conditions.							
<b>Charisma Drain:</b> When you successfully inflict damage with your <b>Bite</b> , the target must make a <b>DC12 Cha</b> saving throw or lose 1d4 points of <b>Cha</b> . These points can be restored with a Rest. If a target drops to <b>0 Cha</b> , it dies.							
<b>Paralyzing Claws:</b> When you successfully inflict damage on a target with your <b>Claws</b> , it must make a <b>DC12 Con</b> saving throw or become <b>paralyzed</b> for 10 rounds. The target may repeat this save at the end of each of its turns to remove this effect.							



<b>Name:</b>	Meazel II						
<b>Class &amp; Lvl</b>	Medium Humanoid 3					<b>Init</b>	+3
<b>Race</b>	Meazel					<b>Alignment</b>	NE
<b>AC</b>	13						
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>
<b>STR</b>	8	-1	-1	INT	14	+2	+2
<b>DEX</b>	17	+3	+3	WIS	13	+1	+1
<b>CON</b>	9	-1	-1	CHA	10	+0	+0
<b>SPEED</b>	30ft						
<b>Skills</b>							
<b>Perception</b>	+3						
<b>Stealth</b>	+5						
<b>PROF</b>	+2						
	<b>Attack</b>		<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>	<b>Damage</b>	
<b>Garrote</b>			5ft	+5	Blunt	1d6+3+grappled	
<b>Dart</b>			20ft/60ft	+5	Piercing	1d4+3	
<b>HP</b>	12						
<b>Special/Notes</b>							
<b>Darkvision:</b> 120ft							
<b>Shadow Stealth:</b> When you are in <b>dim</b> light or <b>darkness</b> , you may use the <b>Hide</b> action as a <b>Bonus</b> action.							
<b>Garroting:</b> When you successfully strike a target no more than one size larger than you with your <b>Garrote</b> , that target is automatically <b>grappled (Escape DC13 with disadvantage)</b> . Until this <b>grapple</b> ends, the target takes 2d6+3 <b>blunt</b> damage at the start of its turn. You cannot make another weapon attack while <b>grappling</b> a target in this way.							
<b>Shadow Teleport (Recharge 5-6):</b> As an action, when you are in <b>dim</b> light or <b>darkness</b> , you and any target you are <b>grappling</b> teleport to an unoccupied spot within 500ft provided that spot is also in <b>dim</b> light or <b>darkness</b> . The destination need not be within line of sight.							

<b>Name:</b>	Meenlock						
<b>Class &amp; Lvl</b>	Small Fey					<b>Init</b>	+2
<b>Race</b>	Meenlock					<b>Alignment</b>	NE
<b>AC</b>	15 (Natural armor)						
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>
<b>STR</b>	7	-2	-2	INT	11	+0	+0
<b>DEX</b>	15	+2	+2	WIS	10	+0	+0
<b>CON</b>	12	+1	+1	CHA	8	-1	-1
<b>SPEED</b>	30ft						
<b>Skills</b>							
<b>Perception</b>	+4						
<b>Stealth</b>	+6						
<b>Survival</b>	+2						
<b>PROF</b>	+2						
	<b>Attack</b>		<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>	<b>Damage</b>	
<b>Claws</b>			5ft	+4	Slashing	2d4+2+paralysis	
<b>Dart</b>			20ft/60ft	+4	Piercing	1d4+2	
<b>HP</b>	10						
<b>Special/Notes</b>							
<b>Darkvision:</b> 120ft							
<b>Unseele Nature:</b> You have <b>advantage</b> on saving throws versus the <b>frightened</b> condition.							
<b>Fear Aura:</b> Any <b>beast</b> or <b>humanoid</b> that starts its turn within 10ft of you must make a <b>DC11 Wis</b> saving throw or be <b>frightened</b> until the start of its next turn.							
<b>Shadow Teleport (Recharge 5-6):</b> As a <b>Bonus action</b> , you may teleport to an unoccupied space within 30ft provided both it and you are in <b>dim</b> lighting or <b>darkness</b> . You need not see the destination.							
<b>Paralyzing Claws:</b> When you successfully deal damage to a target with your <b>Claws</b> , that target must make a <b>DC11 Con</b> saving throw or be <b>paralyzed</b> for 10 rounds. The target may repeat this saving throw at the end of each of its turns to end this effect.							

