

## Storm Giant, H

13

NAME

AC 16 HP 230 PASSIVE PERCEPTION 19 SPEED 50/50s

STR 9 DEX 2 CON 5 INT 3 WIS 4 CHA 4

**SKILLS / TRAITS**  
 Arcana +8, Athletics +14, History +8, Perception +9, resist: cold, immune: lightning, thunder  
**Amphibious:** Breathe air & water  
**Innate Spellcasting:** DC 17, at will: *detect magic, feather fall, levitate, light, 3/day* each: *control weather, water breathing*

5

**ACTIONS**  
**Multiattack:** 2 greatsword  
**Greatsword:** 10', +14, 6d6+9s  
**Rock:** 60/240, +14, 4d12+9b  
**Lightning Strike** (5-6): 500', all within 10' DC 17 Dex save, 12d8 lightning, save half

## Succubus/Incubus M

4

NAME

AC 15 HP 66 PASSIVE PERCEPTION 15 SPEED 30/60f

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

**SKILLS / TRAITS**  
 Darkvision 60', Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7, resist: cold, fire, lightning, poison, bps nonmagical  
**Telepathic Bond:** If bonded, ignore telepathy range limits  
**Shapechanger:** Polymorph S/M humanoid

2

**ACTIONS**  
**Claw** (Fiend Form): +5, 1d6+3s  
**Charm:** 30', 1 humanoid, DC 15 Wis save or charmed 1 day, save immune, 1 target max  
**Draining Kiss:** Charmed/willing target, DC 15 Con save, 5d10+5 psychic, save half, HP max reduced by damage (die at 0), long rest ends  
**Etherealness:** Enter/exit Ethereal Plane

## Swarm of Bats, M

1/4

NAME

AC 12 HP 22 PASSIVE PERCEPTION 11 SPEED 30f

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

**SKILLS / TRAITS**  
 Blindsight 60', resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun  
**Echolocation:** Blind while deaf  
**Keen Hearing:** Adv on Perception for hearing  
**Swarm:** Share another creature's space, pass openings as if T, can't regain HP/temp HP

2

**ACTIONS**  
**Bite:** 0', +4, 2d4p/1d4p if <12 HP

## Swarm of Insects, M

1/2

NAME

AC 12 HP 22 PASSIVE PERCEPTION 8 SPEED 20/20c

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

**SKILLS / TRAITS**  
 Blindsight 10', resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun  
**Swarm:** Share another creature's space, pass openings as if T, can't regain HP/temp HP

2

**ACTIONS**  
**Bite:** 0', +3, 4d4p/2d4p if <12 HP

## Swarm of Poisonous Snakes, M

2

NAME

AC 14 HP 36 PASSIVE PERCEPTION 10 SPEED 30/30s

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

**SKILLS / TRAITS**  
 Blindsight 10', resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun  
**Swarm:** Share another creature's space, pass openings as if T, can't regain HP/temp HP

2

**ACTIONS**  
**Bite:** 0', +6, 2d6p/1d6p if <19 HP, DC 10 Con save, 4d6 poison, save half

## Swarm of Quippers, M

1

NAME

AC 13 HP 28 PASSIVE PERCEPTION 8 SPEED 40s

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

**SKILLS / TRAITS**  
 Darkvision 60', resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun  
**Blood Frenzy:** Adv on attacks vs wounded  
**Swarm:** Share another creature's space, pass openings as if T, can't regain HP/temp HP  
**Water Breathing:** Breathe underwater only

2

**ACTIONS**  
**Bite:** 0', +5, 4d6p/2d6p if <15 HP

## Swarm of Rats, M

1/4

NAME

AC 10 HP 24 PASSIVE PERCEPTION 10 SPEED 30

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

**SKILLS / TRAITS**  
 Darkvision 30', resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun  
**Keen Smell:** Adv on Perception for smell  
**Swarm:** Share another creature's space, pass openings as if T, can't regain HP/temp HP

2

**ACTIONS**  
**Bite:** 0', +2, 2d6p/1d6p if <13 HP

## Swarm of Ravens, M

1/4

NAME

AC 12 HP 24 PASSIVE PERCEPTION 15 SPEED 10/50f

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

**SKILLS / TRAITS**  
 Perception +5, resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun  
**Swarm:** Share another creature's space, pass openings as if T, can't regain HP/temp HP

2

**ACTIONS**  
**Beaks:** 1 target in swarm's space, +4, 2d6p/1d6p if <13 HP