

Homunculus, T 0

NAME CR

AC: 13 HP: 5 PASSIVE PERCEPTION: 10 SPEED: 20/40f

STR: -3 DEX: 2 CON: 0 INT: 0 WIS: 0 CHA: -2

SKILLS / TRAITS
Darkvision 60', immune: charm, poison

Telepathic Bond: Communicate telepathically with master if on same plane 2 PROF

ACTIONS
Bite: +4, 1p, DC 10 Con save or poisoned 1min. Fail >4, poisoned & unconscious 1d10min

Horned Devil, L 11

NAME CR

AC: 18 HP: 148 PASSIVE PERCEPTION: 13 SPEED: 20/60f

STR: 6 DEX: 3 CON: 5 INT: 1 WIS: 3 CHA: 3

SKILLS / TRAITS
Darkvision 120', resist: cold, bps nonmagic/nonsilver, immune: fire, poison
Devil's Sight: See in magical darkness
Magic Resistance: Adv on saves vs magic 4 PROF

ACTIONS
Multiattack: 2 fork, 1 tail, replace any w/Hurl Flame
Fork: 10', +10, 2d8+6p
Tail: 10', +10, 1d8+6p, DC 17 Con save or lose cumulative 3d6 HP ongoing (DC 12 Medicine/magic healing ends)
Hurl Flame: 150', +7, 4d6 fire (spell)

Hunter Shark, L 2

NAME CR

AC: 12 HP: 45 PASSIVE PERCEPTION: 12 SPEED: 40s

STR: 4 DEX: 1 CON: 2 INT: -5 WIS: 0 CHA: -3

SKILLS / TRAITS
Blindsight 30', Perception +2

Blood Frenzy: Adv on attacks vs wounded
Water Breathing: Breathe water only 2 PROF

ACTIONS
Bite: +6, 2d8+4p

Hydra, H 8

NAME CR

AC: 15 HP: 172 PASSIVE PERCEPTION: 16 SPEED: 30/30s

STR: 5 DEX: 1 CON: 5 INT: -4 WIS: 0 CHA: -2

SKILLS / TRAITS
Darkvision 60', Perception +6
Hold Breath: 1 hour
Multiple Heads: 5 heads, 2+ adv vs blind, charm, deaf, fright, stun, unconscious. 1 dies if 25 damage, hydra dies if all. End of turn grow 2 unless fire & regain 10 HP/head
Reactive Heads: 1 opportunity attack per head
Wakeful: Min. 1 head awake while others sleep 3 PROF

ACTIONS
Multiattack: 1 bite per head

Bite: 10', +8, 1d10+5p

Hyena, M 0

NAME CR

AC: 11 HP: 5 PASSIVE PERCEPTION: 13 SPEED: 50

STR: 0 DEX: 1 CON: 1 INT: -4 WIS: 1 CHA: -3

SKILLS / TRAITS
Perception +3

Pack Tactics: Adv on attacks if ally within 5' of target 2 PROF

ACTIONS
Bite: +2, 1d6p

NAME CR

AC: HP: PASSIVE PERCEPTION: SPEED:

STR: DEX: CON: INT: WIS: CHA:

SKILLS / TRAITS

ACTIONS

NAME CR

AC: HP: PASSIVE PERCEPTION: SPEED:

STR: DEX: CON: INT: WIS: CHA:

SKILLS / TRAITS

ACTIONS

NAME CR

AC: HP: PASSIVE PERCEPTION: SPEED:

STR: DEX: CON: INT: WIS: CHA:

SKILLS / TRAITS

ACTIONS