

Darkmantle, S

1/2

NAME						
AC	11	HP	22	PASSIVE PERCEPTION	10	SPEED
					10/30f	
STR	DEX	CON	INT	WIS	CHA	
3	1	1	-4	0	-3	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

SKILLS / TRAITS

Blindsight 60', Stealth +3

Echolocation: Blind while deaf
False Appearance: Looks like cave formation

2
PROF

ACTIONS

Crush: +5, 1d6+3b, if <L & adv, attach. Adv to attack, target blind & suffocating, Str check DC 13 escape

Darkness Aura (1/day): 15' radius magical darkness on darkmantle (concentrate 10min)

Death Dog, M

1

NAME						
AC	12	HP	39	PASSIVE PERCEPTION	15	SPEED
					40	
STR	DEX	CON	INT	WIS	CHA	
2	2	2	-4	1	-2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

SKILLS / TRAITS

Darkvision 120', Perception +5, Stealth +4

Two-Headed: Adv on Perception checks & saves vs blind, charm, deaf, fright, stun, unconscious

2
PROF

ACTIONS

Multitattack: 2 bite

Bite: +4, 1d6+2p, DC 12 Con or poisoned & HP max reduced 5 until save (1/day).

Deer, M

0

NAME						
AC	13	HP	4	PASSIVE PERCEPTION	12	SPEED
					50	
STR	DEX	CON	INT	WIS	CHA	
0	3	0	-4	2	-3	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

SKILLS / TRAITS

2
PROF

ACTIONS

Bite: +2, 1d4+2p

Deva, M

10

NAME						
AC	17	HP	136	PASSIVE PERCEPTION	19	SPEED
					30/90f	
STR	DEX	CON	INT	WIS	CHA	
4	4	4	3	5	5	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

SKILLS / TRAITS

Darkvision 120', Insight +9, Perception +9, resist: radiant, bps nonmagic, immune: charm, exhaust, fright

Innate Spellcasting: DC 17, at will: detect evil and good, 1/day each: commune, raise dead

Magic Resistance: Adv on saves vs magic

4
PROF

ACTIONS

Multitattack: 2 melee

Mace: +8, 1d6+4b (magic) & 4d8 radiant

Healing Touch (3/day): Target regain 4d8+2 HP; end curse, disease, poison, blind, deaf

Change Shape: Polymorph into creature CR no greater than own

Dire Wolf, L

1

NAME						
AC	14	HP	37	PASSIVE PERCEPTION	13	SPEED
					50	
STR	DEX	CON	INT	WIS	CHA	
3	2	2	-4	1	-2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

SKILLS / TRAITS

Perception +3, Stealth +4

Keen Hearing & Smell: Adv on Perception for hearing & smell

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

2
PROF

ACTIONS

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

Djinni, L

11

NAME						
AC	17	HP	161	PASSIVE PERCEPTION	13	SPEED
					30/90f	
STR	DEX	CON	INT	WIS	CHA	
3	3	3	3	3	3	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

SKILLS / TRAITS

Darkvision 120', immune: lightning, thunder
Innate Spellcasting: DC 17, +9, at will: detect evil and good, detect magic, thunderwave, 3/day each: create food and water, tongues, wind walk, 1/day each: conjure elemental (air elemental only), creation, gaseous form, invisibility, major image, plane shift

4
PROF

ACTIONS

Multitattack: 3 scimitar

Scimitar: +9, 2d6+5s & 1d6 lightning or thunder

Create Whirlwind: In in 120', 5'x30' cylinder, concentration, DC 18 Str save or restrained. Can move cylinder 60'. DC 18 Str check escape

Doppelganger, M

3

NAME						
AC	14	HP	52	PASSIVE PERCEPTION	11	SPEED
					30	
STR	DEX	CON	INT	WIS	CHA	
0	4	2	0	1	2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

SKILLS / TRAITS

Darkvision 60', Deception +6, Insight +3, immune: charm

Shapechanger: Polymorph into S/M humanoid

Ambusher: Adv on attacks vs surprised

Surprise Attack: If surprise & hits, +3d6

2
PROF

ACTIONS

Multitattack: 2 melee

Slam: +6, 1d6+4b

Read Thoughts: 60' read surface thoughts, concentration. Adv on Insight, Deception, Intimidation & Persuasion vs target

Draft Horse, L

1/4

NAME						
AC	10	HP	19	PASSIVE PERCEPTION	10	SPEED
					40	
STR	DEX	CON	INT	WIS	CHA	
4	0	1	-4	0	-2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

SKILLS / TRAITS

2
PROF

ACTIONS

Hooves: +6, 2d4+4b