

Merfolk, M

1/8

NAME

CR

11

11

12

10/40s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

0

1

1

0

0

1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Perception +2

Amphibious: Breathe air & water

2

ACTIONS

Spear: 20/60, +2, 1d6p/1d8p

2-hands

Merrow, L

2

NAME

CR

13

45

10

10/40s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

0

2

-1

0

-1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60'

Amphibious: Breathe air & water

2

ACTIONS

Multiattack: 1 bite, 1 claws/harpoon

Bite: +6, 1d8+4p

Claws: +6, 2d4+4s

Harpoon: 20/60, +6, 2d6+4p. <H Str contest vs merrow or pulled 20'

Mimic, M

2

NAME

CR

12

58

11

15

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

1

2

-3

1

-1

BONUS

BONUS

BONUS

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BONUS

SKILLS / TRAITS

Darkvision 60', Stealth +5, immune: acid, prone

Shapechanger: Polymorph into object or true form

Adhesive (Object Form): If touch, adhere. <H grappled, escape DC 13 w/disadv

False Appearance (Object Form): Looks like object

Grappler: Adv on attacks vs grappled creatures

2

ACTIONS

Pseudopod: +5, 1d8+3b, if object form, Adhesive

Bite: +5, 1d8+3p & 1d8 acid

Minotaur, L

3

NAME

CR

14

76

17

40

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

0

3

-2

3

-1

BONUS

BONUS

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SKILLS / TRAITS

Darkvision 60', Perception +7

Charge: If 10' toward target & hits w/gore, +2d8p & DC 14 Str save or pushed 10' & prone

Labyrinthine Recall: Remember any path

Reckless: Can have adv on all melee attacks, grants adv to others' attacks that target minotaur until start of minotaur's next turn

2

ACTIONS

Greataxe: +6, 2d12+4s

Gore: +6, 2d8+4p

Minotaur Skeleton, L

2

NAME

CR

12

67

9

40

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

0

2

-2

-1

-3

BONUS

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SKILLS / TRAITS

Darkvision 60', vuln: b, immune: exhaust, poison

Charge: If 10' toward target & hits w/gore, +2d8p & DC 14 Str save or pushed 10' & prone

2

ACTIONS

Greataxe: +6, 2d12+4s

Gore: +6, 2d8+4p

Mule, M

1/8

NAME

CR

10

11

10

40

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

2

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1

-4

0

-3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Beast of Burden: Carrying capacity as though L

Sure-Footed: Adv on Str/Dex saves vs prone

2

ACTIONS

Hooves: +2, 1d4+2b

Mummy, M

3

NAME

CR

11

58

10

20

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

-1

2

-2

0

1

BONUS

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SKILLS / TRAITS

Darkvision 60', vuln: fire, resist: bps nonmag, immune: charm, exhaust, fright, necrotic, paralyze, poison

2

ACTIONS

Multiattack: Dreadful Glare, 1 rotting fist

Rotting Fist: +5, 2d6+3b & 3d6 necrotic, DC 12

Con save or can't regain HP, HP max decreases 10/day (die & turn to dust at 0), remove curse ends

Dreadful Glare: 60', 1 target, DC 11 Wis save or frightened 1 round. Fail >4 paralyze, save immune

Mummy Lord, M

15

NAME

CR

17

97

14

20

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

0

3

0

4

3

BONUS

BONUS

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BONUS

SKILLS / TRAITS

Darkvision 60', History +5, Religion +5, vuln: fire, immune: charm, exhaust, fright, necrotic, paralyze, poison, bps nonmag

Magic Resistance: Adv on saves vs magic

Rejuvenation: If heart intact, revive 1 day after death

Spellcasting: See spell card*

5

ACTIONS

Multiattack: Dreadful Glare, 1 rotting fist

Rotting Fist: +9, 3d6+4b & 6d6 necrotic, DC 16

Con save or can't regain HP, HP max decreases 10/day (die & turn to dust at 0), remove curse ends

Dreadful Glare: 60', 1 target, DC 16 Wis save or frightened 1 round. Fail >4 paralyze, save immune