

Unicorn, L 5

NAME CR

AC 12 HP 67 PASSIVE PERCEPTION 13 SPEED 50

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

SKILLS / TRAITS
 Darkvision 60', immune: charm, paralyze, poison
Charge: If 20' toward target & hit w/horn, +2d8p, DC 15 Str save or prone
Innate Spellcasting: DC 14, at will: *detect evil and good*, *druidcraft*, *pass without trace*, 1/day each: *calm emotions*, *dispel evil and good*, *entangle*
Magic Resistance: Adv on saves vs magic 3

ACTIONS
Multiattack: 1 hooves, 1 horn
Hooves: +7, 2d6+4b
Horn: +7, 1d8+4p
Healing Touch (3/day): Target regains 2d8+2 HP, remove all diseases & poisons
Teleport (1/day): Up to 3 targets & self, 1 mile

Vampire, M 13

NAME CR

AC 16 HP 144 PASSIVE PERCEPTION 17 SPEED 30

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

SKILLS / TRAITS
 Darkvision 120', Perception +7, Stealth +9, resist: necrotic, bps nonmagic
Shapechanger: If no sun/running water; polymorph into tiny bat/medium cloud of mist*
Legendary Resistance (3/day): Pass a failed save
Misty Escape: If drop to 0 HP. Shapechanger cloud of mist*
Regeneration: If 1+ HP & no sun/running water/radiant damage/holy water, regain 20 HP on turn
Spider Climb: Climb difficult surfaces no check
Vampiric Weaknesses: 20 acid running water, 20 radiant sun & disadv attacks & ability checks* 5

ACTIONS
Multiattack: 2 attacks (1 bite max)
Unarmed Strike: +9, 1d8+0b/no damage & grapple escape DC 18
Bite: Willing/grappled target, +9, 1d6+4p & 3d6 necrotic, HP max reduced by damage (die 0 HP) & vampire heals, long rest ends
Charm: 1 humanoid, 30'; DC 17 Wis save or charmed 1 day/save again if vampire harms
Children of the Night (1/day): 2d4 swarms bats/rats or 3d6 wolves, arrive 1d4 rounds, stay 1 hour

Vampire Spawn, M 5

NAME CR

AC 15 HP 82 PASSIVE PERCEPTION 13 SPEED 30

STR 3 DEX 3 CON 3 INT 0 WIS 0 CHA 1

SKILLS / TRAITS
 Darkvision 60', Perception +3, Stealth +6, resist: necrotic, bps nonmagic
Regeneration: If 1+ HP & no sun/running water/radiant damage/holy water, regain 10 HP on turn
Spider Climb: Climb difficult surfaces no check
Vampiric Weaknesses: 20 acid running water, 20 radiant sun & disadv attacks & ability checks* 3

ACTIONS
Multiattack: 2 attacks (1 bite max)
Claws: +6, 2d4+3s/no damage & grapple escape DC 13
Bite: Willing/grappled target, +6, 1d6+3p & 2d6 necrotic, HP max reduced by damage (die 0 HP) & vampire heals, long rest ends

Veteran, M 3

NAME CR

AC 17 HP 58 PASSIVE PERCEPTION 12 SPEED 30

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

SKILLS / TRAITS
 Athletics +5, Perception +2 2

ACTIONS
Multiattack: 2 longsword, 1 shortsword
Longsword: +5, 1d8+3s/1d10+3s 2-hands
Shortsword: +5, 1d6+3p
Heavy Crossbow: 100/400, +3, 1d10+1p

Violet Fungus, M 1/4

NAME CR

AC 5 HP 18 PASSIVE PERCEPTION 6 SPEED 5

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

SKILLS / TRAITS
 Blindsight 30', immune: blind, deaf, fright
False Appearance: Looks like fungus 2

ACTIONS
Multiattack: 1d4 Rotting Touch
Rotting Touch: 10', +2, 1d8 necrotic

Vrock, L 6

NAME CR

AC 15 HP 104 PASSIVE PERCEPTION 34 SPEED 40/60f

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

SKILLS / TRAITS
 Darkvision 120', resist: cold, fire, lightning, bps nonmagic, immune: poison
Magic Resistance: Adv on saves vs magic 3

ACTIONS
Multiattack: 1 beak, 1 talons
Beak: +6, 2d6+3p
Talons: +6, 2d10+3s
Spores (R 6): 15' radius cloud, DC 14 Con save or poisoned & 1d10 poison ongoing/until save, holy water ends
Stunning Screech (1/day): 20' DC 14 Con save or stunned until end of vrock's next turn

Vulture, M 0

NAME CR

AC 10 HP 5 PASSIVE PERCEPTION 34 SPEED 10/50f

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

SKILLS / TRAITS
 Perception +3
Keen Sight & Smell: Adv on Perception for sight & smell
Pack Tactics: Adv on attacks if ally within 5' of target 2

ACTIONS
Beak: +2, 1d4p

Blank Creature Card

NAME CR

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

SKILLS / TRAITS

ACTIONS