

Mage, M 6

NAME CR

12/15* 40 11 30

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

-1 2 0 3 1 0

BONUS BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Arcana +6, History +6

Spellcasting: See spell card*

3

PROF

ACTIONS

Dagger: 20/60, +5, 1d4+2p

Magma Mephit, S 1/2

NAME CR

11 22 10 30/30f

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

-1 1 1 -2 0 0

BONUS BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60', Stealth +3, vuln: cold, immune: fire, poison

Death Burst: On death, 5' DC 11 Dex save, 2d6 fire, save half

False Appearance: Looks like magma

Innate Spellcasting (1/day): DC 10, *heat metal*

2

PROF

ACTIONS

Claws: +3, 1d4+1s & 1d4 fire

Fire Breath (R 6): 15' cone, DC 11 Dex save, 2d6 fire, save half

Magmin, S 1/2

NAME CR

14 9 10 30

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

-2 2 1 -1 0 0

BONUS BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60', resist: bps nonmagic, immune: fire

Death Burst: On death, 10' DC 11 Dex save, 2d6 fire, save half

Ignited Illumination: Bonus action ablaze/extinguish. Ablaze 10' bright light, 10' dim

2

PROF

ACTIONS

Touch: +4, 2d6 fire, 1d6 fire ongoing until douse

Mammoth, H 6

NAME CR

13 126 10 40

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

7 -1 5 -4 0 -2

BONUS BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Trampling Charge: If 20' toward target & hit w/gore, DC 18 Str save or prone & bonus action stomp

3

PROF

ACTIONS

Gore: 10', +10, 4d8+7p

Stomp: prone target, +10, 4d10+7b

Manticore, L 3

NAME CR

14 68 11 30/50f

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

3 3 3 -2 1 -1

BONUS BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60'

Tail Spike Regrowth: 24 spikes, all regrow after long rest

2

PROF

ACTIONS

Multiattack: 1 bite, 2 claws or 3 tail spike

Bite: +5, 1d8+3p

Claw: +5, 1d6+3s

Tail Spike: 100/200, +5, 1d8+3p

Marilith, L 16

NAME CR

18 189 13 40

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

4 5 5 4 3 5

BONUS BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Truesight 120', resist: cold, fire, lightning, bps nonmagic, immune: poison

Magic Resistance: Adv on saves vs magic

Reactive: 1 reaction per turn in combat

5

PROF

ACTIONS

Multiattack: 6 longsword, 1 tail

Longsword: +9, 2d8+4s

Tail: 10', +9, 2d10+4b, <L grappled & restrained escape DC 19, auto-hit w/tail, can only hit target

Teleport: 120'

Parry (react): +5 AC vs melee

Mastiff, M 1/8

NAME CR

12 5 13 40

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

1 2 1 -4 1 -2

BONUS BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Perception +3

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

2

PROF

ACTIONS

Bite: +3, 1d6+1p, DC 11 Str save or prone

Medusa, M 6

NAME CR

15 127 14 30

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

0 2 3 1 1 2

BONUS BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60', Deception +5, Insight +4, Perception +4, Stealth +5

Petrifying Gaze: If creature starts turn within 30' & can see medusa's eyes, DC 14 Con save or restrained (if fail >4, petrified). Repeat or petrified. Medusa targets self in mirror

3

PROF

ACTIONS

Multiattack: 1 snake hair, 2 shortsword or 2 longbow

Snake Hair: +5, 1d4+2p & 4d6 poison

Shortsword: +5, 1d6+2p

Longbow: 150/600, +5, 1d8+2p & 2d6 poison