

Ogre Chief (MR): CR3 2d20,2d8,1d6

Large giant, chaotic evil

Armor Class 17 (chain, shield), **HP** 65, **Speed** 30ft

Skills Intimidation +2, Stealth +6, Survival +3

Senses darkvision 60 ft, **Languages** Common, Giant

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	11 (0)	12 (+1)	11 (0)

Morningstar (x2). Melee: (+5,5ft) (2d8+3) piercing.

Javelin. Ranged: (+5,30/120ft) (1d6+3) piercing.

Brute. A melee weapon deals an extra die of its damage when the ogre hits with it (included in the attack).

Surprise Attack. If the ogre surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 2d6 damage from the attack.

Simpleton. The ogre has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Multiattack. The ogre makes two melee attacks.

Ogre (MR): CR2 1d20,2d8,2d6

Large giant, chaotic evil.

Armor Class 11 (hide), **Hit Points** 59, **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Greatclub. Melee: (+6, 5ft) (2d8+4) bludgeoning.

Javelin. Ranged: (+6,30/120ft) (2d6+4) piercing.

Senses darkvision 60 ft.

Languages Common, Giant

Vampire Spawn (M): CR5 2d20,3d6,2d4

Medium undead, neutral evil

Armor Class 15 (natural), **Hit Points** 82, **Speed** 30 ft.

Saving Throws Dex +6, Wis +3

Skills Perception +3, Stealth +6

Damage Resistances necrotic, bludgeoning, piercing, and slashing from non-magical weapons

Senses darkvision 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (0)	10 (0)	12 (+1)

Bite. Melee: (+6,5ft) (1d6+3) + (2d6) necrotic. Target must be willing or grappled. Hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount.

Claws. Melee: (+6,5ft) (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Regeneration. The vampire regains 10 hit points at the start of its turn and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this doesn't work at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Swarm of Bats (M): CR 1/4 1d20,2d4

Medium swarm, unaligned

Armor Class 12, **Hit Points** 22, **Speed** 0 ft, **fly** 30 ft.

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 60 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (0)	2 (-4)	12 (+1)	4 (-3)

Bites. Melee: (+4,0ft) (2d4) or < ½ hp (1d4) piercing.

Echolocation. Can't use blindsight while deafened.

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

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.