

Werewolf, M

3

NAME	CR
12/11 human AC	58 HP
14 PASSIVE PERCEPTION	30 human/40 SPEED
STR 2 BONUS	DEX 1 BONUS
CON 2 BONUS	INT 0 BONUS
WIS 0 BONUS	CHA 0 BONUS

SKILLS / TRAITS

Perception +4, Stealth +3, immune: bps nonmagic/nonsilver
Shapechanger: Polymorph into human/wolf/wolf-humanoid hybrid*
Keen Hearing & Smell: Adv on Perception for hearing & smell

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PROF

ACTIONS

Multiattack (human/hybrid): 1 bite, 1 claws/spear
Bite (wolf/hybrid): +4, 1d8+2p, DC 12 Con save or lycanthropy
Claws (hybrid): +4, 2d4+2s
Spear (humanoid): 20/60, +4, 1d6+2p/1d8+2p 2-hands

White Dragon Wyrmling, M

2

NAME	CR
16 AC	32 HP
14 PASSIVE PERCEPTION	30/15b/60f/30s SPEED
STR 2 BONUS	DEX 0 BONUS
CON 2 BONUS	INT -3 BONUS
WIS 0 BONUS	CHA 0 BONUS

SKILLS / TRAITS

Darkvision 60', blindsight 10', Perception +4, Stealth +2, immune: cold

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PROF

ACTIONS

Bite: +4, 1d10+2p & 1d4 cold
Cold Breath (5-6): 15' cone, DC 12 Con save, 5d8 cold, save half

Wight, M

3

NAME	CR
14 AC	45 HP
13 PASSIVE PERCEPTION	30 SPEED
STR 2 BONUS	DEX 2 BONUS
CON 3 BONUS	INT 0 BONUS
WIS 1 BONUS	CHA 2 BONUS

SKILLS / TRAITS

Darkvision 60', Perception +3, Stealth +4, resist: necrotic, bps nonmagic/nonsilver, immune: exhaust, poison
Sunlight Sensitivity: In sun, disadv on attacks & Perception for sight

2
PROF

ACTIONS

Multiattack: 2 longsword/2 longbow/1 Life Drain in place of 1 longsword
Life Drain: +4, 1d6+2 necrotic, DC 13 Con save or HP max reduced by damage (die 0), long rest ends
Longsword: +4, 1d8+2s/1d10+2s 2-hands
Longbow: 150/600, +4, 1d8+2p

Will-O'-Wisp, T

2

NAME	CR
19 AC	22 HP
12 PASSIVE PERCEPTION	50f SPEED
STR -5 BONUS	DEX 9 BONUS
CON 0 BONUS	INT 1 BONUS
WIS 2 BONUS	CHA 0 BONUS

SKILLS / TRAITS

Darkvision 120', immune: exhaust, grapple, lightning, paralyze, poison, prone, restrain, unconscious
Consume Life: 5' creature 0 HP, bonus action DC 10 Con save or target dies & will-o'-wisp regains 3d6 HP
Ephemeral: Can't wear/carry anything
Incorporeal Movement: Move through creatures & objects as difficult terrain, 1d10 force if end in object
Variable Illumination: Bright & dim light 5'-20', bonus action change

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PROF

ACTIONS

Shock: +4, 2d8 lightning (spell)
Invisibility: Invisible until attack, Consume Life, or concentration ends

Winter Wolf, L

3

NAME	CR
13 AC	75 HP
15 PASSIVE PERCEPTION	50 SPEED
STR 4 BONUS	DEX 1 BONUS
CON 2 BONUS	INT -2 BONUS
WIS 1 BONUS	CHA -1 BONUS

SKILLS / TRAITS

Perception +5, Stealth +3, immune: cold
Keen Hearing & Smell: Adv on Perception for hearing & smell
Pack Tactics: Adv on attacks if ally within 5' of target
Snow Camouflage: Adv on Stealth in snow

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PROF

ACTIONS

Bite: +6, 2d6+4p, DC 14 Str save or prone
Cold Breath (5-6): 15' cone, DC 12 Dex save, 4d8 cold, save half

Wolf, M

1/4

NAME	CR
13 AC	11 HP
13 PASSIVE PERCEPTION	40 SPEED
STR 1 BONUS	DEX 2 BONUS
CON 1 BONUS	INT -4 BONUS
WIS 1 BONUS	CHA -2 BONUS

SKILLS / TRAITS

Perception +3, Stealth +4
Keen Hearing & Smell: Adv on Perception for hearing & smell
Pack Tactics: Adv on attacks if ally within 5' of target

2
PROF

ACTIONS

Bite: +4, 2d4+2p, DC 11 Str save or prone

Worg, L

1/2

NAME	CR
13 AC	26 HP
14 PASSIVE PERCEPTION	50 SPEED
STR 3 BONUS	DEX 1 BONUS
CON 1 BONUS	INT -2 BONUS
WIS 0 BONUS	CHA -1 BONUS

SKILLS / TRAITS

Darkvision 60', Perception +4

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

2
PROF

ACTIONS

Bite: +5, 2d6+3p, DC 13 Str save or prone

Wraith, M

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NAME	CR
13 AC	67 HP
12 PASSIVE PERCEPTION	60f SPEED
STR -2 BONUS	DEX 3 BONUS
CON 3 BONUS	INT 1 BONUS
WIS 2 BONUS	CHA 2 BONUS

SKILLS / TRAITS

Darkvision 60', resist: acid, cold, fire, lightning, thunder, bps nonmagic/nonsilver, immune: charm, exhaust, grapple, necrotic, paralyze, petrify, poison, prone, restrain
Incorporeal Movement: Move through creatures & objects as if difficult terrain, 1d10 force if end in object
Sunlight Sensitivity: In sun, disadv on attacks & Perception for sight

3
PROF

ACTIONS

Life Drain: +6, 4d8+3 necrotic, DC 14 Con save or HP max reduced by damage (die 0), long rest ends
Create Specter: Violently dead human 10', create specter, wraith controls (7 max)