<b>Name:</b>	<b>Morkoth</b>						
<b>Class &amp; Lvl</b>	Medium Abomination 4					<b>Init</b>	+2
<b>Race</b>	Morkoth					<b>Alignment</b>	CE
<b>AC</b>	17 (Natural armor)						
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>
<b>STR</b>	14	+2	+2	INT	20	+5	+7
<b>DEX</b>	14	+2	+4	WIS	15	+2	+4
<b>CON</b>	14	+2	+2	CHA	13	+1	+1
<b>SPEED</b>	25ft, Swim 50ft						
<b>Skills</b>							
<b>Perception</b>	+6						
<b>Stealth</b>	+4						
<b>Arcana</b>	+7						
<b>History</b>	+7						
<b>PROF</b>	+2						
	<b>Attack</b>		<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>		<b>Damage</b>
	<b>Bite</b>		5ft	+4	Slashing		2d6+2
	<b>Tentacles</b>		15ft	+4	Blunt		2d8+2+grappled
<b>HP</b>	28						
<b>Special/Notes</b>							
<b>Blindsight:</b> 30ft <b>Darkvision:</b> 120ft							
<b>Amphibious:</b> You can breathe both air and water.							
<b>Grappling Tentacles:</b> When you successfully hit a creature of Large size or smaller with your <b>Tentacles</b> the target is automatically <b>grappled (Escape DC12)</b> . Until the target escapes the <b>grapple</b> , it is <b>restrained</b> and takes 2d8+2 <b>blunt</b> damage at the start of each of your turns. You cannot use your <b>Tentacles</b> against another target until the <b>grapple</b> ends.							
<b>Multiattack:</b> As a single <b>Attack</b> action, you may make two (2) attacks, one with your <b>Tentacles</b> and one with your <b>Bite</b> , or two with your <b>Bite</b> .							
<b>Spellcaster:</b> Intelligence based; <b>Spell Save DC15, Spell Attack Bonus +7.</b>							
<b>Cantrips (at will):</b> Acid Splash, Mage Hand, Ray of Frost, Shocking Grasp							
<b>1st Level (4 Slots):</b> Charm Person, Shield, Witch Bolt							
<b>2nd Level (3 Slots):</b> Darkness, Mind Spike, Shatter							
<b>Spell Reflection:</b> As a <b>reaction</b> when you make a saving throw against a spell or are missed by a spell attack roll, you may choose to another target (including the caster) it can see within 120ft. That creature becomes the new target of the spell, rolling as normal as if it had been the target all along.							

<b>Name:</b>	<b>Ogre Battering Ram</b>							
<b>Class &amp; Lvl</b>	Large Giant 3						<b>Init</b>	-1
<b>Race</b>	Ogre						<b>Alignment</b>	CE
<b>AC</b>	14 (Natural armor)							
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>	
<b>STR</b>	19	+4	+4	INT	5	-3	-3	
<b>DEX</b>	8	-1	-1	WIS	7	-2	-2	
<b>CON</b>	16	+3	+3	CHA	7	-2	-2	
<b>SPEED</b>	40ft							
<b>Skills</b>								
<b>Perception</b>	-2							
<b>Stealth</b>	-1							
<b>PROF</b>	+2							
	<b>Attack</b>		<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>		<b>Damage</b>	
<b>Bash</b>			5ft	+6	Blunt		2d10+4+Push	
<b>Rock</b>			20ft/60ft	+6	Blunt		2d4+4	
<b>HP</b>	28							
<b>Special/Notes</b>								
<b>Darkvision:</b> 60ft								
<b>Pushing Bash:</b> Any target of Huge size or smaller hit by your <b>Bash</b> attack can be <b>Pushed</b> 5ft away from you.								
<b>Block The Path:</b> As an <b>action</b> on your turn and until the start of your next turn, attack rolls against you have <b>disadvantage</b> , your <b>opportunity attack</b> roll has <b>advantage</b> , and that attack deals an extra 2d10 <b>blunt</b> damage if it hits. Also, each enemy that tries to move away (without teleporting) must succeed on a <b>DC14 Str</b> saving throw or have its Speed reduced to Zero (0) until the start of your next turn.								



