

Panther, M

1/4

NAME

CR

12

13

14

50/40c

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

2

2

0

-4

2

-2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Perception +4, Stealth +6
Keen Smell: Adv on Perception for smell
Pounce: If 20' toward target & hit w/claw, DC 12 Str save or prone & bonus action bite

2

PROF

ACTIONS

Bite: +4, 1d6+2p
Claw: +4, 1d4+2s

Pegasus, L

2

NAME

CR

12

59

16

60/90f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

2

3

0

2

1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Perception +6

2

PROF

ACTIONS

Hooves: +6, 2d6+4b

Phase Spider, L

3

NAME

CR

13

32

10

30/30c

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

2

2

1

-2

0

-2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', Stealth +6
Ethereal Jaunt: Bonus action enter/exit Ethereal Plane
Spider Climb: Climb difficult surfaces no check
Web Walker: Move normally in webbing

2

PROF

ACTIONS

Bite: +4, 1d10+2p, DC 11 Con save, 4d8 poison, save half. If 0 HP from poison, stable, paralyzed, poisoned 1 hour

Pit Fiend, L

20

NAME

CR

19

300

14

30/60f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

8

2

7

6

4

7

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Truesight 120', resist: cold, bps nonmagic nonsilver, immune: fire, poison
Fear Aura: 20', DC 21 Wis save or frightened until creature's next turn, save immune
Magic Resistance: Adv on saves vs magic
Innate Spellcasting: DC 21, at will: *detect magic*, *fireball*, 3/day each: *hold monster*, *wall of fire*

6

PROF

ACTIONS

Multitask: 1 bite, 1 claw, 1 mace, 1 tail
Bite: +14, 4d6+8p, DC 21 Con save or poisoned, can't regain HP & 6d6 poison ongoing/until save (magic)
Claw: 10', +14, 2d8+8s (magic)
Mace: 10', +14, 2d6+8b (magic)
Tail: 10', +14, 3d10+8b (magic)

Planetar, L

16

NAME

CR

19

200

21

40/120f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

7

5

7

4

6

7

BONUS

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BONUS

SKILLS / TRAITS

Truesight 120', Perception +11, resist: radiant, bps nonmagic, immune: charm, exhaust, fright
Divine Awareness: Knows if it hears a lie
Innate Spellcasting: DC 20, at will: *detect evil and good*, *invisibility* (self only), 3/day each: *blade barrier*, *dispel evil and good*, *flame strike*, *raise dead*, 1/day each: *commune*, *control weather*, *insect plague*
Magic Resistance: Adv on saves vs magic

5

PROF

ACTIONS

Multitask: 2 melee
Greatsword: +12, 4d6+7s & 5d8 radiant (magic)
Healing Touch (4/day): Target regains 6d8+3 HP, end curse, disease, poison, blind, deaf

Plesiosaurus, L

2

NAME

CR

13

68

13

20/40s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

2

3

-4

1

-3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Perception +3, Stealth +4

Hold Breath: 1 hour

2

PROF

ACTIONS

Bite: 10', +6, 3d6+4p

Poisonous Snake, T

1/8

NAME

CR

13

2

10

30/30s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-4

3

0

-5

0

-4

BONUS

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SKILLS / TRAITS

Blindsight 10'

2

PROF

ACTIONS

Bite: +5, 1p, DC 10 Con save, 2d4 poison, save half

Polar Bear, L

2

NAME

CR

12

42

13

40/30s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

5

0

3

-4

1

-2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Perception +3

Keen Hearing & Smell: Adv on Perception for hearing & smell

2

PROF

ACTIONS

Multitask: 1 bite, 1 claws

Bite: +7, 1d8+5p
Claws: +7, 2d6+5s