

Pony, M 1/8

NAME CR

AC: 10 HP: 11 PASSIVE PERCEPTION: 10 SPEED: 40

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

SKILLS / TRAITS

2 PROF

ACTIONS

Hooves: +4, 2d4+2b

Priest, M 2

NAME CR

AC: 13 HP: 27 PASSIVE PERCEPTION: 13 SPEED: 25

STR: 0 DEX: 0 CON: 1 INT: 1 WIS: 3 CHA: 1

SKILLS / TRAITS

Medicine +7, Persuasion +3, Religion +4
Divine Eminence: Bonus action, expend spell slot, +3d6 radiant on melee until end of turn. +1d6 for each lvl above 1st
Spellcasting: See spell card*

2 PROF

ACTIONS

Mace: +2, 1d6b

Pseudodragon, T 1/4

NAME CR

AC: 13 HP: 7 PASSIVE PERCEPTION: 13 SPEED: 15/60f

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

SKILLS / TRAITS

Darkvision 60', blindsight 10', Perception +3, Stealth +4
Keen Senses: Adv on Perception for sight, hearing, & smell
Magic Resistance: Adv on saves vs magic
Limited Telepathy: 100' telepathically communicate simple ideas, emotions, & images

2 PROF

ACTIONS

Bite: +4, 1d4+2p
Sting: +4, 1d4+2p, DC 11 Con save or poisoned 1 hour. Fail >4 also unconscious

Purple Worm, G 15

NAME CR

AC: 18 HP: 247 PASSIVE PERCEPTION: 9 SPEED: 50/30b

STR: 9 DEX: -2 CON: 6 INT: -5 WIS: -1 CHA: -3

SKILLS / TRAITS

Tremorsense 60', blindsight 30'

Tunneler: Burrow through solid rock at half speed, leaves 10' diameter tunnel

5 PROF

ACTIONS

Multiattack: 1 bite, 1 stinger
Bite: 10', +9, 3d8+9p, <H DC 19 Dex save or swallowed, blinded & restrained, 6d6 acid ongoing. If target deals 30+ damage 1 turn, worm DC 21 Con save or exit
Tail Stinger: 10', +9, 3d6+9p, DC 19 Con save, 12d6 poison, save half

Lorem ipsum

NAME CR

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

SKILLS / TRAITS

PROF

ACTIONS

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AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

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