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50

SKELETON



13AC

13HP

6<sup>3</sup>SP

SZ

RS

IM

STR10

DEX14+2

CON15+2

INT6-2

WIS8-1

CHA5-3

**Vulnerable:** Bludgeoning

**Shortsword:** Ht+4 ; Range 1' ; 1 Target ; 1D6 +2 piercing damage.


**Shortbow (R):** Ht+4 ; Range 16' - 64' ; 1 Target 1D6 +2 piercing damage.

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200

GIANT EAGLE



13AC

26HP

16<sup>3</sup>SP

SZ

RS

IM

STR16+3

DEX17+3

CON13+1

INT8-1

WIS14+2

CHA10

**Skills:** Perception +4

**Keen Sight :** The giant eagle has advantage on Wisdom (Perception) checks that rely on sight.

**Multitack:** The giant eagle makes two attacks: one with its beak and one with its talons.


**Beak:** Ht+5 ; Range 1' ; 1 Target ; 1D6 +3 piercing damage.

**Talons:** Ht+5 ; Range 1' ; 1 Target ; 2D6 +3 slashing damage.

**Young:** A giant eagle's nest has 1D4 young or eggs. Giant eagle chicks are classed as normal eagles.

700

OWL BEAR



13nAC

59HP

8<sup>3</sup>SP

SZ

RS

IM

STR20+5

DEX12+1

CON17+3

INT3-4

WIS12+1

CHA7-2

**Skills:** Perception +3

**Keen Sight and Smell:** The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

**Multitack:** The owlbear makes two attacks: one with its beak and one with its claws.

**Beak:** Ht+7 ; Range 1' ; 1 Target ; 1D10 +5 piercing damage.


**Claws:** Ht+7 ; Range 1' ; 1 Target ; 2D8 +5 slashing damage.

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1800

UMBER HULK



18nAC

93HP

6<sup>3</sup>SP

SZ

RS

IM

STR20+5

DEX13+1

CON16+3

INT9-1

WIS10

CHA10

**Confusing Gaze:** When a creature starts its turn within 6' of the umber hulk, and can see its eyes, the creature must make a DC15 Charisma save unless the umber hulk is incapacitated. On a fail the creature must roll a D8 until the start of its next turn. The creature does nothing. 5-6 the creature moves half distance in a random direction. 7-8 the creature makes one melee attack against a random creature within reach, or does nothing if none in reach.

**Tunneler:** The umber hulk can tunnel through solid rock at 1/2 it's burrowing speed leaving a 1" wide by 2' high tunnel.

**Multitack:** The umber hulk makes three attacks: two with its claws and one with its mandibles.

**Claw:** Ht+8 ; Range 1' ; 1 Target ; 1D8 +5 slashing damage.

**Mandibles:** Ht+8 ; Range 1' ; 1 Target ; 2D8 +5 slashing damage.