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Bat (15 XP) 20

AC: 12 HP: 5 Speed 5 ft., fly 30ft.

STR: 2 (-4)

DEX: 15 (+2)

CON: 8 (-1)

INT: 2 (-4)

WIS: 12 (+1)

CHA: 4 (-3)

Senses: Blindsight 60 ft. Perception 11

ACTIONS

Echolocation. The bat can't use its blind sight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one creature. Hit: 1 piercing damage.

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Boar (50 XP) x8?

AC: 11 HP: 11 (2d8 + 2) Speed 40ft.

STR: 13 (+1)

DEX: 11 (+0)

CON: 12 (+1)

INT: 2 (-4)

WIS: 9 (-1)

CHA: 5 (-3)

Senses passive Perception 9

ACTIONS

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Tusk. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage .

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Chapter 1: Goblin (50 XP) x9

AC: 12(16) Hp: 7 Speed 30ft.

STR: 8 (- 1)

DEX: 14 (+2)

CON: 10 (+0)

INT: 10 (+0)

WIS: 8 (- 1)

CHA: 8 (-1)

Skills: Stealth +6

Senses: Darkvision 60 ft., Perception 9

ACTIONS

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Longsword. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 5 (1d8 -1) slashing damage.

Longbow. Ranged Weapon Attack: +0 to hit, range 150ft-600ft Hit: 8 (1d8 + 2) piercing damage.

Club. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 2 (1d4 -1) bludgeoning damage.

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Chapter 2: Goblin (50 XP) x10

AC: 12 Hp: 7 Speed 30ft.

STR: 8 (- 1)

DEX: 14 (+2)

CON: 10 (+0)

INT: 10 (+0)

WIS: 8 (- 1)

CHA: 8 (-1)

Skills: Stealth +6

Senses: Darkvision 60 ft., Perception 9

ACTIONS

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Longsword. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 5 (1d8 -1) slashing damage.

Club. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 2 (1d4 -1) bludgeoning damage.

Hand Axe. Melee Weapon Attack: +0 to hit, reach 20 ft-60ft, one target. Hit: 3 (1d6 -1) slashing damage.

Brass Knuckles. Melee Weapon Attack: +0 to hit, reach 5ft, one target. Hit: 2 (1d4 -1) bludgeoning damage.

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Chapter 3: Goblin (50 XP) x12

AC: 12 Hp: 7 Speed 30ft.

STR: 8 (- 1)

DEX: 14 (+2)

CON: 10 (+0)

INT: 10 (+0)

WIS: 8 (- 1)

CHA: 8 (-1)

Skills: Stealth +6

Senses: Darkvision 60 ft., Perception 9

ACTIONS

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Longsword. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 5 (1d8 -1) slashing damage.

Dagger. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4 +2) piercing damage.

Club. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 2 (1d4 -1) bludgeoning damage.

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Chapter 3: Goblin Boss's (200 XP)x4

AC: 12x2 (14x2) HP: 21 (6d6) Speed 30ft.

STR: 10 (+0)

DEX: 14 (+2)

CON: 10 (+0)

INT: 10 (+0)

WIS: 8 (-1)

CHA: 10 (+0)

Skills: Stealth +6

Senses: Darkvision 60ft., Perception 9

Languages: Common, Goblin

ACTIONS

Nimble Escape: The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Multiattack. The goblin makes two attacks with its scimitar. The second attack has disadvantage.

Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

REACTIONS

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

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Sub-Chapter 1: Goblin (50 XP) x10

AC: 12 Hp: 7 Speed 30ft.

STR: 8 (- 1)

DEX: 14 (+2)

CON: 10 (+0)

INT: 10 (+0)

WIS: 8 (- 1)

CHA: 8 (-1)

Skills: Stealth +6

Senses: Darkvision 60 ft., Perception 9

ACTIONS

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Longbow. Ranged Weapon Attack: +0 to hit, range 150ft-600ft Hit: 8 (1d8 + 2) piercing damage.

Dagger. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4 +2) piercing damage.

Club. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 2 (1d4 -1) bludgeoning damage.

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Sub-Chapter 1: Goblin Boss's (200 XP)x4

AC: 12x2 (14x2) HP: 21 (6d6) Speed 30ft.

STR: 10 (+0)

DEX: 14 (+2)

CON: 10 (+0)

INT: 10 (+0)

WIS: 8 (-1)

CHA: 10 (+0)

Skills: Stealth +6

Senses: Darkvision 60ft., Perception 9

Languages: Common, Goblin

ACTIONS

Nimble Escape: The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Multiattack. The goblin makes two attacks with its scimitar. The second attack has disadvantage.

Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Elven Dagger. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 2 (1d4 +2) piercing damage.

REACTIONS

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

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Chapter 4: Cyclops (2,300 XP)x1

AC: 14 HP: 138 Speed 30ft.

STR: 22 (+6)

DEX: 11 (+0)

CON: 20 (+5)

INT: 8 (- 1)

WIS: 6 (- 2)

CHA: 10 (+0)

Senses: Perception 8

Languages: Giant

Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

ACTIONS

Multiattack. The cyclops makes two greatclub attacks.

Greatclub. Melee Weapon Attack: +9 to hit, reach 10ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage .

Rock. Ranged Weapon Attack: +9 to hit, range 30/120 ft. , one target. Hit: 28 (4d10 + 6) bludgeoning damage.

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Chapter 4: Tusker(The mount the Cyclops rides)

Auroch 450 XP

AC: 13. HP: 34 (4d10 + 12) Speed 40 ft.

STR DEX CON INT WIS CHA
20 (+5)10 (+0)16 (+3)2 (-4) 10 (+0)6 (-2)

Senses passive Perception 10

Charge. If the auroch moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

ACTIONS

Ram. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

Hooves. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) bludgeoning damage.