

**Ice Devil, L** 14

NAME CR

18 AC 180 HP 12 PASSIVE PERCEPTION 40 SPEED

STR 5 BONUS DEX 2 BONUS CON 4 BONUS INT 4 BONUS WIS 2 BONUS CHA 4 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 PROF

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 AC 21 HP 12 PASSIVE PERCEPTION 30/30f SPEED

STR -2 BONUS DEX 1 BONUS CON 0 BONUS INT -1 BONUS WIS 0 BONUS CHA 1 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 2 PROF  
**Innate Spellcasting (1/day):** fog cloud

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 AC 10 HP 11 PASSIVE PERCEPTION 20/40f SPEED

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

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 2 PROF  
**Magic Resistance:** Adv on saves vs magic

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 AC 104 HP 18 PASSIVE PERCEPTION 50/50f SPEED

STR 3 BONUS DEX 4 BONUS CON 2 BONUS INT 0 BONUS WIS 2 BONUS CHA 0 BONUS

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 PROF

ACTIONS  
**Multiattack:** 2 slam  
**Slam:** +6, 2d6+3b

**Iron Golem, L** 16

NAME CR

20 AC 210 HP 10 PASSIVE PERCEPTION 30 SPEED

STR 7 BONUS DEX -1 BONUS CON 5 BONUS INT -4 BONUS WIS 0 BONUS CHA -5 BONUS

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 PROF

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 AC 3 HP 13 PASSIVE PERCEPTION 40 SPEED

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

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 PROF

ACTIONS  
**Bite:** +1, 1d4-1p

NAME CR

AC HP PASSIVE PERCEPTION SPEED

STR BONUS DEX BONUS CON BONUS INT BONUS WIS BONUS CHA BONUS

SKILLS / TRAITS

ACTIONS

NAME CR

AC HP PASSIVE PERCEPTION SPEED

STR BONUS DEX BONUS CON BONUS INT BONUS WIS BONUS CHA BONUS

SKILLS / TRAITS

ACTIONS