

Tarrasque, *G*

30

NAME

CR

25

676

10

40

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

10

0

10

-4

0

0

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Blindsight 120', immune: charm, fire, fright, paralyze, poison, bps nonmagic

Legendary Resistance (3/day): Pass a failed save

Magic Resistance: Adv on saves vs magic

Reflective Carapace: If *magic missile*, line spell, ranged attack spell, d6. 1-5: unaffected, 6: reflect spell at caster

Siege Monster: Double damage to objects

9

ACTIONS

Multitask: Frightful Presence, 1 bite/swallow, 2 claws, 1 horns, 1 tail

Bite: 10', +19, 4d12+10p, grapple & restrain escape DC 20, 1 target

Claw: 15', +19, 4d8+10s

Horns: 10', +19, 4d10+10p

Tail: 20', +19, 4d6+10b, DC 20 Str save or prone

Frightful Presence: 120', DC 17 Wis save or fright 1min/untill save, disadv if sees tarrasque, save immune

Swallow: If bite grappled <H, blind & restrain, 1d6 acid ongoing. If target deals 60+ damage 1 turn, tarrasque DC 20 Con save or exit

Thug, *M*

1/2

NAME

CR

11

32

10

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

2

0

2

0

0

0

BONUS

BONUS

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BONUS

BONUS

BONUS

SKILLS / TRAITS

Intimidation +2

Pack Tactics: Adv on attacks if ally within 5' of target

2

ACTIONS

Multitask: 2 melee

Mace: +4, 1d6+2b

Heavy Crossbow: 100/400, +2, 1d10p

Tiger, *L*

1

NAME

CR

12

37

13

40

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

2

2

-4

1

-1

BONUS

BONUS

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BONUS

SKILLS / TRAITS

Darkvision 60', Perception +3, Stealth +6

Keen Smell: Adv on Perception for smell

Pounce: If 20' toward target & hit w/claw, DC 13 Str save or prone & bonus action bite

2

ACTIONS

Bite: +5, 1d10+3p

Claw: +5, 1d8+3s

Treant, *H*

9

NAME

CR

16

138

13

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

6

-1

5

1

3

1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Resist: bp, vuln: fire

False Appearance: Looks like tree

Siege Monster: Double damage to objects

4

ACTIONS

Multitask: 2 slam

Slam: +10, 3d6+6b

Rock: 60/180, +10, 4d10+6b

Animate Trees (1/day): 60', 1-2 trees become treant allies w/ Int & Cha 1 & 1 slam attack only, ends if animating treant dies

Tribal Warrior, *M*

1/8

NAME

CR

12

11

10

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

1

0

1

-1

0

-1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Pack Tactics: Adv on attacks if ally within 5' of target

2

ACTIONS

Spear: 20/60, +3, 1d6+1p/1d8+1p 2-hands

Triceratops, *H*

5

NAME

CR

13

95

10

50

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

6

-1

3

-4

0

-3

BONUS

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SKILLS / TRAITS

Trampling Charge: If 20' toward target & hit w/gore, DC 13 Str save or prone & bonus action stomp

3

ACTIONS

Gore: +9, 4d8+6p

Stomp: +9, 3d10+6b

Troll, *L*

5

NAME

CR

15

84

12

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

1

5

-2

-1

-2

BONUS

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SKILLS / TRAITS

Darkvision 60', Perception +2

Keen Smell: Adv on Perception for smell

Regeneration: Regain 10 HP on turn unless acid/fire damage. Die only if 0 HP & no regeneration

3

ACTIONS

Multitask: 1 bite, 2 claws

Bite: +7, 1d6+4p

Claw: +7, 2d6+4s

Tyrannosaurus Rex, *H*

8

NAME

CR

13

136

8

50

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

7

0

4

-4

1

-1

BONUS

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SKILLS / TRAITS

Perception +4

3

ACTIONS

Multitask: 1 bite, 1 tail (not same target)

Bite: 10', +10, 4d12+7p, <L grappled & restrained, escape DC 17, can't bite another target

Tail: 10', +10, 3d8+7b