

Eagle, S						0
NAME						CR
12	3	14	10/60f			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
-2	2	0	-4	2	-2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Perception +4 Keen Sight: Adv on Perception for sight						2 PROF
ACTIONS Talons: +4, 1d4+2s						

Earth Elemental, L						5
NAME						CR
17	126	10	30/30b			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
5	-1	5	-3	0	-3	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Darkvision 60', tremorsense 60', vuln: thunder, resist: bps nonmagic, immune: exhaust, paralyze, petrify, poison, unconscious Earth Glide: Burrow through earth/stone w/no trace Siege Monster: Double damage to objects						3 PROF
ACTIONS Multiattack: 2 slam Slam: 10', +8, 2d8+5b						

Efreeti, L						11
NAME						CR
17	200	12	40/60f			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
6	1	7	3	2	3	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Darkvision 60', immune: fire Innate Spellcasting: DC 15, +7, at will: <i>detect magic</i> , 3/day: <i>enlarge/reduce, tongues</i> , 1/day each: <i>conjure elemental</i> (fire elemental only), <i>gaseous form, invisibility, major image, plane shift, wall of fire</i>						4 PROF
ACTIONS Multiattack: 2 scimitar/2 Hurl Flame Scimitar: +10, 2d6+6s & 2d6 fire Hurl Flame: 120', +7, 5d6 fire (spell)						

Elephant, H						4
NAME						CR
12	76	10	40			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
6	-1	3	-4	0	-2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Trampling Charge: If 20' toward target & hit w/gore, DC 12 Str save or prone & bonus action stomp						2 PROF
ACTIONS Gore: +8, 3d8+6p Stomp: +8, 3d10+6b						

Elf, Drow, M						1/4
NAME						CR
15	13	12	30			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
0	2	0	0	0	1	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Darkvision 120', Perception +2, Stealth +4 Fey Ancestry: Adv vs charm, immune sleep Innate Spellcasting: DC 11, at will: <i>dancing lights</i> , 1/day each: <i>darkness, faerie fire</i> Sunlight Sensitivity: In sunlight, disadv on attacks & Perception for sight						2 PROF
ACTIONS Shortsword: +4, 1d6+2p Hand Crossbow: 30/120, +4, 1d6+2p, DC 13 Con save or poisoned 1 hour. Fail >4, also unconscious						

Elk, L						1/4
NAME						CR
10	13	10	50			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
3	0	1	-4	0	-2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Charge: If 20' toward target & hit w/ram, +2d6 & DC 13 Str save or prone						2 PROF
ACTIONS Ram: +5, 1d6+3b Hooves: Prone target, +5, 2d4+3b						

Erinyes, M						12
NAME						CR
18	153	12	30/60f			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
4	3	4	2	2	4	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Truesight 120', resist: cold, bps nonmagic/nonsilver, immune: fire, poison Magic Resistance: Adv on saves vs magic						4 PROF
ACTIONS Multiattack: 3 attacks Longsword: +8, 1d8+4s/1d10+4s 2-hands & 3d8 poison Longbow: 150/600, +7, 1d8+3p & 3d8 poison, DC 14 Con save or poisoned, lesser restoration ends Parry (react): +4 AC vs melee						

Ettercap, M						2
NAME						CR
13	44	34	30/30c			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
2	2	1	-2	1	-1	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Darkvision 60', Perception +3, Stealth +4, Survival +3 Spider Climb: Climb difficult surfaces no check Web Sense: Know location of creatures if on same web Web Walker: Move normally in webbing						2 PROF
ACTIONS Multiattack: 1 bite, 1 claws Bite: +4, 1d8+2p, & 1d8 poison, DC 11 Con save or poisoned 1min/until save Claws: +4, 2d4+2s Web (5-6): 30/60, <H, +4, restrained, DC 11 Str check escape or burn/cut web*						