

**Rhinoceros, L** 2

NAME CR

AC 11 HP 45 PASSIVE PERCEPTION 11 SPEED 40

STR 3 DEX 3 CON 3 INT 3 WIS 3 CHA 3

SKILLS / TRAITS  
**Charge:** If 20' toward target & hits w/gore, +2d8b & DC 15 Str save or prone

2 PROF

ACTIONS  
**Gore:** +7, 2d8+5b

**Riding Horse, L** 1/4

NAME CR

AC 10 HP 13 PASSIVE PERCEPTION 10 SPEED 60

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

SKILLS / TRAITS

2 PROF

ACTIONS  
**Hooves:** +5, 2d4+3b

**Roc, G** 11

NAME CR

AC 15 HP 248 PASSIVE PERCEPTION 14 SPEED 20/120f

STR 9 DEX 0 CON 5 INT -4 WIS 0 CHA -1

SKILLS / TRAITS  
 Perception +4

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

4 PROF

ACTIONS  
**Multiattack:** 1 beak, 1 talons  
**Beak:** 10', +13, 4d8+9p  
**Talons:** +13, 4d6+9s, grappled & restrained, escape DC 19, can't target another during grapple

**Roper, L** 5

NAME CR

AC 20 HP 93 PASSIVE PERCEPTION 16 SPEED 10/10c

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

SKILLS / TRAITS  
 Darkvision 60', Perception +6, Stealth +5  
**False Appearance:** Looks like cave rock  
**Grasping Tendrils:** 6 tendrils, AC 20, 10 HP, immune: poison, psychic, DC 15 Str check break, extrudes new tendrils on turn  
**Spider Climb:** Climb difficult surfaces no check

3 PROF

ACTIONS  
**Multiattack:** 4 tendrils, 1 Reel, 1 bite  
**Bite:** +7, 4d8+4p  
**Tendrils:** 50', +7, grappled & restrained, escape DC 15, disadv on Str checks & saves, 1/target  
**Reel:** Pull grappled creatures 25'

**Rug of Smothering, L** 2

NAME CR

AC 12 HP 33 PASSIVE PERCEPTION 6 SPEED 10

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

SKILLS / TRAITS  
 Blindsight 60', immune: blind, charm, deaf, fright, paralysis, petrify, poison, psychic  
**Antimagic Susceptibility:** Incapacitated in antimagic field, Con save vs spell if *dispel magic* or unconscious 1min  
**Damage Transfer:** When grappling, half damage to target instead of rug  
**False Appearance:** Looks like rug

2 PROF

ACTIONS  
**Smother:** <L, +5, 2d6+3b ongoing, grappled, restrained, blinded, suffocating, escape DC 13, 1 target max

**Rust Monster, M** 1/2

NAME CR

AC 14 HP 27 PASSIVE PERCEPTION 11 SPEED 40

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

SKILLS / TRAITS  
 Darkvision 60'  
**Iron Scent:** Pinpoint metal within 30'  
**Rust Metal:** If nonmagic metal weapon hits, cumulative -1 damage (-5 destroys)

2 PROF

ACTIONS  
**Bite:** +3, 1d8+1p  
**Antennae:** 5', 1 metal object, if unworn/un-carried, destroy 1' cube. If worn/carried, DC 11 Dex save or cumulative -1 AC (AC 10 or +0 shield destroys)

NAME CR

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STR DEX CON INT WIS CHA

SKILLS / TRAITS

PROF

ACTIONS

NAME CR

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STR DEX CON INT WIS CHA

SKILLS / TRAITS

PROF

ACTIONS