

<b>Rhinoceros, L</b>						2
NAME						CR
11	45	11	40			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
3	3	3	3	3	3	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS <b>Charge:</b> If 20' toward target & hits w/gore, +2d8b & DC 15 Str save or prone						2
ACTIONS <b>Gore:</b> +7, 2d8+5b						

<b>Riding Horse, L</b>						1/4
NAME						CR
10	13	10	60			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
3	3	1	-4	0	-2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS (Empty)						2
ACTIONS <b>Hooves:</b> +5, 2d4+3b						

<b>Roc, G</b>						11
NAME						CR
15	248	14	20/120f			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
9	0	5	-4	0	-1	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS <b>Perception</b> +4						4
ACTIONS <b>Multiattack:</b> 1 beak, 1 talons <b>Beak:</b> 10', +13, 4d8+9p <b>Talons:</b> +13, 4d6+9s, grappled & restrained, escape DC 19, can't target another during grapple						

<b>Roper, L</b>						5
NAME						CR
20	93	16	10/10c			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
4	-1	3	-2	3	-2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS <b>Darkvision</b> 60', Perception +6, Stealth +5 <b>False Appearance:</b> Looks like cave rock <b>Grasping Tendrils:</b> 6 tendrils, AC 20, 10 HP, immune: poison, psychic, DC 15 Str check break, extrudes new tendrils on turn <b>Spider Climb:</b> Climb difficult surfaces no check						3
ACTIONS <b>Multiattack:</b> 4 tendrils, 1 Reel, 1 bite <b>Bite:</b> +7, 4d8+4p <b>Tendrils:</b> 50', +7, grappled & restrained, escape DC 15, disadv on Str checks & saves, 1/target <b>Reel:</b> Pull grappled creatures 25'						

<b>Rug of Smothering, L</b>						2
NAME						CR
12	33	6	10			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
3	2	0	-5	-4	-5	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS <b>Blindsight</b> 60', immune: blind, charm, deaf, fright, paralyze, petrify, poison, psychic <b>Antimagic Susceptibility:</b> Incapacitated in antimagic field, Con save vs spell if <i>dispel magic</i> or unconscious 1min <b>Damage Transfer:</b> When grappling, half damage to target instead of rug <b>False Appearance:</b> Looks like rug						2
ACTIONS <b>Smother:</b> <L, +5, 2d6+3b ongoing, grappled, restrained, blinded, suffocating, escape DC 13, 1 target max						

<b>Rust Monster, M</b>						1/2
NAME						CR
14	27	11	40			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
1	1	1	-4	1	-2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS <b>Darkvision</b> 60' <b>Iron Scent:</b> Pinpoint metal within 30' <b>Rust Metal:</b> If nonmagic metal weapon hits, cumulative -1 damage (-5 destroys)						2
ACTIONS <b>Bite:</b> +3, 1d8+1p <b>Antennae:</b> 5', 1 metal object, if unworn/un-carried, destroy 1' cube. If worn/carried, DC 11 Dex save or cumulative -1 AC (AC 10 or +0 shield destroys)						

NAME						CR
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS (Empty)						
ACTIONS (Empty)						

NAME						CR
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS (Empty)						
ACTIONS (Empty)						