

Eagle, S 0

NAME CR

12 AC 3 HP 14 PASSIVE PERCEPTION 10/60f SPEED

STR DEX CON INT WIS CHA

-2 2 0 -4 2 -2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Perception +4

Keen Sight: Adv on Perception for sight

2 PROF

ACTIONS

Talons: +4, 1d4+2s

Earth Elemental, L 5

NAME CR

17 AC 126 HP 10 PASSIVE PERCEPTION 30/30b SPEED

STR DEX CON INT WIS CHA

5 -1 5 -3 0 -3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60', tremorsense 60', vuln: thunder, resist: bps nonmag, immune: exhaust, paralyze, petrify, poison, unconscious

Earth Glide: Burrow through earth/stone w/no trace

Siege Monster: Double damage to objects

3 PROF

ACTIONS

Multiattack: 2 slam

Slam: 10', +8, 2d8+5b

Efreeti, L 11

NAME CR

17 AC 200 HP 12 PASSIVE PERCEPTION 40/60f SPEED

STR DEX CON INT WIS CHA

6 1 7 3 2 3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60', immune: fire

Innate Spellcasting: DC 15, +7, at will: *detect magic*, 3/day: *enlarge/reduce, tongues*, 1/day each: *conjure elemental* (fire elemental only), *gaseous form, invisibility, major image, plane shift, wall of fire*

4 PROF

ACTIONS

Multiattack: 2 scimitar/2 Hurl Flame

Scimitar: +10, 2d6+6s & 2d6 fire

Hurl Flame: 120', +7, 5d6 fire (spell)

Elephant, H 4

NAME CR

12 AC 76 HP 10 PASSIVE PERCEPTION 40 SPEED

STR DEX CON INT WIS CHA

6 -1 3 -4 0 -2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Trampling Charge: If 20' toward target & hit w/gore, DC 12 Str save or prone & bonus action stomp

2 PROF

ACTIONS

Gore: +8, 3d8+6p

Stomp: +8, 3d10+6b

Elf, Drow, M 1/4

NAME CR

15 AC 13 HP 12 PASSIVE PERCEPTION 30 SPEED

STR DEX CON INT WIS CHA

0 2 0 0 0 1

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 120', Perception +2, Stealth +4

Fey Ancestry: Adv vs charm, immune sleep

Innate Spellcasting: DC 11, at will: *dancing lights*, 1/day each: *darkness, faerie fire*

Sunlight Sensitivity: In sunlight, disadv on attacks & Perception for sight

2 PROF

ACTIONS

Shortsword: +4, 1d6+2p

Hand Crossbow: 30/120, +4, 1d6+2p, DC 13 Con save or poisoned 1 hour. Fail >4, also unconscious

Elk, L 1/4

NAME CR

10 AC 13 HP 10 PASSIVE PERCEPTION 50 SPEED

STR DEX CON INT WIS CHA

3 0 1 -4 0 -2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Charge: If 20' toward target & hit w/ram, +2d6 & DC 13 Str save or prone

2 PROF

ACTIONS

Ram: +5, 1d6+3b

Hooves: Prone target, +5, 2d4+3b

Erinyes, M 12

NAME CR

18 AC 153 HP 12 PASSIVE PERCEPTION 30/60f SPEED

STR DEX CON INT WIS CHA

4 3 4 2 2 4

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Truesight 120', resist: cold, bps nonmag/nonsilver, immune: fire, poison

Magic Resistance: Adv on saves vs magic

4 PROF

ACTIONS

Multiattack: 3 attacks

Longsword: +8, 1d8+4s/1d10+4s 2-hands & 3d8 poison

Longbow: 150/600, +7, 1d8+3p & 3d8 poison, DC 14 Con save or poisoned, *lesser restoration* ends

Parry (react): +4 AC vs melee

Ettercap, M 2

NAME CR

13 AC 44 HP 34 PASSIVE PERCEPTION 30/30c SPEED

STR DEX CON INT WIS CHA

2 2 1 -2 1 -1

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60', Perception +3, Stealth +4, Survival +3

Spider Climb: Climb difficult surfaces no check

Web Sense: Know location of creatures if on same web

Web Walker: Move normally in webbing

2 PROF

ACTIONS

Multiattack: 1 bite, 1 claws

Bite: +4, 1d8+2p, & 1d8 poison, DC 11 Con save or poisoned 1min/until save

Claws: +4, 2d4+2s

Web (5-6): 30/60, <H, +4, restrained, DC 11 Str check escape or burn/cut web*