

Storm Giant, H

13

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

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

Swarm of Quippers, M

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NAME CR
13 AC 28 HP 8 PASSIVE PERCEPTION 40s/20f SPEED

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

Vampire, M

13

NAME CR
16 AC 144 HP 17 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS

Darkvision 120', Perception +7, Stealth +9, resist: necrotic, bps nonmagical
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
Vampire Weaknesses: 20 acid running water, 20 radiant sun & disadv attacks & ability checks*

5 PROF

ACTIONS

Multiattack: 2 attacks (1 bite max)
Unarmed Strike: +9, 1d8+8b (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

Wererat, M

2

NAME CR
12 AC 33 HP 12 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS

Darkvision 60' (rat form), Perception +2, Stealth +4, immune: bps nonmagical/nonsilver
Shapechanger: Polymorph into human/rat/rat-humanoid hybrid*
Keen Smell: Adv on Perception for smell

2 PROF

ACTIONS

Multiattack (human/hybrid): 1 bite, 1 non-bite
Bite (rat/hybrid): +4, 1d4+2p, DC 11 Con save or lycanthropy
Shortsword (human/hybrid): +4, 1d6+2p
Hand Crossbow (human/hybrid): 30/120, +4, 1d6+2p

Wyvern, L

6

NAME CR
13 AC 110 HP 14 PASSIVE PERCEPTION 20/80f SPEED

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

SKILLS / TRAITS

Darkvision 60', Perception +4

3 PROF

ACTIONS

Multiattack: 1 bite, 1 stinger, replace 1 w/claws while flying
Bite: 10', +7, 2d6+4p
Claws: +7, 2d8+4s
Stinger: 10', +7, 2d6+4p, DC 15 Con save, 7d6 poison, save half

Zombie, M

1/4

NAME CR
8 AC 22 HP 8 PASSIVE PERCEPTION 20 SPEED

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

SKILLS / TRAITS

Darkvision 60', immune: poison

Undead Fortitude: If reduced to 0 HP by noncrit nonradiant, Con save DC 5 + damage to drop to 1 HP

2 PROF

ACTIONS

Slam: +3, 1d6+1b

Aboleth

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Phantasmal Force: 60', cast *phantasmal force* on any number of creatures, no other lair actions while concentrating, save immune
Water Surge: (Can't use until uses another lair action) water pools within 90', creatures within 20' of them DC 14 Str save or pulled 20' to water & prone
Rage: (Can't use until uses another lair action) creatures in water 90', DC 14 Wis save or 2d6 psychic

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check
Tail Swipe: 1 tail
Psychic Drain (2 actions): 1 charmed creature 3d6 psychic & aboleth regains HP equal to damage

Vampire

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Move: Move speed, doesn't provoke opportunity attacks
Unarmed Strike: 1 unarmed strike
Bite (2 actions): 1 bite

LEGENDARY ACTIONS

3

ACTIONS

NOTES