

Fire Elemental, L

5

NAME

CR

13

102

10

50

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

0

3

3

-2

0

-2

BONUS

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SKILLS / TRAITS

Darkvision 60', resist: bps nonmagic, immune: exhaust, fire, grapple, paralyze, petrify, poison, prone, restrain, unconscious

Fire Form: >1" no squeezing, touch/hit 1d10 fire, can enter space & deal 1d10 fire ongoing

Illumination: Bright light 30', dim 30'

Water Susceptibility: 5/1 gallon water = 1 cold

3

ACTIONS

Multiattack: 2 touch

Touch: +6, 2d6+3 fire, 1d10 fire ongoing until douse

Fire Giant, H

9

NAME

CR

18

162

16

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

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7

-1

6

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1

BONUS

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SKILLS / TRAITS

Athletics +11, Perception +6, immune: fire

4

ACTIONS

Multiattack: 2 greatsword

Greatsword: 10', +11, 6d6+7s

Rock: 60/240, +11, 4d10+7b

Flesh Golem, M

5

NAME

CR

9

93

10

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

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SKILLS / TRAITS

Darkvision 60', immune: form alteration, charm, exhaust, fright, lightning, paralyze, petrify, poison

Berserk: If <41 HP, roll d6, 6 = berserk, attack creatures within 20' or objects if no creatures. If creator in 60', calm DC 15

Persuasion

Aversion to Fire: If fire damage, disadv on attacks/checks until end next turn

Lightning Absorption: Lightning damage heals

Magic Resistance: Adv on saves vs magic

3

ACTIONS

Multiattack: 2 slam

Slam: +7, 2d8+4b

Flying Snake, T

1/8

NAME

CR

14

5

11

30/60f/30s

AC

HP

PASSIVE PERCEPTION

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INT

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-3

4

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-4

1

-3

BONUS

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SKILLS / TRAITS

Blindsight 10'

Flyby: Flying doesn't provoke opportunity attacks

2

ACTIONS

Bite: +6, 1p & 3d4 poison

Flying Sword, S

1/4

NAME

CR

17

17

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50f

AC

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-5

-3

-5

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SKILLS / TRAITS

Blindsight 60', immune: blind, charm, deaf, fright, paralyze, petrify, poison, psychic

Antimagic Susceptibility: Con save vs spell if dispel magic or unconscious 1min

False Appearance: Looks like sword

2

ACTIONS

Longsword: +3, 1d8+1s

Frog, T

0

NAME

CR

11

1

34

20/20s

AC

HP

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SPEED

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DEX

CON

INT

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-5

1

-1

-5

-1

-4

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SKILLS / TRAITS

Darkvision 30', Perception +1, Stealth +3

Amphibious: Breathe air & water

Standing Leap: Long jump 10', high jump 5'

2

ACTIONS

Frost Giant, H

8

NAME

CR

15

138

13

40

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

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3

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SKILLS / TRAITS

Athletics +9, Perception +3, immune: cold

3

ACTIONS

Multiattack: 2 greataxe

Greataxe: 10', +9, 3d12+6s

Rock: 60/240, +9, 4d10+6b

NAME

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AC

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SKILLS / TRAITS

ACTIONS