

Panther, M 1/4
NAME CR

AC 12 HP 13 PASSIVE PERCEPTION 14 SPEED 50/40c

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

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 PROF

ACTIONS
Bite: +4, 1d6+2p
Claw: +4, 1d4+2s

Pegasus, L 2
NAME CR

AC 12 HP 59 PASSIVE PERCEPTION 16 SPEED 60/90f

STR 4 DEX 2 CON 3 INT 0 WIS 2 CHA 1

SKILLS / TRAITS
 Perception +6 2 PROF

ACTIONS
Hooves: +6, 2d6+4b

Phase Spider, L 3
NAME CR

AC 13 HP 32 PASSIVE PERCEPTION 10 SPEED 30/30c

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

SKILLS / TRAITS
 Darkvision 60', Stealth +6
Ethereal Jaunt: Bonus action enter/exit Ethereal Plane
Spider Climb: Climb difficult surfaces no check 2 PROF
Web Walker: Move normally in webbing 2 PROF

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

AC 19 HP 300 PASSIVE PERCEPTION 14 SPEED 30/60f

STR 8 DEX 2 CON 7 INT 6 WIS 4 CHA 7

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 PROF

ACTIONS
Multiattack: 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

AC 19 HP 200 PASSIVE PERCEPTION 21 SPEED 40/120f

STR 7 DEX 5 CON 7 INT 4 WIS 6 CHA 7

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 PROF

ACTIONS
Multiattack: 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

AC 13 HP 68 PASSIVE PERCEPTION 13 SPEED 20/40s

STR 4 DEX 2 CON 3 INT -4 WIS 1 CHA -3

SKILLS / TRAITS
 Perception +3, Stealth +4 2 PROF

Hold Breath: 1 hour

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

Poisonous Snake, T 1/8
NAME CR

AC 13 HP 2 PASSIVE PERCEPTION 10 SPEED 30/30s

STR -4 DEX 3 CON 0 INT -5 WIS 0 CHA -4

SKILLS / TRAITS
 Blindsight 10' 2 PROF

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

Polar Bear, L 2
NAME CR

AC 12 HP 42 PASSIVE PERCEPTION 13 SPEED 40/30s

STR 5 DEX 0 CON 3 INT -4 WIS 1 CHA -2

SKILLS / TRAITS
 Perception +3 2 PROF

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

ACTIONS
Multiattack: 1 bite, 1 claws
Bite: +7, 1d8+5p
Claws: +7, 2d6+5s