<b>Name:</b>	<b>Orc Claw of Luthic</b>						
<b>Class &amp; Lvl</b>	Medium Humanoid 2					<b>Init</b>	+2
<b>Race</b>	Orc					<b>Alignment</b>	CE
<b>AC</b>	14 (Hide armor)						
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>
<b>STR</b>	14	+2	+2	INT	10	+0	+0
<b>DEX</b>	15	+2	+2	WIS	15	+2	+2
<b>CON</b>	16	+3	+3	CHA	11	+0	+0
<b>SPEED</b>	30ft						
<b>Skills</b>							
<b>Perception</b>	+2	<b>Survival</b>	+4				
<b>Stealth</b>	+2						
<b>Intimidation</b>	+2						
<b>Medicine</b>	+4						
<b>PROF</b>	+2						
	<b>Attack</b>	<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>	<b>Damage</b>		
	<b>Claw</b>	5ft	+4	Slashing	1d8+2		
	<b>Dart</b>	20ft/60ft	+4	Piercing	1d4+2		
<b>HP</b>	16						
<b>Special/Notes</b>							
<b>Darkvision:</b> 60ft							
<b>Aggressive:</b> As a <b>Bonus action</b> you may move up to your speed toward a hostile creature that you can see.							
<b>Spellcasting:</b> Wisdom based; <b>Spell save DC12, Spell Attack Bonus +4.</b>							
<b>Cantrips (at will):</b> Guidance, Mending, Resistance							
<b>1st Level (3 Slots):</b> Bane, Cure Wounds, Guiding Bolt							
<b>Bloodlust:</b> When you have dropped to half your hit points or lower, you may, as a single <b>Attack action</b> , make two (2) melee attacks.							



<b>Name:</b>	<b>Shadow Dancer</b>						
<b>Class &amp; Lvl</b>	Medium Humanoid 3					<b>Init</b>	+3
<b>Race</b>	Elf (shadar-kai)					<b>Alignment</b>	N
<b>AC</b>	15 (Studded leather armor)						
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>
<b>STR</b>	12	+1	+1	INT	11	+0	+0
<b>DEX</b>	16	+3	+3	WIS	12	+1	+1
<b>CON</b>	11	+0	+0	CHA	12	+1	+1
<b>SPEED</b>	30ft						
<b>Skills</b>							
<b>Perception</b>	+1						
<b>Stealth</b>	+5						
<b>PROF</b>	+2						
	<b>Attack</b>		<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>	<b>Damage</b>	
<b>Spiked Chain</b>			10ft	+5	Piercing	2d6+3+special	
<b>Dart</b>			20ft/60ft	+5	Piercing	1d4+3	
<b>HP</b>	18						
<b>Special/Notes</b>							
<b>Darkvision:</b> 60ft							
<b>Shadow Stamina:</b> You have <b>advantage</b> on saving throws versus the <b>charmed</b> and <b>exhaustion</b> conditions.							
<b>Fey Ancestry:</b> Magic cannot put you to sleep.							
<b>Shadow Jump:</b> As a <b>Bonus action</b> you can teleport up to 30ft. Both the space you start from and go to must be in either <b>dim light</b> or <b>darkness</b> .							
<b>Spiked Chain:</b> When you successfully hit a target with your <b>Spiked Chain</b> , that target must make a <b>DC13</b>							
<b>Dex</b> saving throw or suffer one of the below effects of your choice:							
* The target is <b>grappled (Escape DC13)</b> if it is Medium sized or smaller. Until the grapple ends, the target is <b>restrained</b> and you cannot <b>grapple</b> another target.							
* The target is knocked <b>prone</b> .							
* The target takes 1d10 <b>necrotic</b> damage.							



