

Pony, M

1/8

NAME

CR

10

11

10

40

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

2

0

1

-4

0

-2

BONUS

BONUS

BONUS

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BONUS

SKILLS / TRAITS

2

PROF

ACTIONS

Hooves: +4, 2d4+2b

Priest, M

2

NAME

CR

13

27

13

25

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

0

0

1

1

3

1

BONUS

BONUS

BONUS

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BONUS

BONUS

SKILLS / TRAITS

Medicine +7, Persuasion +3, Religion +4

Divine Eminence: Bonus action, expend spell slot, +3d6 radiant on melee until end of turn. +1d6 for each lvl above 1st

Spellcasting: See spell card*

2

PROF

ACTIONS

Mace: +2, 1d6b

Pseudodragon, T

1/4

NAME

CR

13

7

13

15/60f

AC

HP

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SPEED

STR

DEX

CON

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-2

2

1

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1

0

BONUS

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SKILLS / TRAITS

Darkvision 60', blindsight 10', Perception +3, Stealth +4

Keen Senses: Adv on Perception for sight, hearing, & smell

Magic Resistance: Adv on saves vs magic

Limited Telepathy: 100' telepathically communicate simple ideas, emotions, & images

2

PROF

ACTIONS

Bite: +4, 1d4+2p

Sting: +4, 1d4+2p, DC 11 Con save or poisoned 1 hour: Fail >4 also unconscious

Purple Worm, G

15

NAME

CR

18

247

9

50/30b

AC

HP

PASSIVE PERCEPTION

SPEED

STR

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CON

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9

-2

6

-5

-1

-3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Tremorsense 60', blindsight 30'

Tunneler: Burrow through solid rock at half speed, leaves 10' diameter tunnel

5

PROF

ACTIONS

Multiattack: 1 bite, 1 stinger

Bite: 10', +9, 3d8+9p, <H DC 19 Dex save or swallowed, blinded & restrained, 6d6 acid ongoing. If target deals 30+ damage 1 turn, worm DC 21 Con save or exit

Tail Stinger: 10', +9, 3d6+9p, DC 19 Con save, 12d6 poison, save half

Lorem ipsum

NAME

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SKILLS / TRAITS

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SKILLS / TRAITS

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SKILLS / TRAITS

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SKILLS / TRAITS

PROF

ACTIONS