

Unicorn, L

5

NAME

CR

12

67

13

50

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

2

2

0

3

3

BONUS

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BONUS

SKILLS / TRAITS

Darkvision 60', immune: charm, paralyze, poison

Charge: If 20' toward target & hit w/horn, +2d8p, DC 15

Str save or prone

Innate Spellcasting: DC 14, at will: detect evil and good, druidcraft, pass without trace, 1/day each: calm emotions, dispel evil and good, entangle

Magic Resistance: Adv on saves vs magic

3

ACTIONS

Multiattack: 1 hooves, 1 horn

Hooves: +7, 2d6+4b

Horn: +7, 1d8+4p

Healing Touch (3/day): Target regains 2d8+2 HP, remove all diseases & poisons

Teleport (1/day): Up to 3 targets & self, 1 mile

Vampire, M

13

NAME

CR

16

144

17

30

AC

HP

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SPEED

STR

DEX

CON

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WIS

CHA

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BONUS

SKILLS / TRAITS

Darkvision 120', Perception +7, Stealth +9, resist: necrotic, bps nonmagic

Shapechanger: If no sun/running water; polymorph into tiny bat/medium cloud of mist*

Legendary Resistance (3/day): Pass a failed save

Misty Escape: If drop to 0 HP. Shapechanger cloud of mist*

Regeneration: If 1+ HP & no sun/running water/radiant damage/holy water, regain 20 HP on turn

Spider Climb: Climb difficult surfaces no check

Vampiric Weaknesses: 20 acid running water, 20 radiant sun & disadv attacks & ability checks*

5

ACTIONS

Multiattack: 2 attacks (1 bite max)

Unarmed Strike: +9, 1d8+8b/no damage & grapple escape DC 18

Bite: Willing/grappled target, +9, 1d6+4p & 3d6 necrotic. HP max reduced by damage (die 0 HP) & vampire heals, long rest ends

Charm: 1 humanoid, 30'; DC 17 Wis save or charmed 1 day/save again if vampire harms

Children of the Night (1/day): 2d4 swarms bats/rats or 3d6 wolves, arrive 1d4 rounds, stay 1 hour

Vampire Spawn, M

5

NAME

CR

15

82

13

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

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SKILLS / TRAITS

Darkvision 60', Perception +3, Stealth +6, resist: necrotic, bps nonmagic

Regeneration: If 1+ HP & no sun/running water/radiant damage/holy water, regain 10 HP on turn

Spider Climb: Climb difficult surfaces no check

Vampiric Weaknesses: 20 acid running water, 20 radiant sun & disadv attacks & ability checks*

3

ACTIONS

Multiattack: 2 attacks (1 bite max)

Claws: +6, 2d4+3s/no damage & grapple escape DC 13

Bite: Willing/grappled target, +6, 1d6+3p & 2d6 necrotic, HP max reduced by damage (die 0 HP) & vampire heals, long rest ends

Veteran, M

3

NAME

CR

17

58

12

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

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BONUS

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SKILLS / TRAITS

Athletics +5, Perception +2

2

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

Violet Fungus, M

1/4

NAME

CR

5

18

6

5

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

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INT

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-5

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SKILLS / TRAITS

Blindsight 30', immune: blind, deaf, fright

False Appearance: Looks like fungus

2

ACTIONS

Multiattack: 1d4 Rotting Touch

Rotting Touch: 10', +2, 1d8 necrotic

Vrock, L

6

NAME

CR

15

104

34

40/60f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

2

4

-1

1

-1

BONUS

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SKILLS / TRAITS

Darkvision 120', resist: cold, fire, lightning, bps nonmagic, immune: poison

Magic Resistance: Adv on saves vs magic

3

ACTIONS

Multiattack: 1 beak, 1 talons

Beak: +6, 2d6+3p

Talons: +6, 2d10+3s

Spores (R 6): 15' radius cloud, DC 14 Con save or poisoned & 1d10 poison ongoing/until save, holy water ends

Stunning Screech (1/day): 20' DC 14 Con save or stunned until end of vrock's next turn

Vulture, M

0

NAME

CR

10

5

34

10/50f

AC

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BONUS

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SKILLS / TRAITS

Perception +3

Keen Sight & Smell: Adv on Perception for sight & smell

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

2

ACTIONS

Beak: +2, 1d4p

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SKILLS / TRAITS

ACTIONS