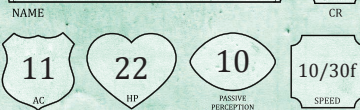


Darkmantle, S

1/2



SKILLS / TRAITS

Blindsight 60', Stealth +3

Echolocation: Blind while deaf
False Appearance: Looks like cave formation

2
PROF

ACTIONS

Crush: +5, 1d6+3b, if <L & adv, attach. Adv to attack, target blind & suffocating, Str check DC 13 escape

Darkness Aura (1/day): 15' radius magical darkness on darkmantle (concentrate 10min)

Death Dog, M

1



SKILLS / TRAITS

Darkvision 120', Perception +5, Stealth +4

Two-Headed: Adv on Perception checks & saves vs blind, charm, deaf, fright, stun, unconscious

2
PROF

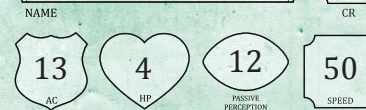
ACTIONS

Multiattack: 2 bite

Bite: +4, 1d6+2p, DC 12 Con or poisoned & HP max reduced 5 until save (1/day).

Deer, M

0



SKILLS / TRAITS

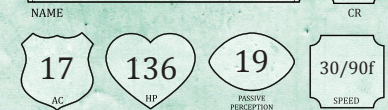
2
PROF

ACTIONS

Bite: +2, 1d4+2p

Deva, M

10



SKILLS / TRAITS

Darkvision 120', Insight +9, Perception +9, resist: radiant, bps nonmagic, immune: charm, exhaust, fright

Innate Spellcasting: DC 17, at will: *detect evil and good*, 1/day each: *commune*, *raise dead*

Magic Resistance: Adv on saves vs magic

4
PROF

ACTIONS

Multiattack: 2 mele

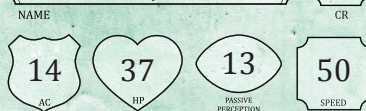
Mace: +8, 1d6+4b (magic) & 4d8 radiant

Healing Touch (3/day): Target regain 4d8+2 HP; end curse, disease, poison, blind, deaf

Change Shape: Polymorph into creature CR no greater than own

Dire Wolf, L

1



SKILLS / TRAITS

Perception +3, Stealth +4

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

Pack Tactics: Adv on attacks if target within 5' of ally

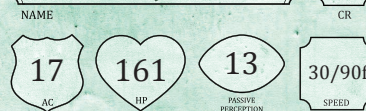
2
PROF

ACTIONS

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

Djinni, L

11



SKILLS / TRAITS

Darkvision 120', immune: lightning, thunder

Innate Spellcasting: DC 17, +9, at will: *detect evil and good*, *detect magic*, *thunderwave*, 3/day each: *create food and water*, *tongues*, *wind walk*, 1/day each: *conjure elemental* (air elemental only), *creation*, *gaseous form*, *invisibility*, *major image*, *plane shift*

4
PROF

ACTIONS

Multiattack: 3 scimitar

Scimitar: +9, 2d6+5s & 1d6 lightning or thunder

Create Whirlwind: In in 120', 5'x30' cylinder, concentration, DC 18 Str save or restrained. Can move cylinder 60'. DC 18 Str check escape

Doppelganger, M

3



SKILLS / TRAITS

Darkvision 60', Deception +6, Insight +3, immune: charm

Shapechanger: Polymorph into S/M humanoid

Ambusher: Adv on attacks vs surprised

Surprise Attack: If surprise & hits, +3d6

2
PROF

ACTIONS

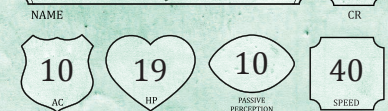
Multiattack: 2 mele

Scam: +6, 1d6+4b

Read Thoughts: 60' read surface thoughts, concentration. Adv on Insight, Deception, Intimidation & Persuasion vs target

Draft Horse, L

1/4



SKILLS / TRAITS

2
PROF

ACTIONS

Hooves: +6, 2d4+4b