

Panther, M

1/4

NAME

CR

12

13

14

50/40c

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, Stealth +6

Keen Smell: Adv on Perception for smell

Pounce: If 20' toward target & hit w/claw, DC 12 Str save or prone & bonus action bite

2

ACTIONS

Bite: +4, 1d6+2p

Claw: +4, 1d4+2s

Pegasus, L

2

NAME

CR

12

59

16

60/90f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

2

3

0

2

1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Perception +6

2

ACTIONS

Hooves: +6, 2d6+4b

Phase Spider, L

3

NAME

CR

13

32

10

30/30c

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

2

2

1

-2

0

-2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', Stealth +6

Ethereal Jaunt: Bonus action enter/exit Ethereal Plane

Spider Climb: Climb difficult surfaces no check

Web Walker: Move normally in webbing

2

ACTIONS

Bite: +4, 1d10+2p, DC 11 Con save, 4d8 poison, save half. If 0 HP from poison, stable, paralyzed, poisoned 1 hour

Pit Fiend, L

20

NAME

CR

19

300

14

30/60f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

8

2

7

6

4

7

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Truesight 120', resist: cold, bps nonmagic nonsilver, immune: fire, poison

Fear Aura: 20', DC 21 Wis save or frightened until creature's next turn, save immune

Magic Resistance: Adv on saves vs magic

Innate Spellcasting: DC 21, at will: detect magic, fireball, 3/day each: hold monster, wall of fire

6

ACTIONS

Multitask: 1 bite, 1 claw, 1 mace, 1 tail

Bite: +14, 4d6+8p, DC 21 Con save or poisoned, can't regain HP & 6d6 poison ongoing/until save (magic)

Claw: 10', +14, 2d8+8s (magic)

Mace: 10', +14, 2d6+8b (magic)

Tail: 10', +14, 3d10+8b (magic)

Planetar, L

16

NAME

CR

19

200

21

40/120f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

7

5

7

4

6

7

BONUS

BONUS

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BONUS

SKILLS / TRAITS

Truesight 120', Perception +11, resist: radiant, bps nonmagic, immune: charm, exhaust, fright

Divine Awareness: Knows if it hears a lie

Innate Spellcasting: DC 20, at will: detect evil and good, invisibility (self only), 3/day each: blade barrier, dispel evil and good, flame strike, raise dead, 1/day each: commune, control weather, insect plague

Magic Resistance: Adv on saves vs magic

5

ACTIONS

Multitask: 2 melee

Greatsword: +12, 4d6+7s & 5d8 radiant (magic)

Healing Touch (4/day): Target regains 6d8+3 HP, end curse, disease, poison, blind, deaf

Plesiosaurus, L

2

NAME

CR

13

68

13

20/40s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

2

3

-4

1

-3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Perception +3, Stealth +4

Hold Breath: 1 hour

2

ACTIONS

Bite: 10', +6, 3d6+4p

Poisonous Snake, T

1/8

NAME

CR

13

2

10

30/30s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-4

3

0

-5

0

-4

BONUS

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SKILLS / TRAITS

Blindsight 10'

2

ACTIONS

Bite: +5, 1p, DC 10 Con save, 2d4 poison, save half

Polar Bear, L

2

NAME

CR

12

42

13

40/30s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

5

0

3

-4

1

-2

BONUS

BONUS

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BONUS

SKILLS / TRAITS

Perception +3

Keen Hearing & Smell: Adv on Perception for hearing & smell

2

ACTIONS

Multitask: 1 bite, 1 claws

Bite: +7, 1d8+5p

Claws: +7, 2d6+5s