<b>Name:</b>	<b>Skull Lord (with and without magic burst)</b>						
<b>Class &amp; Lvl</b>	Medium Undead 3					<b>Init</b>	+3
<b>Race</b>	Skull Lord					<b>Alignment</b>	LE
<b>AC</b>	18 (Plate armor)						
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>
<b>STR</b>	14	+2	+2	INT	16	+3	+3
<b>DEX</b>	16	+3	+3	WIS	15	+2	+2
<b>CON</b>	17	+3	+3	CHA	17	+3	+3
<b>SPEED</b>	30ft						
<b>Skills</b>							
<b>Perception</b>	+4						
<b>Stealth</b>	+5						
<b>Athletics</b>	+4						
<b>History</b>	+5						
<b>PROF</b>	+2						
	<b>Attack</b>	<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>	<b>Damage</b>		
	<b>Bone Staff</b>	5ft	+4	Blunt + Necrotic	1d6+2+1d6 (Versatile d8)		
<b>HP</b>	24						
<b>Special/Notes</b>							
<b>Darkvision:</b> 60ft							
<b>Undead Nature:</b> You have <b>advantage</b> on saving throws versus the <b>blinded, charmed, deafened, exhaustion, frightened, poisoned, stunned</b> and <b>unconscious</b> conditions. In addition, you do not need to breathe, eat/drink, or sleep.							
<b>Master of the Grave (Recharge 5-6):</b> As a <b>Bonus action</b> , you and all your <b>undead</b> allies within 30ft of you that can see you are healed 1d6 hit points and gain <b>advantage</b> on all saving throws until the start of your next turn.							
<b>Spellcaster:</b> Charisma based; <b>Spell Save DC13, Spell Attack Bonus +5.</b>							
<b>Cantrips (at will):</b> Chill Touch, Mage Hand, Poison Spray, Ray of Frost							
<b>1st Level (4 Slots):</b> Magic Missile, Expeditious Retreat, Thunderwave							
<b>2nd Level (2 Slots):</b> Mirror Image, Scorching Ray							

<b>Name:</b>	Spirit Troll							
<b>Class &amp; Lvl</b>	Large Giant 4						<b>Init</b>	+3
<b>Race</b>	Troll						<b>Alignment</b>	CE
<b>AC</b>	17 (natural armor)							
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>	
<b>STR</b>	1	-5	-5	INT	8	-1	-1	
<b>DEX</b>	17	+3	+3	WIS	9	-1	-1	
<b>CON</b>	13	+1	+1	CHA	16	+3	+3	
<b>SPEED</b>	30ft							
<b>Skills</b>								
<b>Perception</b>	+3							
<b>Stealth</b>	+3							
<b>PROF</b>	+2							
	<b>Attack</b>		<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>		<b>Damage</b>	
<b>Bite</b>			5ft	+5	Psychic		2d10+3+stunned	
<b>Claws</b>			5ft	+5	Psychic		1d10+3	
<b>HP</b>	28							
<b>Special/Notes</b>								
<b>Darkvision:</b> 60ft								
<b>Incorporeal Form:</b> You take half damage from <b>acid, cold, fire, lightning, and thunder</b> . In addition, you have <b>advantage</b> on rolls versus the <b>exhaustion, grappled, paralyzed, petrified, prone, restrained,</b> and <b>unconscious</b> conditions.								
<b>Incorporeal Movement:</b> You may move through other creatures and objects as if they were <b>difficult terrain</b> . However, you take 1d10 <b>force</b> damage if you end your turn inside an object.								
<b>Stunning Bite:</b> When you successfully hit a target with your <b>Bite</b> attack, it must make a <b>DC13 Wis</b> saving throw or be <b>stunned</b> for 10 rounds. The target may repeat this saving throw at the end of each of its turns to remove the effect.								
<b>Multiattack:</b> As a single <b>Attack action</b> , you may make three (3) attacks, two with your <b>Claws</b> , and one with your <b>Bite</b> .								

<b>Name:</b>	Spring Eladrin						
<b>Class &amp; Lvl</b>	Medium Fey 3					<b>Init</b>	+3
<b>Race</b>	Elf (eladrin)					<b>Alignment</b>	CN
<b>AC</b>	17 (Natural armor)						
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>
<b>STR</b>	14	+2	+2	INT	17	+3	+3
<b>DEX</b>	16	+3	+3	WIS	11	+0	+0
<b>CON</b>	16	+3	+3	CHA	17	+3	+3
<b>SPEED</b>	30ft						
<b>Skills</b>							
<b>Perception</b>	+0						
<b>Stealth</b>	+3						
<b>Deception</b>	+5						
<b>Persuasion</b>	+5						
<b>PROF</b>	+2						
	<b>Attack</b>	<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>	<b>Damage</b>		
	<b>Longsword</b>	5ft	+4	Slashing + Psychic	1d8+4+1d6 (Versatile d10)		
	<b>Dart</b>	20ft/60ft	+5	Piercing	1d4+3		
<b>HP</b>	24						
<b>Special/Notes</b>							
<b>Darkvision:</b> 60ft							
<b>Fey Step (Recharge 4-6):</b> As a <b>Bonus action</b> you may teleport to an unoccupied space you can see within 30ft.							
<b>Innate Spellcasting:</b> Charisma based; <b>Spell Save DC13, Spell Attack Bonus +5.</b>							
<b>3/Rest each:</b> Charm Person, Tasha's Hideous Laughter							
<b>1/Rest each:</b> Confusion, Suggestion							
<b>Joyful Presence:</b> Any non-eladrin that starts its turn within 60ft of you must make a <b>DC13 Wis</b> saving throw or become <b>charmed</b> by you for 10 rounds. Anyone making the saving throw is immune to your power until you take a Rest. If you (or your other allies) deal damage to a target charmed in this manner, the target may repeat the saving throw to end the effect.							

