

Triceratops, *H*

5

NAME

CR

13

95

10

50

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

6

-1

3

-4

0

-3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Trampling Charge: If 20' toward target & hit w/gore, DC 13 Str save or prone & bonus action stomp

3

PROF

ACTIONS

Gore: +9, 4d8+6p
Stomp: +9, 3d10+6b

Violet Fungus, *M*

1/4

NAME

CR

5

18

6

5

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-4

-5

0

-5

-4

-5

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Blindsight 30', immune: blind, deaf, fright

False Appearance: Looks like fungus

2

PROF

ACTIONS

Multiattack: 1d4 Rotting Touch

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

Commoner, *M*

0

NAME

CR

10

4

10

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

0

0

0

0

0

0

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

2

PROF

ACTIONS

Club: +2, 1d4b

Potion of Healing

NAME

Potion

C

N

CATEGORY

RARITY

ATTUNE

NOTES

You regain 2d4 + 2 hit points when you drink this potion. The potion's red liquid glimmers when agitated.

BONUS

SAVE DC

CHARGES

Potion of Healing

NAME

Potion

C

N

CATEGORY

RARITY

ATTUNE

NOTES

You regain 2d4 + 2 hit points when you drink this potion. The potion's red liquid glimmers when agitated.

BONUS

SAVE DC

CHARGES

Eversmoking Bottle

NAME

Wondrous item

U

N

CATEGORY

RARITY

ATTUNE

NOTES

Smoke leaks from the lead-stoppered mouth of this brass bottle, which weighs 1 pound. When you use an action to remove the stopper, a cloud of thick smoke pours out in a 60-foot radius from the bottle. The cloud's area is heavily obscured. Each minute the bottle remains open and within the cloud, the radius increases by 10 feet until it reaches its maximum radius of 120 feet. The cloud persists as long as the bottle is open. Closing the bottle requires you to speak its command word as an action. Once the bottle is closed, the cloud disperses after 10 minutes. A moderate wind (11 to 20 miles per hour) can also disperse the smoke after 1 minute, and a strong wind (21 or more miles per hour) can do so after 1 round.

BONUS

SAVE DC

CHARGES