

Half-Red Dragon Veteran, *M*

5

NAME

CR

18 AC 65 HP 12 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS

Darkvision 60', blindsight 10', Athletics +5, Perception +2, resist: fire

3

PROF

ACTIONS

**Multiattack:** 2 longsword, 1 shortsword  
**Longsword:** +5, 1d8+3s/1d10+3s 2-hands  
**Shortsword:** +5, 1d6+3p  
**Heavy Crossbow:** 100/400, +3, 1d10+1p  
**Fire Breath (5-6):** 15' cone, DC 15 Dex save, 7d6 fire, save half

Harpy, *M*

1

NAME

CR

11 AC 38 HP 10 PASSIVE PERCEPTION 20/40f SPEED

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

SKILLS / TRAITS

2

PROF

ACTIONS

**Multiattack:** 1 claws, 1 club  
**Claws:** +3, 2d4+1s  
**Club:** +3, 1d4+1b  
**Luring Song:** 300', DC 11 Wis save or charmed & move toward harpy while singing (bonus action continue)/until save, then immune

Hawk, *T*

0

NAME

CR

13 AC 1 HP 14 PASSIVE PERCEPTION 10/60f SPEED

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

SKILLS / TRAITS

Perception +4

**Keen Sight:** Adv on Perception for sight

2

PROF

ACTIONS

**Talons:** +5, 1s

Hell Hound, *M*

3

NAME

CR

15 AC 45 HP 15 PASSIVE PERCEPTION 50 SPEED

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

SKILLS / TRAITS

Darkvision 60', Perception +5, immune: fire  
**Keen Hearing & Smell:** Adv on Perception for hearing & smell  
**Pack Tactics:** Adv on attacks if ally within 5' of target

2

PROF

ACTIONS

**Bite:** +5, 1d8+3p & 2d6 fire  
**Fire Breath (5-6):** 15' cone, DC 12 Dex save, 6d6 fire, save half

Hezrou, *L*

8

NAME

CR

16 AC 136 HP 11 PASSIVE PERCEPTION 30 SPEED

STR 4 BONUS DEX 3 BONUS CON 5 BONUS INT -3 BONUS WIS 1 BONUS CHA 1 BONUS

SKILLS / TRAITS

Darkvision 120', resist: cold, fire, lightning, bps nonmagic, immune: poison  
**Magic Resistance:** Adv on saves vs spells  
**Stench:** If start turn in 10', DC 14 Con save or poisoned until next turn, save immune

3

PROF

ACTIONS

**Multiattack:** 1 bite, 2 claws

**Bite:** +7, 2d10+4p  
**Claw:** +7, 2d6+4s

Hill Giant, *H*

5

NAME

CR

13 AC 105 HP 12 PASSIVE PERCEPTION 40 SPEED

STR 5 BONUS DEX -1 BONUS CON 4 BONUS INT -3 BONUS WIS -1 BONUS CHA -2 BONUS

SKILLS / TRAITS

Perception +2

3

PROF

ACTIONS

**Multiattack:** 2 greatclub

**Greatclub:** 10', +8, 3d8+5b  
**Rock:** 60/240, +8, 3d10+5b

Hippogriff, *L*

1

NAME

CR

11 AC 19 HP 34 PASSIVE PERCEPTION 40/60f SPEED

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

SKILLS / TRAITS

Perception +5

**Keen Sight:** Adv on Perception for sight

2

PROF

ACTIONS

**Multiattack:** 1 beak, 1 claws

**Beak:** +5, 1d10+3p  
**Claws:** +5, 2d6+3s

Hobgoblin, *M*

1/2

NAME

CR

18 AC 11 HP 10 PASSIVE PERCEPTION 30 SPEED

STR 1 BONUS DEX 1 BONUS CON 1 BONUS INT 0 BONUS WIS 0 BONUS CHA -1 BONUS

SKILLS / TRAITS

Darkvision 60'

**Martial Advantage:** 1/turn, +2d6 damage if target within 5' of ally

2

PROF

ACTIONS

**Longsword:** +3, 1d8+1s/1d10+1s 2-hands  
**Longbow:** 150/600, +3, 1d8+1p