

Homunculus, T

0

NAME

CR

13	5	10	20/40f
AC	HP	PASSIVE PERCEPTION	SPEED

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

SKILLS / TRAITS

Darkvision 60', immune: charm, poison

Telepathic Bond: Communicate telepathically with master if on same plane

2

PROF

ACTIONS

Bite: +4, 1p, DC 10 Con save or poisoned 1min. Fail >4, poisoned & unconscious 1d10min

Horned Devil, L

11

NAME

CR

18	148	13	20/60f
AC	HP	PASSIVE PERCEPTION	SPEED

STR	DEX	CON	INT	WIS	CHA
6	3	5	1	3	3
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 120', resist: cold, bps nonmagic/nonsilver, immune: fire, poison
Devil's Sight: See in magical darkness
Magic Resistance: Adv on saves vs magic

4

PROF

ACTIONS

Multiattack: 2 fork, 1 tail, replace any w/Hurl Flame
Fork: 10', +10, 2d8+6p
Tail: 10', +10, 1d8+6p, DC 17 Con save or lose cumulative 3d6 HP ongoing (DC 12 Medicine/magic healing ends)
Hurl Flame: 150', +7, 4d6 fire (spell)

Hunter Shark, L

2

NAME

CR

12	45	12	40s
AC	HP	PASSIVE PERCEPTION	SPEED

STR	DEX	CON	INT	WIS	CHA
4	1	2	-5	0	-3
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Blindsight 30', Perception +2

Blood Frenzy: Adv on attacks vs wounded
Water Breathing: Breathe water only

2

PROF

ACTIONS

Bite: +6, 2d8+4p

Hydra, H

8

NAME

CR

15	172	16	30/30s
AC	HP	PASSIVE PERCEPTION	SPEED

STR	DEX	CON	INT	WIS	CHA
5	1	5	-4	0	-2
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', Perception +6

Hold Breath: 1 hour

Multiple Heads: 5 heads, 2+ adv vs blind, charm, deaf, fright, stun, unconscious. 1 dies if 25 damage, hydra dies if all. End of turn grow 2 unless fire & regain 10 HP/head

Reactive Heads: 1 opportunity attack per head
Wakeful: Min. 1 head awake while others sleep

3

PROF

ACTIONS

Multiattack: 1 bite per head

Bite: 10', +8, 1d10+5p

Hyena, M

0

NAME

CR

11	5	13	50
AC	HP	PASSIVE PERCEPTION	SPEED

STR	DEX	CON	INT	WIS	CHA
0	1	1	-4	1	-3
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Perception +3

Pack Tactics: Adv on attacks if ally within 5' of target

2

PROF

ACTIONS

Bite: +2, 1d6p

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

NAME			CR

AC	HP	PASSIVE PERCEPTION	SPEED

STR	DEX	CON	INT	WIS	CHA
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

ACTIONS