<b>Name:</b>	Steel Predator							
<b>Class &amp; Lvl</b>	Large Construct 3						<b>Init</b>	+3
<b>Race</b>	Steel Predator						<b>Alignment</b>	LE
<b>AC</b>	20 (Natural armor)							
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>	
<b>STR</b>	19	+4	+4	INT	4	-3	-3	
<b>DEX</b>	17	+3	+3	WIS	14	+2	+2	
<b>CON</b>	19	+4	+4	CHA	6	-2	-2	
<b>SPEED</b>	40ft							
<b>Skills</b>								
<b>Perception</b>	+4							
<b>Stealth</b>	+5							
<b>Survival</b>	+4							
<b>PROF</b>	+2							
	<b>Attack</b>		<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>		<b>Damage</b>	
<b>Bite</b>			5ft	+6	Piercing		2d6+4	
<b>Claw</b>			5ft	+6	Slashing		2d8+4	
<b>HP</b>	30							
<b>Special/Notes</b>								
<b>Blindsight:</b> 30ft <b>Darkvision:</b> 60ft								
<b>Constructed Nature:</b> You have <b>advantage</b> on saving throws versus the <b>charmed, exhausted, frightened, paralyzed, petrified, poisoned</b> and <b>stunned</b> conditions. In addition, you do not need to breathe, eat/drink, or sleep.								
<b>Innate Spellcasting:</b> Wisdom based.								
<b>3/Rest each:</b> Dimension door								
<b>Stunning Roar (Recharge 5-6):</b> As an action you may emit a deafening roar in a 60ft cone. Each target in that cone must make a <b>DC14 Con</b> saving throw or take 3d10 <b>thunder damage</b> and be <b>stunned</b> for 10 rounds. A successful save reduces the damage to half and the target is not <b>stunned</b> . The target may repeat the saving throw at the end of each of its turns to remove this effect.								

<b>Name:</b>	<b>Summer Eladrin</b>						
<b>Class &amp; Lvl</b>	Medium Fey 4					<b>Init</b>	+5
<b>Race</b>	Elf (eladrin)					<b>Alignment</b>	CN
<b>AC</b>	19 (Natural armor)						
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>
<b>STR</b>	19	+4	+4	INT	14	+2	+2
<b>DEX</b>	21	+5	+5	WIS	12	+1	+1
<b>CON</b>	16	+3	+3	CHA	18	+4	+4
<b>SPEED</b>	50ft						
<b>Skills</b>							
<b>Perception</b>	+1						
<b>Stealth</b>	+5						
<b>Athletics</b>	+6						
<b>Intimidation</b>	+6						
<b>PROF</b>	+2						
	<b>Attack</b>	<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>	<b>Damage</b>		
	<b>Longsword</b>	5ft	+6	Slashing+Fire	2d8+4+1d8 (Versatile d10)		
	<b>Dart</b>	20ft/60ft	+7	Piercing+Fire	1d4+5+1d8		
<b>HP</b>	32						
<b>Special/Notes</b>							
<b>Darkvision:</b> 60ft							
<b>Fearsome Presence:</b> Any non-eladrin starting its turn within 60ft of you must make a <b>DC14 Wis</b> saving throw. On a failure, the creature becomes <b>frightened</b> of you for 10 rounds. The target may repeat this save at the end of each of its turns, and any successful save renders the target immune to your power until you take a <b>Rest</b> .							
<b>Fey Step (Recharge 4-6):</b> As a <b>Bonus action</b> you may teleport to any unoccupied space you can see within 30ft.							
<b>Magic Resistance:</b> You have <b>advantage</b> on saving throws versus spells and other magical effects.							
<b>Parry:</b> As a <b>reaction</b> when a melee attack would hit you, you may add +2 to your AC.							
<b>Multiattack:</b> As a single <b>Attack action</b> , you may make two (2) weapon attacks.							





