

Fire Elemental, L

5

NAME	CR
13 AC	102 HP
10 PASSIVE PERCEPTION	50 SPEED
STR 0	DEX 3
CON 3	INT -2
WIS 0	CHA -2

SKILLS / TRAITS

Darkvision 60', resist: bps nonmagic, immune: exhaust, fire, grapple, paralyze, petrify, poison, prone, restrain, unconscious

Fire Form: >1" no squeezing, touch/hit 1d10 fire, can enter space & deal 1d10 fire ongoing

Illumination: Bright light 30', dim 30'

Water Susceptibility: 5/1 gallon water = 1 cold

3
PROF

ACTIONS

Multiattack: 2 touch

Touch: +6, 2d6+3 fire, 1d10 fire ongoing until douse

Fire Giant, H

9

NAME	CR
18 AC	162 HP
16 PASSIVE PERCEPTION	30 SPEED
STR 7	DEX -1
CON 6	INT 0
WIS 2	CHA 1

SKILLS / TRAITS

Athletics +11, Perception +6, immune: fire

4
PROF

ACTIONS

Multiattack: 2 greatsword

Greatsword: 10', +11, 6d6+7s

Rock: 60/240, +11, 4d10+7b

Flesh Golem, M

5

NAME	CR
9 AC	93 HP
10 PASSIVE PERCEPTION	30 SPEED
STR 4	DEX -1
CON 4	INT -2
WIS 0	CHA -3

SKILLS / TRAITS

Darkvision 60', immune: form alteration, charm, exhaust, fright, lightning, paralyze, petrify, poison

Berserk: If <41 HP, roll d6, 6 = berserk, attack creatures within 20' or objects if no creatures. If creator in 60', calm DC 15

Persuasion

Aversion to Fire: If fire damage, disadv on attacks/checks until end next turn

Lightning Absorption: Lightning damage heals

Magic Resistance: Adv on saves vs magic

3
PROF

ACTIONS

Multiattack: 2 slam

Slam: +7, 2d8+4b

Flying Snake, T

1/8

NAME	CR
14 AC	5 HP
11 PASSIVE PERCEPTION	30/60f/ 30s SPEED
STR -3	DEX 4
CON 0	INT -4
WIS 1	CHA -3

SKILLS / TRAITS

Blindsight 10'

Flyby: Flying doesn't provoke opportunity attacks

2
PROF

ACTIONS

Bite: +6, 1p & 3d4 poison

Flying Sword, S

1/4

NAME	CR
17 AC	17 HP
7 PASSIVE PERCEPTION	50f SPEED
STR 1	DEX 2
CON 0	INT -5
WIS -3	CHA -5

SKILLS / TRAITS

Blindsight 60', immune: blind, charm, deaf, fright, paralyze, petrify, poison, psychic

Antimagic Susceptibility: Con save vs spell if *dispel magic* or unconscious 1min

False Appearance: Looks like sword

2
PROF

ACTIONS

Longsword: +3, 1d8+1s

Frog, T

0

NAME	CR
11 AC	1 HP
34 PASSIVE PERCEPTION	20/20s SPEED
STR -5	DEX 1
CON -1	INT -5
WIS -1	CHA -4

SKILLS / TRAITS

Darkvision 30', Perception +1, Stealth +3

Amphibious: Breathe air & water

Standing Leap: Long jump 10', high jump 5'

2
PROF

ACTIONS

Frost Giant, H

8

NAME	CR
15 AC	138 HP
13 PASSIVE PERCEPTION	40 SPEED
STR 3	DEX 3
CON 3	INT 3
WIS 3	CHA 3

SKILLS / TRAITS

Athletics +9, Perception +3, immune: cold

3
PROF

ACTIONS

Multiattack: 2 greataxe

Greataxe: 10', +9, 3d12+6s

Rock: 60/240, +9, 4d10+6b