

# Battle Stat Tracker

## The Wolf Den

|            | CR  | XP  | AC | Attacks | to Hit | Damage  | Save DC | HP |
|------------|-----|-----|----|---------|--------|---------|---------|----|
| Wolf*      | 1/4 | 50  | 13 | 1       | +4     | 2D4+2** | 11      | 11 |
| Wolf*      | 1/4 | 50  | 13 | 1       | +4     | 2D4+2** | 11      | 11 |
| Wolf*      | 1/4 | 50  | 13 | 1       | +4     | 2D4+2** | 11      | 11 |
| Wolf*      | 1/4 | 50  | 13 | 1       | +4     | 2D4+2** | 11      | 11 |
| Wolf*      | 1/4 | 50  | 13 | 1       | +4     | 2D4+2** | 11      | 11 |
| Wolf*      | 1/4 | 50  | 13 | 1       | +4     | 2D4+2** | 11      | 11 |
| Wolf*      | 1/4 | 50  | 13 | 1       | +4     | 2D4+2** | 11      | 11 |
| Wolf*      | 1/4 | 50  | 13 | 1       | +4     | 2D4+2** | 11      | 11 |
| Dire Wolf* | 1   | 200 | 14 | 1       | +5     | 2D6+3** | 13      | 37 |
| Dire Wolf* | 1   | 200 | 14 | 1       | +5     | 2D6+3** | 13      | 37 |
| Dire Wolf* | 1   | 200 | 14 | 1       | +5     | 2D6+3** | 13      | 37 |

\*=pack tactics

\*\* = Strength save or target is knocked prone.

## Animated Room

|                | CR  | XP    | AC | Attacks | to Hit | Damage | Save DC | HP |
|----------------|-----|-------|----|---------|--------|--------|---------|----|
| Flying Sword   | 1/4 | 50    | 17 | 1       | +3     | 1D8+1  | NA      | 17 |
| Animated Armor | 1   | 200   | 18 | 2       | +4     | 1D6+2  | NA      | 33 |
| Animated Armor | 1   | 200   | 18 | 2       | +4     | 1D6+2  | NA      | 33 |
| Helmed Horror  | 4   | 1,100 | 20 | 2       | +6     | 1D8+4  | NA      | 60 |
| Helmed Horror  | 4   | 1,100 | 20 | 2       | +6     | 1D8+4  | NA      | 60 |

## Flesh Golem Room

|             | CR | XP    | AC | Attacks | to Hit | Damage | Save DC | HP |
|-------------|----|-------|----|---------|--------|--------|---------|----|
| Flesh Golem | 5  | 1,800 | 9  | 2       | +7     | 2D8+4  | NA      | 93 |

## Dragon Statue Room

|                    | CR | XP    | AC | Attacks | to Hit | Damage | Save DC | HP  |
|--------------------|----|-------|----|---------|--------|--------|---------|-----|
| Young White Dragon | 6  | 2,300 | 17 | 3       | +7     | **     | 15      | 133 |
| Young Green Dragon | 8  | 3,900 | 18 | 3       | +7     | **     | 14      | 136 |
| Young Black Dragon | 7  | 2,900 | 18 | 3       | +7     | **     | 14      | 127 |

\*\* refer to MM

**Teleportals Room**

|                         | CR         | XP        | AC        | Attacks  | to Hit    | Damage       | Save DC   | HP        |
|-------------------------|------------|-----------|-----------|----------|-----------|--------------|-----------|-----------|
| <b>Skeleton (Happy)</b> | <b>1/4</b> | <b>50</b> | <b>16</b> | <b>1</b> | <b>+5</b> | <b>1D8+1</b> | <b>NA</b> | <b>13</b> |
| <b>Skeleton</b>         | <b>1/4</b> | <b>50</b> | <b>13</b> | <b>1</b> | <b>+4</b> | <b>1D6+2</b> | <b>NA</b> | <b>13</b> |
| <b>Skeleton</b>         | <b>1/4</b> | <b>50</b> | <b>13</b> | <b>1</b> | <b>+4</b> | <b>1D6+2</b> | <b>NA</b> | <b>13</b> |

**The Throne of Bone**

|                                                                  | CR         | XP           | AC        | Attacks  | to Hit    | Damage                      | Save DC   | HP         |
|------------------------------------------------------------------|------------|--------------|-----------|----------|-----------|-----------------------------|-----------|------------|
| <b>Skeleton</b>                                                  | <b>1/4</b> | <b>50</b>    | <b>13</b> | <b>1</b> | <b>+4</b> | <b>1D6+2</b>                | <b>NA</b> | <b>13</b>  |
| <b>Skeleton</b>                                                  | <b>1/4</b> | <b>50</b>    | <b>13</b> | <b>1</b> | <b>+4</b> | <b>1D6+2</b>                | <b>NA</b> | <b>13</b>  |
| <b>Skeleton</b>                                                  | <b>1/4</b> | <b>50</b>    | <b>13</b> | <b>1</b> | <b>+4</b> | <b>1D6+2</b>                | <b>NA</b> | <b>13</b>  |
| <b>Skeleton</b>                                                  | <b>1/4</b> | <b>50</b>    | <b>13</b> | <b>1</b> | <b>+4</b> | <b>1D6+2</b>                | <b>NA</b> | <b>13</b>  |
| <b>Skeleton</b>                                                  | <b>1/4</b> | <b>50</b>    | <b>13</b> | <b>1</b> | <b>+4</b> | <b>1D6+2</b>                | <b>NA</b> | <b>13</b>  |
| <b>Minotaur Skeleton</b>                                         | <b>2</b>   | <b>450</b>   | <b>12</b> | <b>1</b> | <b>+6</b> | <b>2D12+4</b>               | <b>14</b> | <b>67</b>  |
| <b>Minotaur Skeleton</b>                                         | <b>2</b>   | <b>450</b>   | <b>12</b> | <b>1</b> | <b>+6</b> | <b>2D12+4</b>               | <b>14</b> | <b>67</b>  |
| <b>Bone Naga</b>                                                 |            |              |           |          |           | <b>2D6+3 &amp;</b>          |           |            |
| <b>Guardian</b> ( <i>spellcaster</i><br><i>DC 12 +4 to hit</i> ) | <b>4</b>   | <b>1,100</b> | <b>15</b> | <b>1</b> | <b>+5</b> | <b>3D6</b><br><b>poison</b> | <b>NA</b> | <b>58</b>  |
| <b>Bone Giant</b>                                                | <b>6</b>   | <b>2,300</b> | <b>12</b> | <b>2</b> | <b>+8</b> | <b>3D8+5</b>                | <b>NA</b> | <b>130</b> |