<b>Name:</b>	<b>Tortle Druid</b>						
<b>Class &amp; Lvl</b>	Medium Humanoid 3					<b>Init</b>	+0
<b>Race</b>	Tortle					<b>Alignment</b>	LG
<b>AC</b>	17 (natural)						
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>
<b>STR</b>	14	+2	+2	INT	11	+0	+0
<b>DEX</b>	10	+0	+0	WIS	15	+2	+2
<b>CON</b>	12	+1	+1	CHA	12	+1	+1
<b>SPEED</b>	30ft						
<b>Skills</b>							
<b>Perception</b>	+2	<b>Survival</b>	+4				
<b>Stealth</b>	+0						
<b>Animal Handling</b>	+4						
<b>Nature</b>	+2						
<b>PROF</b>	+2						
	<b>Attack</b>	<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>	<b>Damage</b>		
<b>Spear</b>		5ft (20ft/60ft)	+4	Piercing	1d6+2 (Versatile d8)		
<b>Claws</b>		5ft	+4	Slashing	1d4+2		
<b>Dagger</b>		5ft (20ft/60ft)	+4	Piercing	1d4+2		
<b>HP</b>	12						
<b>Special/Notes</b>							
<b>Hold Breath:</b> You may hold your breath for up to 1 hour.							
<b>Shell Defense:</b> As an <b>action</b> , you can draw withdraw into your shell. Until you emerge, you gain a <b>+4 AC</b> and have <b>advantage</b> on <b>Str</b> and <b>Con</b> saving throws. While you are in your shell, you are <b>prone</b> , have a Speed of Zero (0) which cannot be increased, you have <b>disadvantage</b> on <b>Dex</b> saving throws, cannot take <b>reactions</b> , and the only <b>action</b> you can take is a <b>Bonus action</b> to emerge.							
<b>Spellcaster:</b> Wisdom based; <b>Spell Save DC12, Spell Attack Bonus +4</b>							
<b>Cantrips (at will):</b> Frostbite, Produce Flame, Resistance							
<b>1st Level (4 Slots):</b> Cure Wounds, Faerie Fire, Ice Knife, Thunderwave							
<b>2nd Level (2 Slots):</b> Hold Person, Lesser Restoration							

<b>Name:</b>	Trapper						
<b>Class &amp; Lvl</b>	Large Monstrosity 3					<b>Init</b>	+0
<b>Race</b>	Trapper					<b>Alignment</b>	None
<b>AC</b>	13 (Natural armor)						
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>
<b>STR</b>	17	+3	+3	INT	2	-4	-4
<b>DEX</b>	10	+0	+0	WIS	13	+1	+1
<b>CON</b>	17	+3	+3	CHA	4	-3	-3
<b>SPEED</b>	10ft, Climb 10ft						
<b>Skills</b>							
<b>Perception</b>	+1						
<b>Stealth</b>	+2						
<b>PROF</b>	+2						
	<b>Attack</b>	<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>	<b>Damage</b>		
	<b>Smother</b>	5ft	Special	Blunt+Acid	4d6+3+1d6+special		
<b>HP</b>	27						
<b>Special/Notes</b>							
<b>Blindsight:</b> 30ft							
<b>False Appearance:</b> While you are attached to a wall, ceiling, or floor and remaining motionless, you are <b>invisible</b> , and can only be detected on a <b>DC20</b> Investigation or Nature skill check.							
<b>Spider Climb:</b> You can climb difficult surfaces and even upside down without having to make an ability check.							
<b>Smother:</b> As an <b>action</b> , choose one Large or smaller creature within 5ft. That target must succeed on a <b>DC14 Dex</b> or become <b>grappled (Escape DC14)</b> . Until this <b>grapple</b> ends, in addition to the listed damage, the target is <b>restrained</b> , <b>blinded</b> , and <b>choking</b> . You may only <b>smother</b> one target at a time.							

