

## Homunculus, T

0

NAME

CR

13	5	10	20/40f
AC	HP	PASSIVE PERCEPTION	SPEED

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

### SKILLS / TRAITS

Darkvision 60', immune: charm, poison

**Telepathic Bond:** Communicate telepathically with master if on same plane

2

PROF

### ACTIONS

**Bite:** +4, 1p, DC 10 Con save or poisoned 1min. Fail >4, poisoned & unconscious 1d10min

## Horned Devil, L

11

NAME

CR

18	148	13	20/60f
AC	HP	PASSIVE PERCEPTION	SPEED

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

### SKILLS / TRAITS

Darkvision 120', resist: cold, bps nonmagic/nonsilver, immune: fire, poison  
**Devil's Sight:** See in magical darkness  
**Magic Resistance:** Adv on saves vs magic

4

PROF

### ACTIONS

**Multiattack:** 2 fork, 1 tail, replace any w/Hurl Flame  
**Fork:** 10', +10, 2d8+6p  
**Tail:** 10', +10, 1d8+6p, DC 17 Con save or lose cumulative 3d6 HP ongoing (DC 12 Medicine/magic healing ends)  
**Hurl Flame:** 150', +7, 4d6 fire (spell)

## Hunter Shark, L

2

NAME

CR

12	45	12	40s
AC	HP	PASSIVE PERCEPTION	SPEED

STR	DEX	CON	INT	WIS	CHA
4	1	2	-5	0	-3
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

### SKILLS / TRAITS

Blindsight 30', Perception +2

**Blood Frenzy:** Adv on attacks vs wounded  
**Water Breathing:** Breathe water only

2

PROF

### ACTIONS

**Bite:** +6, 2d8+4p

## Hydra, H

8

NAME

CR

15	172	16	30/30s
AC	HP	PASSIVE PERCEPTION	SPEED

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

### SKILLS / TRAITS

Darkvision 60', Perception +6

**Hold Breath:** 1 hour

**Multiple Heads:** 5 heads, 2+ adv vs blind, charm, deaf, fright, stun, unconscious. 1 dies if 25 damage, hydra dies if all. End of turn grow 2 unless fire & regain 10 HP/head

**Reactive Heads:** 1 opportunity attack per head  
**Wakeful:** Min. 1 head awake while others sleep

3

PROF

### ACTIONS

**Multiattack:** 1 bite per head

**Bite:** 10', +8, 1d10+5p

## Hyena, M

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NAME

CR

11	5	13	50
AC	HP	PASSIVE PERCEPTION	SPEED

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

### SKILLS / TRAITS

Perception +3

**Pack Tactics:** Adv on attacks if ally within 5' of target

2

PROF

### ACTIONS

**Bite:** +2, 1d6p

NAME			CR

AC	HP	PASSIVE PERCEPTION	SPEED

STR	DEX	CON	INT	WIS	CHA
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

### SKILLS / TRAITS

### ACTIONS

NAME			CR

AC	HP	PASSIVE PERCEPTION	SPEED

STR	DEX	CON	INT	WIS	CHA
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

### SKILLS / TRAITS

### ACTIONS

NAME			CR

AC	HP	PASSIVE PERCEPTION	SPEED

STR	DEX	CON	INT	WIS	CHA
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

### SKILLS / TRAITS

### ACTIONS