

Mage, M

6

NAME

CR

12/15* AC HP 40 11 PASSIVE PERCEPTION 30 SPEED

STR DEX CON INT WIS CHA

-1 2 0 3 1 0

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Arcana +6, History +6

Spellcasting: See spell card*

3
PROF

ACTIONS

Dagger: 20/60, +5, 1d4+2p

Magma Mephit, S

1/2

NAME

CR

11 AC HP 22 10 PASSIVE PERCEPTION 30/30f SPEED

STR DEX CON INT WIS CHA

-1 1 1 -2 0 0

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60', Stealth +3, vuln: cold, immune: fire, poison
Death Burst: On death, 5' DC 11 Dex save, 2d6 fire, save half
False Appearance: Looks like magma
Innate Spellcasting (1/day): DC 10, *heat metal*

2
PROF

ACTIONS

Claws: +3, 1d4+1s & 1d4 fire
Fire Breath (R 6): 15' cone, DC 11 Dex save, 2d6 fire, save half

Magmin, S

1/2

NAME

CR

14 AC HP 9 10 PASSIVE PERCEPTION 30 SPEED

STR DEX CON INT WIS CHA

-2 2 1 -1 0 0

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60', resist: bps nonmagic, immune: fire
Death Burst: On death, 10' DC 11 Dex save, 2d6 fire, save half
Ignited Illumination: Bonus action ablaze/extinguish. Ablaze 10' bright light, 10' dim

2
PROF

ACTIONS

Touch: +4, 2d6 fire, 1d6 fire ongoing until douse

Mammoth, H

6

NAME

CR

13 AC HP 126 10 PASSIVE PERCEPTION 40 SPEED

STR DEX CON INT WIS CHA

7 -1 5 -4 0 -2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Trampling Charge: If 20' toward target & hit w/gore, DC 18 Str save or prone & bonus action stomp

3
PROF

ACTIONS

Gore: 10', +10, 4d8+7p
Stomp: prone target, +10, 4d10+7b

Manticore, L

3

NAME

CR

14 AC HP 68 11 PASSIVE PERCEPTION 30/50f SPEED

STR DEX CON INT WIS CHA

3 3 3 -2 1 -1

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60'

Tail Spike Regrowth: 24 spikes, all regrow after long rest

2
PROF

ACTIONS

Multiattack: 1 bite, 2 claws or 3 tail spike
Bite: +5, 1d8+3p
Claw: +5, 1d6+3s
Tail Spike: 100/200, +5, 1d8+3p

Marilith, L

16

NAME

CR

18 AC HP 189 13 PASSIVE PERCEPTION 40 SPEED

STR DEX CON INT WIS CHA

4 5 5 4 3 5

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Truesight 120', resist: cold, fire, lightning, bps nonmagic, immune: poison
Magic Resistance: Adv on saves vs magic
Reactive: 1 reaction per turn in combat

5
PROF

ACTIONS

Multiattack: 6 longsword, 1 tail
Longsword: +9, 2d8+4s
Tail: 10', +9, 2d10+4b, <L grappled & restrained escape DC 19, auto-hit w/tail, can only hit target
Teleport: 120'
Parry (react): +5 AC vs melee

Mastiff, M

1/8

NAME

CR

12 AC HP 5 13 PASSIVE PERCEPTION 40 SPEED

STR DEX CON INT WIS CHA

1 2 1 -4 1 -2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Perception +3

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

2
PROF

ACTIONS

Bite: +3, 1d6+1p, DC 11 Str save or prone

Medusa, M

6

NAME

CR

15 AC HP 127 14 PASSIVE PERCEPTION 30 SPEED

STR DEX CON INT WIS CHA

0 2 3 1 1 2

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS

Darkvision 60', Deception +5, Insight +4, Perception +4, Stealth +5
Petrifying Gaze: If creature starts turn within 30' & can see medusa's eyes, DC 14 Con save or restrained (if fail >4, petrified). Repeat or petrified. Medusa targets self in mirror

3
PROF

ACTIONS

Multiattack: 1 snake hair, 2 shortsword or 2 longbow
Snake Hair: +5, 1d4+2p & 4d6 poison
Shortsword: +5, 1d6+2p
Longbow: 150/600, +5, 1d8+2p & 2d6 poison