

Shield Guardian, L

7

NAME

CR

17 AC 142 HP 10 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS

Darkvision 60', blindsight 10', immune: charm, exhaust, fright, paralyze, poison

Bound: Amulet wearer can summon telepathically, if within 60', guardian takes half wearer's damage

Regeneration: If 1+ HP, regain 10 HP on turn

Spell Storing: Store and cast <5th lvl spell

3

PROF

ACTIONS

Multiattack: 2 fist

Fist: +7, 2d6+4b

Shield (react): Guardian grants +2 AC to amulet wearer if within 5'

Stone Golem, L

10

NAME

CR

17 AC 178 HP 10 PASSIVE PERCEPTION 30 SPEED

STR 6 DEX -1 CON 5 INT -4 WIS 0 CHA -5

SKILLS / TRAITS

Darkvision 120', immune: from alteration, charm, exhaust, fright, paralyze, petrify, poison, psychic, bps nonmagic/nonadaman-tine

Magic Resistance: Adv on saves vs magic

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PROF

ACTIONS

Multiattack: 2 slam

Slam: +10, 3d8+6b (magic)

Slow (5-6): 10', 1 target, DC 17 Wis save or no reactions, half speed, 1 attack, 1 action, 1min/until save

Swarm of Insects, M

1/2

NAME

CR

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

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

PROF

ACTIONS

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

Void Bat, L

8

NAME

CR

18 AC 120 HP 11 PASSIVE PERCEPTION 10/40f SPEED

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

SKILLS / TRAITS

Blindsight 60', resist: cold, immune: blind

Echolocation: No blindsight while deaf

Keen Hearing: Adv on Perception for hearing

Knockback: On hit, may push 15' & deal no damage

Void Traveler: Doesn't breathe

3

PROF

ACTIONS

Multiattack: 3 bite

Bite: +7, 2d10+4p

Sonic Scream (5-6): 30' cone, DC 13 Con save or 10d8 thunder (save half) & paralyze until end of next turn