

Warhorse, *L*

1/2

NAME						
AC	11	HP	19	PASSIVE PERCEPTION	11	SPEED
STR	4	DEX	1	CON	1	CHA
BONUS	0	BONUS	0	BONUS	0	BONUS

SKILLS / TRAITS

Trampling Charge: If 20' toward target & hit w/hooves, DC 14 Str save or prone & bonus action hooves

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PROF

ACTIONS

Hooves: +6, 2d6+4b

Warhorse Skeleton, *L*

1/2

NAME						
AC	13	HP	22	PASSIVE PERCEPTION	9	SPEED
STR	4	DEX	1	CON	2	CHA
BONUS	0	BONUS	0	BONUS	0	BONUS

SKILLS / TRAITS

Darkvision 60', vuln: b, immune: exhaust, poison

2
PROF

ACTIONS

Hooves: +6, 2d6+4b

Water Elemental, *L*

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NAME						
AC	14	HP	114	PASSIVE PERCEPTION	10	SPEED
STR	4	DEX	2	CON	4	CHA
BONUS	0	BONUS	0	BONUS	0	BONUS

SKILLS / TRAITS

Darkvision 60', resist: acid, bps nonmagic, immune: exhaust, grapple, paralyze, petrify, poison, prone, restrain, unconscious
Water Form: Occupy hostile creature's space, >1" no squeeze
Freeze: If cold damage, speed reduced 20' until end of elemental's next turn

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PROF

ACTIONS

Multiattack: 2 slam
Slam: +7, 2d8+4b
Whelm (4-6): Each creature in elemental's space DC 15 Str save or 2d8+4b, <H grappled, restrained, drowning (1 L/2 M targets), escape DC 14. Ongoing 2d8+4b, DC 14 Str check pull free

Weasel, *T*

0

NAME						
AC	13	HP	1	PASSIVE PERCEPTION	13	SPEED
STR	-4	DEX	3	CON	-1	CHA
BONUS	0	BONUS	0	BONUS	0	BONUS

SKILLS / TRAITS

Perception +3, Stealth +5

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

2
PROF

ACTIONS

Bite: +5, 1p

Werebear, *M*

5

NAME						
AC	11/10 human	HP	135	PASSIVE PERCEPTION	34	SPEED
STR	4	DEX	0	CON	3	CHA
BONUS	0	BONUS	0	BONUS	0	BONUS

SKILLS / TRAITS

Perception +7, immune: bps nonmagic/nonsilver

Shapechanger: Polymorph into M human/L bear/bear-humanoid hybrid*

Keen Smell: Adv on Perception for smell

3
PROF

ACTIONS

Multiattack: 2 claw/2 greataxe
Bite (bear/hybrid): +7, 2d10+4p, DC 14 Con save or lycanthropy
Claw (bear/hybrid): +7, 2d8+4s
Greataxe (human/hybrid): +7, 1d12+4

Wereboar, *M*

4

NAME						
AC	11/10 human	HP	78	PASSIVE PERCEPTION	12	SPEED
STR	3	DEX	0	CON	2	CHA
BONUS	0	BONUS	0	BONUS	0	BONUS

SKILLS / TRAITS

Perception +2, immune: bps nonmagic/nonsilver

Shapechanger: Polymorph into human/boar/boar-humanoid hybrid*

Charge (boar/hybrid): If 15' toward target & hit w/tusks, +2d6s & DC 13 Str save or prone
Relentless (R short/long rest): If <15 damage reduces to 0 HP, reduce to 1 HP instead

2
PROF

ACTIONS

Multiattack (human/hybrid): 1 tusk, 1 non-tusks
Maul (human/hybrid): +5, 2d6+3b
Tusks (boar/hybrid): +5, 2d6+3s, DC 12 Con save or lycanthropy

Wererat, *M*

2

NAME						
AC	12	HP	33	PASSIVE PERCEPTION	12	SPEED
STR	0	DEX	2	CON	1	CHA
BONUS	0	BONUS	0	BONUS	0	BONUS

SKILLS / TRAITS

Darkvision 60' (rat form), Perception +2, Stealth +4, immune: bps nonmagic/nonsilver

Shapechanger: Polymorph into human/rat/rat-humanoid hybrid*

Keen Smell: Adv on Perception for smell

2
PROF

ACTIONS

Multiattack (human/hybrid): 1 bite, 1 non-bite
Bite (rat/hybrid): +4, 1d4+2p, DC 11 Con save or lycanthropy
Shortsword (human/hybrid): +4, 1d6+2p
Hand Crossbow (human/hybrid): 30/120, +4, 1d6+2p

Weretiger, *M*

4

NAME						
AC	12	HP	120	PASSIVE PERCEPTION	15	SPEED
STR	3	DEX	2	CON	3	CHA
BONUS	0	BONUS	0	BONUS	0	BONUS

SKILLS / TRAITS

Darkvision 60', Perception +5, Stealth +4, immune: bps nonmagic/nonsilver

Shapechanger: Polymorph into human/tiger/tiger-humanoid hybrid*

Keen Hearing & Smell: Adv on Perception for smell

Pounce (tiger/hybrid): If 15' toward target & hit w/claw, DC 14 Str save or prone & bonus action bite

2
PROF

ACTIONS

Multiattack (human/hybrid): 2 scimitar/2 longbow/2 claw (hybrid)
Bite (tiger/hybrid): +5, 1d10+3p, DC 13 Con save or lycanthropy
Claw (tiger/hybrid): +5, 1d8+3s
Scimitar (human/hybrid): +5, 1d6+3s
Longbow (human/hybrid): 150/600, +4, 1d8+2p