

Killer Whale, *H*

3

NAME

CR

12

90

13

60s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

0

1

-4

1

-2

BONUS

BONUS

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BONUS

SKILLS / TRAITS

Blindsight 120', Perception +3

Echolocation: No blindsight while deaf

Hold Breath: 30min

Keen Hearing: Adv on Perception for hearing

2

ACTIONS

Bite: +6, 5d6+4p

Knight, *M*

3

NAME

CR

18

52

10

30

AC

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CHA

3

0

2

0

0

2

BONUS

BONUS

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BONUS

SKILLS / TRAITS

Brave: Adv on saves vs frightened

2

ACTIONS

Multiaffack: 2 melee

Greatsword: +5, 2d6+3s

Heavy Crossbow: 100/400, +2, 1d10p

Leadership (R short/long rest): 30', 1min, +d4 attack/save

Parry (react): +2 AC vs melee

Kobold, *S*

1/8

NAME

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12

5

8

30

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-2

2

-1

-1

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-1

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SKILLS / TRAITS

Darkvision 60'

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

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

2

ACTIONS

Dagger: +4, 1d4+2p

Sling: 30/120, +4, 1d4+2b

Kraken, *G*

23

NAME

CR

18

472

14

20/60s

AC

HP

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SKILLS / TRAITS

Truesight 120', immune: fright, lightning, paralyze, bps nonmagic, magical restrain, magical speed reduce

Amphibious: Breathe air & water

Freedom of Movement: Ignore difficult terrain, 5' to escape grapple or restrain

Siege Monster: Double damage to objects

7

ACTIONS

Multiaffack: 3 tentacle/Fling

Bite: +17, 3d8+10p, if <H & grappled, swallow: blind, restrain, 12d6 acid ongoing. If target 50+ damage 1 turn, kraken DC 25 Con save or exit

Tentacle: 30', +17, 3d6+10b, grapple & restrain escape DC 18 (10 max)

Fling: <H thrown 60' & prone, 1d6b/10', 2nd target DC 18 Dex save or same damage & prone

Lightning Storm: 120', 3 bolts, DC 23 Dex, 4d10 lightning, save half

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SKILLS / TRAITS

ACTIONS