

Half-Red Dragon Veteran, *M*

5

NAME

CR

18 AC 65 HP 12 PASSIVE PERCEPTION 30 SPEED

STR 3 BONUS DEX 1 BONUS CON 2 BONUS INT 0 BONUS WIS 0 BONUS CHA 0 BONUS

SKILLS / TRAITS

Darkvision 60', blindsight 10', Athletics +5, Perception +2, resist: fire

3

PROF

ACTIONS

Multiattack: 2 longsword, 1 shortsword
Longsword: +5, 1d8+3s/1d10+3s 2-hands
Shortsword: +5, 1d6+3p
Heavy Crossbow: 100/400, +3, 1d10+1p
Fire Breath (5-6): 15' cone, DC 15 Dex save, 7d6 fire, save half

Harpy, *M*

1

NAME

CR

11 AC 38 HP 10 PASSIVE PERCEPTION 20/40f SPEED

STR 1 BONUS DEX 1 BONUS CON 1 BONUS INT -2 BONUS WIS 0 BONUS CHA 1 BONUS

SKILLS / TRAITS

2

PROF

ACTIONS

Multiattack: 1 claws, 1 club
Claws: +3, 2d4+1s
Club: +3, 1d4+1b
Luring Song: 300', DC 11 Wis save or charmed & move toward harpy while singing (bonus action continue)/until save, then immune

Hawk, *T*

0

NAME

CR

13 AC 1 HP 14 PASSIVE PERCEPTION 10/60f SPEED

STR -3 BONUS DEX 3 BONUS CON -1 BONUS INT -4 BONUS WIS 2 BONUS CHA -2 BONUS

SKILLS / TRAITS

Perception +4

Keen Sight: Adv on Perception for sight

2

PROF

ACTIONS

Talons: +5, 1s

Hell Hound, *M*

3

NAME

CR

15 AC 45 HP 15 PASSIVE PERCEPTION 50 SPEED

STR 3 BONUS DEX 1 BONUS CON 2 BONUS INT -2 BONUS WIS 1 BONUS CHA -2 BONUS

SKILLS / TRAITS

Darkvision 60', Perception +5, immune: fire
Keen Hearing & Smell: Adv on Perception for hearing & smell
Pack Tactics: Adv on attacks if ally within 5' of target

2

PROF

ACTIONS

Bite: +5, 1d8+3p & 2d6 fire
Fire Breath (5-6): 15' cone, DC 12 Dex save, 6d6 fire, save half

Hezrou, *L*

8

NAME

CR

16 AC 136 HP 11 PASSIVE PERCEPTION 30 SPEED

STR 4 BONUS DEX 3 BONUS CON 5 BONUS INT -3 BONUS WIS 1 BONUS CHA 1 BONUS

SKILLS / TRAITS

Darkvision 120', resist: cold, fire, lightning, bps nonmagic, immune: poison
Magic Resistance: Adv on saves vs spells
Stench: If start turn in 10', DC 14 Con save or poisoned until next turn, save immune

3

PROF

ACTIONS

Multiattack: 1 bite, 2 claws

Bite: +7, 2d10+4p
Claw: +7, 2d6+4s

Hill Giant, *H*

5

NAME

CR

13 AC 105 HP 12 PASSIVE PERCEPTION 40 SPEED

STR 5 BONUS DEX -1 BONUS CON 4 BONUS INT -3 BONUS WIS -1 BONUS CHA -2 BONUS

SKILLS / TRAITS

Perception +2

3

PROF

ACTIONS

Multiattack: 2 greatclub

Greatclub: 10', +8, 3d8+5b
Rock: 60/240, +8, 3d10+5b

Hippogriff, *L*

1

NAME

CR

11 AC 19 HP 34 PASSIVE PERCEPTION 40/60f SPEED

STR 3 BONUS DEX 1 BONUS CON 1 BONUS INT -4 BONUS WIS 1 BONUS CHA -1 BONUS

SKILLS / TRAITS

Perception +5

Keen Sight: Adv on Perception for sight

2

PROF

ACTIONS

Multiattack: 1 beak, 1 claws

Beak: +5, 1d10+3p
Claws: +5, 2d6+3s

Hobgoblin, *M*

1/2

NAME

CR

18 AC 11 HP 10 PASSIVE PERCEPTION 30 SPEED

STR 1 BONUS DEX 1 BONUS CON 1 BONUS INT 0 BONUS WIS 0 BONUS CHA -1 BONUS

SKILLS / TRAITS

Darkvision 60'

Martial Advantage: 1/turn, +2d6 damage if target within 5' of ally

2

PROF

ACTIONS

Longsword: +3, 1d8+1s/1d10+1s 2-hands
Longbow: 150/600, +3, 1d8+1p