

**Werewolf, M** 3

NAME CR

12/11 human AC HP 58 14 30 human/40 SPEED

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

SKILLS / TRAITS  
 Perception +4, Stealth +3, immune: bps nonmagic/nonsilver  
**Shapechanger:** Polymorph into human/wolf/wolf-humanoid hybrid\*  
**Keen Hearing & Smell:** Adv on Perception for hearing & smell 2 PROF

ACTIONS  
**Multiattack** (human/hybrid): 1 bite, 1 claws/spear  
**Bite** (wolf/hybrid): +4, 1d8+2p, DC 12 Con save or lycanthropy  
**Claws** (hybrid): +4, 2d4+2s  
**Spear** (humanoid): 20/60, +4, 1d6+2p/1d8+2p 2-hands

**White Dragon Wyrmling, M** 2

NAME CR

16 AC HP 32 14 30/15b/60f/30s SPEED

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

SKILLS / TRAITS  
 Darkvision 60', blindsight 10', Perception +4, Stealth +2, immune: cold 2 PROF

ACTIONS  
**Bite:** +4, 1d10+2p & 1d4 cold  
**Cold Breath** (5-6): 15' cone, DC 12 Con save, 5d8 cold, save half

**Wight, M** 3

NAME CR

14 AC HP 45 13 30 SPEED

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

SKILLS / TRAITS  
 Darkvision 60', Perception +3, Stealth +4, resist: necrotic, bps nonmagic/nonsilver, immune: exhaust, poison  
**Sunlight Sensitivity:** In sun, disadv on attacks & Perception for sight 2 PROF

ACTIONS  
**Multiattack:** 2 longsword/2 longbow/1 Life Drain in place of 1 longsword  
**Life Drain:** +4, 1d6+2 necrotic, DC 13 Con save or HP max reduced by damage (die 0), long rest ends  
**Longsword:** +4, 1d8+2s/1d10+2s 2-hands  
**Longbow:** 150/600, +4, 1d8+2p

**Will-O'-Wisp, T** 2

NAME CR

19 AC HP 22 12 50f SPEED

STR -5 DEX 9 CON 0 INT 1 WIS 2 CHA 0

SKILLS / TRAITS  
 Darkvision 120', immune: exhaust, grapple, lightning, paralyze, poison, prone, restrain, unconscious  
**Consume Life:** 5' creature 0 HP, bonus action DC 10 Con save or target dies & will-o'-wisp regains 3d6 HP  
**Ephemeral:** Can't wear/carry anything  
**Incorporeal Movement:** Move through creatures & objects as difficult terrain, 1d10 force if end in object  
**Variable Illumination:** Bright & dim light 5'-20', bonus action change 2 PROF

ACTIONS  
**Shock:** +4, 2d8 lightning (spell)  
**Invisibility:** Invisible until attack, Consume Life, or concentration ends

**Winter Wolf, L** 3

NAME CR

13 AC HP 75 15 50 SPEED

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

SKILLS / TRAITS  
 Perception +5, Stealth +3, immune: cold  
**Keen Hearing & Smell:** Adv on Perception for hearing & smell  
**Pack Tactics:** Adv on attacks if ally within 5' of target  
**Snow Camouflage:** Adv on Stealth in snow 2 PROF

ACTIONS  
**Bite:** +6, 2d6+4p, DC 14 Str save or prone  
**Cold Breath** (5-6): 15' cone, DC 12 Dex save, 4d8 cold, save half

**Wolf, M** 1/4

NAME CR

13 AC HP 11 13 40 SPEED

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

SKILLS / TRAITS  
 Perception +3, Stealth +4  
**Keen Hearing & Smell:** Adv on Perception for hearing & smell  
**Pack Tactics:** Adv on attacks if ally within 5' of target 2 PROF

ACTIONS  
**Bite:** +4, 2d4+2p, DC 11 Str save or prone

**Worg, L** 1/2

NAME CR

13 AC HP 26 14 50 SPEED

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

SKILLS / TRAITS  
 Darkvision 60', Perception +4  
**Keen Hearing & Smell:** Adv on Perception for hearing & smell 2 PROF

ACTIONS  
**Bite:** +5, 2d6+3p, DC 13 Str save or prone

**Wraith, M** 5

NAME CR

13 AC HP 67 12 60f SPEED

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

SKILLS / TRAITS  
 Darkvision 60', resist: acid, cold, fire, lightning, thunder, bps nonmagic/nonsilver, immune: charm, exhaust, grapple, necrotic, paralyze, petrify, poison, prone, restrain  
**Incorporeal Movement:** Move through creatures & objects as if difficult terrain, 1d10 force if end in object  
**Sunlight Sensitivity:** In sun, disadv on attacks & Perception for sight 3 PROF

ACTIONS  
**Life Drain:** +6, 4d8+3 necrotic, DC 14 Con save or HP max reduced by damage (die 0), long rest ends  
**Create Specter:** Violently dead human 10', create specter, wraith controls (7 max)