<b>Name:</b>	Venom Troll							
<b>Class &amp; Lvl</b>	Large Giant 3						<b>Init</b>	+1
<b>Race</b>	Troll						<b>Alignment</b>	CE
<b>AC</b>	15 (Natural armor)							
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>	
<b>STR</b>	18	+4	+4	INT	7	-2	-2	
<b>DEX</b>	13	+1	+1	WIS	9	-1	-1	
<b>CON</b>	19	+4	+4	CHA	7	-2	-2	
<b>SPEED</b>	30ft							
<b>Skills</b>								
<b>Perception</b>	+1							
<b>Stealth</b>	+1							
<b>PROF</b>	+2							
	<b>Attack</b>		<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>		<b>Damage</b>	
	<b>Bite</b>		5ft	+6	Piercing+Poison		1d6+4+1d8+poisoned	
	<b>Claws</b>		5ft	+6	Slashing+Poison		2d6+4+1d8	
<b>HP</b>	30							
<b>Special/Notes</b>								
<b>Darkvision:</b> 60ft								
<b>Venomous Nature:</b> You have <b>advantage</b> on saving throws versus the <b>poisoned</b> condition.								
<b>Keen Smell:</b> You have <b>advantage</b> on Perception checks relying on smell.								
<b>Poison Splash:</b> When you take damage of any type but <b>psychic</b> , all creatures within 5ft of you take 1d6 <b>poison</b> damage.								
<b>Venomous Bite:</b> When you successfully deal damage with your <b>Bite</b> , in addition to the listed damage, the target becomes <b>poisoned</b> until the start of your next turn.								
<b>Venom Spray (Recharge 6):</b> As an action, you slice yourself with your claw, spraying poison in a 15ft cube. You take 1d6 <b>slashing</b> damage (this cannot be reduced in any way), while each target in the area must make a <b>DC14 Con</b> saving throw. On a failed save, a target takes 3d8 <b>poison</b> damage and is <b>poisoned</b> for 10 rounds. On a success, the target takes half damage only. A target may repeat the save at the end of each of its turns to end this effect.								

<b>Name:</b>	Winter Eladrin						
<b>Class &amp; Lvl</b>	Medium Fey 4					<b>Init</b>	+5
<b>Race</b>	Elf (eladrin)					<b>Alignment</b>	CN
<b>AC</b>	19 (Natural armor)						
	<b>Stat</b>	<b>Mod</b>	<b>Save</b>		<b>Stat</b>	<b>Mod</b>	<b>Save</b>
<b>STR</b>	10	+0	+0	INT	18	+4	+4
<b>DEX</b>	20	+5	+5	WIS	17	+3	+3
<b>CON</b>	16	+3	+3	CHA	13	+1	+1
<b>SPEED</b>	30ft						
<b>Skills</b>							
<b>Perception</b>	+3						
<b>Stealth</b>	+5						
<b>PROF</b>	+2						
	<b>Attack</b>		<b>Reach/Range</b>	<b>Bonus</b>	<b>Type</b>	<b>Damage</b>	
	<b>Longbow</b>		150ft/600ft	+7	Piercing+Cold	1d8+5+1d8	
	<b>Shortsword</b>		5ft	+7	Piercing+Cold	1d6+5+1d8	
<b>HP</b>	32						
<b>Special/Notes</b>							
<b>Darkvision:</b> 60ft							
<b>Fey Step (Recharge 4-6):</b> As a <b>Bonus action</b> , you may teleport to any unoccupied space within 30ft that you can see.							
<b>Innate Spellcasting:</b> Intelligence based; <b>Spell Save DC16, Spell Attack Bonus +6.</b>							
<b>At Will:</b> Fog Cloud, Gust of Wind							
<b>1/Rest each:</b> Cone of Cold, Ice Storm							
<b>Magic Resistance:</b> You have <b>advantage</b> on saving throws versus spells and other magical effects.							
<b>Sorrowful Presence:</b> Any non-eladrin that starts its turn within 60ft of you must make a <b>DC13 Wis</b> saving throw. On a failure, the target is <b>charmed</b> by you. While <b>charmed</b> in this way, the target has <b>disadvantage</b> on ability checks and saving throws. The target may repeat this saving throw at the end of each of its turns or whenever you cause it damage to end this effect. Any successful saving throw gives the target immunity to your power until you take a <b>Rest</b> .							
<b>Frigid Rebuke:</b> As a <b>reaction</b> to taking damage from a creature you can see within 60ft, you can force that creature to make a <b>DC14 Con</b> saving throw or take 2d10 <b>cold</b> damage.							

