

Storm Giant, H

13

NAME

AC 16 HP 230 PASSIVE PERCEPTION 19 SPEED 50/50s

STR 9 DEX 2 CON 5 INT 3 WIS 4 CHA 4

SKILLS / TRAITS
 Arcana +8, Athletics +14, History +8, Perception +9, resist: cold, immune: lightning, thunder
Amphibious: Breathe air & water
Innate Spellcasting: DC 17, at will: *detect magic, feather fall, levitate, light, 3/day* each: *control weather, water breathing*

5

ACTIONS
Multiaattack: 2 greatsword
Greatsword: 10', +14, 6d6+9s
Rock: 60/240, +14, 4d12+9b
Lightning Strike (5-6): 500', all within 10' DC 17 Dex save, 12d8 lightning, save half

Succubus/Incubus M

4

NAME

AC 15 HP 66 PASSIVE PERCEPTION 15 SPEED 30/60f

STR -1 DEX 3 CON 1 INT 2 WIS 1 CHA 5

SKILLS / TRAITS
 Darkvision 60', Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7, resist: cold, fire, lightning, poison, bps nonmagical
Telepathic Bond: If bonded, ignore telepathy range limits
Shapechanger: Polymorph S/M humanoid

2

ACTIONS
Claw (Fiend Form): +5, 1d6+3s
Charm: 30', 1 humanoid, DC 15 Wis save or charmed 1 day, save immune, 1 target max
Draining Kiss: Charmed/willing target, DC 15 Con save, 5d10+5 psychic, save half, HP max reduced by damage (die at 0), long rest ends
Etherealness: Enter/exit Ethereal Plane

Swarm of Bats, M

1/4

NAME

AC 12 HP 22 PASSIVE PERCEPTION 11 SPEED 30f

STR -3 DEX 2 CON 0 INT -4 WIS 1 CHA -3

SKILLS / TRAITS
 Blindsight 60', resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun
Echolocation: Blind while deaf
Keen Hearing: Adv on Perception for hearing
Swarm: Share another creature's space, pass openings as if T, can't regain HP/temp HP

2

ACTIONS
Bite: 0', +4, 2d4p/1d4p if <12 HP

Swarm of Insects, M

1/2

NAME

AC 12 HP 22 PASSIVE PERCEPTION 8 SPEED 20/20c

STR -4 DEX 1 CON 0 INT -5 WIS -2 CHA -5

SKILLS / TRAITS
 Blindsight 10', resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun
Swarm: Share another creature's space, pass openings as if T, can't regain HP/temp HP

2

ACTIONS
Bite: 0', +3, 4d4p/2d4p if <12 HP

Swarm of Poisonous Snakes, M

2

NAME

AC 14 HP 36 PASSIVE PERCEPTION 10 SPEED 30/30s

STR -1 DEX 4 CON 0 INT -5 WIS 0 CHA -4

SKILLS / TRAITS
 Blindsight 10', resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun
Swarm: Share another creature's space, pass openings as if T, can't regain HP/temp HP

2

ACTIONS
Bite: 0', +6, 2d6p/1d6p if <19 HP, DC 10 Con save, 4d6 poison, save half

Swarm of Quippers, M

1

NAME

AC 13 HP 28 PASSIVE PERCEPTION 8 SPEED 40s

STR 1 DEX 3 CON -1 INT -5 WIS -2 CHA -4

SKILLS / TRAITS
 Darkvision 60', resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun
Blood Frenzy: Adv on attacks vs wounded
Swarm: Share another creature's space, pass openings as if T, can't regain HP/temp HP
Water Breathing: Breathe underwater only

2

ACTIONS
Bite: 0', +5, 4d6p/2d6p if <15 HP

Swarm of Rats, M

1/4

NAME

AC 10 HP 24 PASSIVE PERCEPTION 10 SPEED 30

STR -1 DEX 0 CON -1 INT -4 WIS 0 CHA -4

SKILLS / TRAITS
 Darkvision 30', resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun
Keen Smell: Adv on Perception for smell
Swarm: Share another creature's space, pass openings as if T, can't regain HP/temp HP

2

ACTIONS
Bite: 0', +2, 2d6p/1d6p if <13 HP

Swarm of Ravens, M

1/4

NAME

AC 12 HP 24 PASSIVE PERCEPTION 15 SPEED 10/50f

STR -2 DEX 2 CON -1 INT -4 WIS 1 CHA -2

SKILLS / TRAITS
 Perception +5, resist: bps, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun
Swarm: Share another creature's space, pass openings as if T, can't regain HP/temp HP

2

ACTIONS
Beaks: 1 target in swarm's space, +4, 2d6p/1d6p if <13 HP