

Tarrasque, G 30

NAME CR

AC 25 HP 676 PASSIVE PERCEPTION 10 SPEED 40

STR 10 DEX 0 CON 10 INT -4 WIS 0 CHA 0

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Blindsight 120', immune: charm, fire, fright, paralyze, poison, bps nonmagic
Legendary Resistance (3/day): Pass a failed save
Magic Resistance: Adv on saves vs magic
Reflective Carapace: If *magic missile*, line spell, ranged attack spell, d6. 1-5: unaffected, 6: reflect spell at caster
Siege Monster: Double damage to objects

PROF 9

ACTIONS
Multitask: Frightful Presence, 1 bite/swallow, 2 claws, 1 horns, 1 tail
Bite: 10', +19, 4d12+10p, grapple & restrain escape DC 20, 1 target
Claw: 15', +19, 4d8+10s
Horns: 10', +19, 4d10+10p
Tail: 20', +19, 4d6+10b, DC 20 Str save or prone
Frightful Presence: 120', DC 17 Wis save or fright 1min/until save, disadv if sees tarrasque, save immune
Swallow: If bite grappled <H, blind & restrain. 1d6 acid ongoing. If target deals 60+ damage 1 turn, tarrasque DC 20 Con save or exit

Thug, M 1/2

NAME CR

AC 11 HP 32 PASSIVE PERCEPTION 10 SPEED 30

STR 2 DEX 0 CON 2 INT 0 WIS 0 CHA 0

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Intimidation +2
Pack Tactics: Adv on attacks if ally within 5' of target

PROF 2

ACTIONS
Multitask: 2 melee
Mace: +4, 1d6+2b
Heavy Crossbow: 100/400, +2, 1d10p

Tiger, L 1

NAME CR

AC 12 HP 37 PASSIVE PERCEPTION 13 SPEED 40

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Darkvision 60', Perception +3, Stealth +6
Keen Smell: Adv on Perception for smell
Pounce: If 20' toward target & hit w/claw, DC 13 Str save or prone & bonus action bite

PROF 2

ACTIONS
Bite: +5, 1d10+3p
Claw: +5, 1d8+3s

Treant, H 9

NAME CR

AC 16 HP 138 PASSIVE PERCEPTION 13 SPEED 30

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Resist: bp, vuln: fire
False Appearance: Looks like tree
Siege Monster: Double damage to objects

PROF 4

ACTIONS
Multitask: 2 slam
Slam: +10, 3d6+6b
Rock: 60/180, +10, 4d10+6b
Animate Trees (1/day): 60', 1-2 trees become treant allies w/ Int & Cha 1 & 1 slam attack only, ends if animating treant dies

Tribal Warrior, M 1/8

NAME CR

AC 12 HP 11 PASSIVE PERCEPTION 10 SPEED 30

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Pack Tactics: Adv on attacks if ally within 5' of target

PROF 2

ACTIONS
Spear: 20/60, +3, 1d6+1p/1d8+1p 2-hands

Triceratops, H 5

NAME CR

AC 13 HP 95 PASSIVE PERCEPTION 10 SPEED 50

STR 6 DEX -1 CON 3 INT -4 WIS 0 CHA -3

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Trampling Charge: If 20' toward target & hit w/gore, DC 13 Str save or prone & bonus action stomp

PROF 3

ACTIONS
Gore: +9, 4d8+6p
Stomp: +9, 3d10+6b

Troll, L 5

NAME CR

AC 15 HP 84 PASSIVE PERCEPTION 12 SPEED 30

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Darkvision 60', Perception +2
Keen Smell: Adv on Perception for smell
Regeneration: Regain 10 HP on turn unless acid/fire damage. Die only if 0 HP & no regeneration

PROF 3

ACTIONS
Multitask: 1 bite, 2 claws
Bite: +7, 1d6+4p
Claw: +7, 2d6+4s

Tyrannosaurus Rex, H 8

NAME CR

AC 13 HP 136 PASSIVE PERCEPTION 8 SPEED 50

STR 7 DEX 0 CON 4 INT -4 WIS 1 CHA -1

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Perception +4

PROF 3

ACTIONS
Multitask: 1 bite, 1 tail (not same target)
Bite: 10', +10, 4d12+7p, <L grappled & restrained, escape DC 17, can't bite another target
Tail: 10', +10, 3d8+7b