

Storm Giant, H

13

NAME CR

16 230 19 50/50s

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

9 2 5 3 4 4

BONUS BONUS BONUS BONUS BONUS BONUS

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 PROF

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

Swarm of Quippers, M

1

NAME CR

13 28 8 40s/20f

AC HP PASSIVE PERCEPTION SPEED

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1 3 -1 -5 -2 -4

BONUS BONUS BONUS BONUS BONUS BONUS

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 PROF

ACTIONS

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

Vampire, M

13

NAME CR

16 144 17 30

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

4 4 4 3 2 4

BONUS BONUS BONUS BONUS BONUS 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 PROF

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

Wererat, M

2

NAME CR

12 33 12 30

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

0 2 1 0 0 -1

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60' (rat form), Perception +2, Stealth +4, immune: bps nonmagic/nonsilver

Shapechanger: Polymorph into human/rat/rat-humanoid hybrid*

Keen Smell: Adv on Perception for smell

2 PROF

ACTIONS

Multiattack (human/hybrid): 1 bite, 1 non-bite

Bite (rat/hybrid): +4, 1d4+2p, DC 11 Con save or lycanthropy

Shortsword (human/hybrid): +4, 1d6+2p

Hand Crossbow (human/hybrid): 30/120, +4, 1d6+2p

Wyvern, L

6

NAME CR

13 110 14 20/80f

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

4 0 3 -3 1 -2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60', Perception +4

3 PROF

ACTIONS

Multiattack: 1 bite, 1 stinger, replace 1 w/claws while flying

Bite: 10', +7, 2d6+4p

Claws: +7, 2d8+4s

Stinger: 10', +7, 2d6+4p, DC 15 Con save, 7d6 poison, save half

Zombie, M

1/4

NAME CR

8 22 8 20

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

1 -2 3 -4 -2 -3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60', immune: poison

2 PROF

Undead Fortitude: If reduced to 0 HP by noncrit nonradiant, Con save DC 5 + damage to drop to 1 HP

ACTIONS

Slam: +3, 1d6+1b

Aboleth

20

NAME CR

LAIR ACTIONS INITIATIVE

NOTES

Phantasmal Force: 60', cast *phantasmal force* on any number of creatures, no other lair actions while concentrating, save immune

Water Surge: (Can't use until uses another lair action) water pools within 90', creatures within 20' of them DC 14 Str save or pulled 20' to water & prone

Rage: (Can't use until uses another lair action) creatures in water 90', DC 14 Wis save or 2d6 psychic

LEGENDARY ACTIONS

3

NOTES

Detect: Perception check

Tail Swipe: 1 tail

Psychic Drain (2 actions): 1 charmed creature 3d6 psychic & aboleth regains HP equal to damage

Vampire

20

NAME CR

LAIR ACTIONS INITIATIVE

NOTES

Move: Move speed, doesn't provoke opportunity attacks

Unarmed Strike: 1 unarmed strike

Bite (2 actions): 1 bite

LEGENDARY ACTIONS

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