

Ice Devil, *L*

14

NAME

CR

18

180

12

40

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

5

2

4

4

2

4

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 120', blindsight 60', resist: bps nonmagic/nonsilver; immune: cold, fire, poison

Devil's Sight: See in magical darkness

Magic Resistance: Adv on saves vs magic

5

ACTIONS

Multiattack: 1 bite, 1 claws, 1 tail

Bite: +10, 2d6+5p & 3d6 cold

Claws: +10, 2d4+5s & 3d6 cold

Tail: 10', +10, 2d6+5b & 3d6 cold

Wall of Ice (R 6): 60', 30'x10'x1' wall/20' diameter dome, 1min, DC 17 Dex save, 10d6 cold, save half*

Ice Mephit, *S*

1/2

NAME

CR

11

21

12

30/30f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-2

1

0

-1

0

1

BONUS

BONUS

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BONUS

SKILLS / TRAITS

Darkvision 60', Perception +2, Stealth +3, vuln: b, fire, immune: cold, poison

Death Burst: On death, 5' DC 10 Dex save, 1d8s, save half

False Appearance: Looks like ice shard

Innate Spellcasting (1/day): fog cloud

2

ACTIONS

Claws: +3, 1d4+1s & 1d4 cold

Frost Breath (R 6): 15' cone, DC 10 Dex save, 2d4 cold, save half

Imp, *T*

1

NAME

CR

13

10

11

20/40f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-2

3

1

0

1

2

BONUS

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SKILLS / TRAITS

Darkvision 120', Deception +4, Insight +3, Persuasion +4, Stealth +5, resist: bps nonmagic/nonsilver; immune: fire, poison

Shapechanger: Polymorph into rat, raven, spider

Devil's Sight: See in magical darkness

Magic Resistance: Adv on saves vs magic

2

ACTIONS

Sting: +5, 1d4+3p, DC 11 Con save, 3d6 poison, save half

Invisibility: Turn invisible until attack/concentration ends

Invisible Stalker, *M*

6

NAME

CR

14

104

18

50/50f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

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3

4

2

0

2

0

BONUS

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SKILLS / TRAITS

Darkvision 60', Perception +8, Stealth +10, resist: bps nonmagic; immune: exhaust, grapple, paralyze, petrify, poison, prone, restrain, unconscious

Invisibility: Invisible

Faultless Tracker: Know direction/distance to quarry if on same plane

3

ACTIONS

Multiattack: 2 slam

Slam: +6, 2d6+3b

Iron Golem, *L*

16

NAME

CR

20

210

10

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

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CHA

7

-1

5

-4

0

-5

BONUS

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SKILLS / TRAITS

Darkvision 120', immune: form alteration, charm, exhaust, fire, fright, paralyze, petrify, poison, psychic, bps nonmagic/nonadamantine

Fire Absorption: Fire damage heals

Magic Resistance: Adv on saves vs magic

5

ACTIONS

Multiattack: 2 melee

Slam: +13, 3d8+7b (magic)

Sword: 10', +13, 3d10+7s (magic)

Poison Breath (R 6): 15' cone, DC 19 Con save, 10d8 poison, save half

Jackal, *S*

0

NAME

CR

12

3

13

40

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

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CHA

-1

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-4

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-2

BONUS

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SKILLS / TRAITS

Perception +3

Keen Hearing & Smell: Adv on Perception checks for hearing & sight

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

2

ACTIONS

Bite: +1, 1d4-1p

NAME

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SKILLS / TRAITS

ACTIONS

NAME

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SKILLS / TRAITS

ACTIONS