

Air Elemental, L

5

NAME CR

15 AC 90 HP 10 PASSIVE PERCEPTION 90f SPEED

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

SKILLS / TRAITS

Darkvision 120', blindsight 60', resist: lightning, thunder, bps nonmagic, immune: exhaust, grapple, paralyze, petrify, poison, prone, restrain, unconscious
Air Form: Enter hostile creature's space

3

ACTIONS

Multiattack: 2 slam
Slam: +8, 2d8+5b
Whirlwind (5-6): DC 13 Str save or 20' random direction & prone, 3d8b, save half no throw, 1d6b per 10'. If hit creature, DC 13 Dex save or same damage & prone

Fire Giant, H

9

NAME CR

18 AC 162 HP 16 PASSIVE PERCEPTION 30 SPEED

STR 7 DEX -1 CON 6 INT 0 WIS 2 CHA 1

SKILLS / TRAITS

Athletics +11, Perception +6, immune: fire

4

ACTIONS

Multiattack: 2 greatsword
Greatsword: 10', +11, 6d6+7s
Rock: 60/240, +11, 4d10+7b

Ivernicaſte, M

13

NAME CR

17 AC 150 HP 12 PASSIVE PERCEPTION 30f SPEED

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

SKILLS / TRAITS

Darkvision 120', blindsight 60', resist: bps nonmagic/nonsilver, immune: cold, fire, poison
Devil's Sight: See in magical darkness
Magic Resistance: Adv on saves vs magic

5

ACTIONS

Multiattack: 3 Sword Slash attacks
Sword Slash: +10, 2d4+5s & 3d6 cold
Wall of Ice (R 6): 60', 30'x10'x1' wall/20' diameter dome, 1min, DC 17 Dex save, 10d6 cold, save half. 10' section has AC 5, 30 HP, vuln fire, immune acid, cold, necrotic, poison, psychic. Passing thru breach DC 17 Con save, 5d6 cold, save half.

Oni, L

7

NAME CR

16 AC 110 HP 14 PASSIVE PERCEPTION 30/30f SPEED

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

SKILLS / TRAITS

Darkvision 60', Arcana +5, Deception +8, Perception +4
Innate Spellcasting: DC 13, at will: *darkness*, *invisibility*, 1/day each: *charm person*, *cone of cold*, *gaseous form*, *sleep*
Regeneration: If at least 1 HP on turn, regain 10 HP

3

ACTIONS

Multiattack: 2 claws/glaive
Claw (Oni Form): +7, 1d8+4s (magic)
Glaive: 10', +7, 2d10+4s/1d10+4s S/M form (magic)
Change Shape: Polymorph S/M humanoid, L giant

Young Copper Dragon, L

7

NAME CR

17 AC 119 HP 17 PASSIVE PERCEPTION 40/40c/80f SPEED

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

SKILLS / TRAITS

Darkvision 120', blindsight 30', Deception +5, Perception +7, Stealth +4, immune: acid

3

ACTIONS

Multiattack: 1 bite, 2 claws
Bite: 10', +7, 2d10+4p
Claw: +7, 2d6+4s
Acid Breath (5-6): 40'x5' line, DC 14 Dex save, 9d8 acid, save half
Slowing Breath (5-6): 30' cone, DC 14 Con save or 1 attack, 1 action type, speed halved, no reactions 1min/untill save

Wand of Magic Missiles

NAME

Wand

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CATEGORY

RARITY

ATTUNE

NOTES

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the magic missile spell from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.
 The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

BONUS

SAVE DC

7

CHARGES