

Rhinoceros, L						2
NAME						CR
11	45	11	40			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
3	3	3	3	3	3	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Charge: If 20' toward target & hits w/gore, +2d8b & DC 15 Str save or prone						2
ACTIONS Gore: +7, 2d8+5b						

Riding Horse, L						1/4
NAME						CR
10	13	10	60			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
3	3	1	-4	0	-2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS 						2
ACTIONS Hooves: +5, 2d4+3b						

Roc, G						11
NAME						CR
15	248	14	20/120f			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
9	0	5	-4	0	-1	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Perception +4 Keen Sight: Adv on Perception for sight						4
ACTIONS Multiattack: 1 beak, 1 talons Beak: 10', +13, 4d8+9p Talons: +13, 4d6+9s, grappled & restrained, escape DC 19, can't target another during grapple						

Roper, L						5
NAME						CR
20	93	16	10/10c			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
4	-1	3	-2	3	-2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Darkvision 60', Perception +6, Stealth +5 False Appearance: Looks like cave rock Grasping Tendrils: 6 tendrils, AC 20, 10 HP, immune: poison, psychic, DC 15 Str check break, extrudes new tendrils on turn Spider Climb: Climb difficult surfaces no check						3
ACTIONS Multiattack: 4 tendrils, 1 Reel, 1 bite Bite: +7, 4d8+4p Tendrils: 50', +7, grappled & restrained, escape DC 15, disadv on Str checks & saves, 1/target Reel: Pull grappled creatures 25'						

Rug of Smothering, L						2
NAME						CR
12	33	6	10			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
3	2	0	-5	-4	-5	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Blindsight 60', immune: blind, charm, deaf, fright, paralyze, petrify, poison, psychic Antimagic Susceptibility: Incapacitated in antimagic field, Con save vs spell if <i>dispel magic</i> or unconscious 1min Damage Transfer: When grappling, half damage to target instead of rug False Appearance: Looks like rug						2
ACTIONS Smother: <L, +5, 2d6+3b ongoing, grappled, restrained, blinded, suffocating, escape DC 13, 1 target max						

Rust Monster, M						1/2
NAME						CR
14	27	11	40			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
1	1	1	-4	1	-2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Darkvision 60' Iron Scent: Pinpoint metal within 30' Rust Metal: If nonmagic metal weapon hits, cumulative -1 damage (-5 destroys)						2
ACTIONS Bite: +3, 1d8+1p Antennae: 5', 1 metal object, if unworn/un-carried, destroy 1' cube. If worn/carried, DC 11 Dex save or cumulative -1 AC (AC 10 or +0 shield destroys)						

NAME						CR
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS 						
ACTIONS 						

NAME						CR
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS 						
ACTIONS 						