

Storm Giant, H

13

NAME CR
16 AC 230 HP 19 PASSIVE PERCEPTION 50/50s SPEED

STR DEX CON INT WIS CHA
9 BONUS 2 BONUS 5 BONUS 3 BONUS 4 BONUS 4 BONUS

SKILLS / TRAITS
Arcana +8, Athletics +14, History +8, Perception +9, resist: cold, immune: lightning, thunder
Ambiguous: Breathe air & water
Innate Spellcasting: DC 17, at will: *detect magic, feather fall, levitate, light*, 3/day each: *control weather, water breathing* 5 PROF

ACTIONS
Multiattack: 2 greatsword
Greatsword: 10', +14, 6d6+9s
Rock: 60/240, +14, 4d12+9b
Lightning Strike (5-6): 500', all within 10' DC 17 Dex save, 12d8 lightning, save half

Succubus/Incubus M

4

NAME CR
15 AC 66 HP 15 PASSIVE PERCEPTION 30/60f SPEED

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

SKILLS / TRAITS
Darkvision 60', Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7, resist: cold, fire, lightning, poison, bps nonmagic
Telepathic Bond: If bonded, ignore telepathy range limits 2 PROF
Shapechanger: Polymorph S/M humanoid

ACTIONS
Claw (Fiend Form): +5, 1d6+3s
Charm: 30', 1 humanoid, DC 15 Wis save or charmed 1 day, save immune, 1 target max
Draining Kiss: Charmed/willing target, DC 15 Con save, 5d10+5 psychic, save half, HP max reduced by damage (die at 0), long rest ends
Etherealness: Enter/exit Ethereal Plane

Swarm of Bats, M

1/4

NAME CR
12 AC 22 HP 11 PASSIVE PERCEPTION 30f SPEED

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

SKILLS / TRAITS
Blindsight 60', resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun
Echolocation: Blind while deaf
Keen Hearing: Adv on Perception for hearing
Swarm: Share another creature's space, pass openings as if T, can't regain HP/temp HP 2 PROF

ACTIONS
Bite: 0', +4, 2d4p/1d4p if <12 HP

Swarm of Insects, M

1/2

NAME CR
12 AC 22 HP 8 PASSIVE PERCEPTION 20/20c SPEED

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

SKILLS / TRAITS
Blindsight 10', resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun
Swarm: Share another creature's space, pass openings as if T, can't regain HP/temp HP 2 PROF

ACTIONS
Bite: 0', +3, 4d4p/2d4p if <12 HP

Swarm of Poisonous Snakes, M

2

NAME CR
14 AC 36 HP 10 PASSIVE PERCEPTION 30/30s SPEED

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

SKILLS / TRAITS
Blindsight 10', resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun
Swarm: Share another creature's space, pass openings as if T, can't regain HP/temp HP 2 PROF

ACTIONS
Bite: 0', +6, 2d6p/1d6p if <19 HP, DC 10 Con save, 4d6 poison, save half

Swarm of Quippers, M

1

NAME CR
13 AC 28 HP 8 PASSIVE PERCEPTION 40s SPEED

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

SKILLS / TRAITS
Darkvision 60', resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun
Blood Frenzy: Adv on attacks vs wounded
Swarm: Share another creature's space, pass openings as if T, can't regain HP/temp HP
Water Breathing: Breathe underwater only 2 PROF

ACTIONS
Bite: 0', +5, 4d6p/2d6p if <15 HP

Swarm of Rats, M

1/4

NAME CR
10 AC 24 HP 10 PASSIVE PERCEPTION 30 SPEED

STR DEX CON INT WIS CHA
-1 BONUS 0 BONUS -1 BONUS -4 BONUS 0 BONUS -4 BONUS

SKILLS / TRAITS
Darkvision 30', resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun
Keen Smell: Adv on Perception for smell
Swarm: Share another creature's space, pass openings as if T, can't regain HP/temp HP 2 PROF

ACTIONS
Bite: 0', +2, 2d6p/1d6p if <13 HP

Swarm of Ravens, M

1/4

NAME CR
12 AC 24 HP 15 PASSIVE PERCEPTION 10/50f SPEED

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

SKILLS / TRAITS
Perception +5, resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun
Swarm: Share another creature's space, pass openings as if T, can't regain HP/temp HP 2 PROF

ACTIONS
Beaks: 1 target in swarm's space, +4, 2d6p/1d6p if <13 HP