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Increment Breton



# HUNTING CRYPT

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# PREDATOR

Medium humanoid, Generally Neutral

**Armor Class** 21 (natural armor)

**Hit Points** 97 (15d8 + 30)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	14 (+2)	15 (+2)	9 (-1)

**Saving Throws** Dex +5

**Skills** Athletics +7, Intimidation +2, Stealth +5

**Damage Resistances** acid, poison

**Condition Immunities** charmed

**Senses** darkvision 60 ft., truesight 60 ft., passive Perception 12

**Languages** understands Common but can mimic what it hears.

**Challenge** 6 (2,300 XP)

**Resilience.** The predator has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed.

## ACTIONS

**Gauntlet Blade.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) slashing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 9 (2d6 + 2) piercing damage.

**Invisibility.** The predator turns invisible until it attacks, or has taken at least 25% of its base health in damage. Any equipment the predator wears or carries is invisible with it.





# XENOMORPH

*Large monstrosity, lawful evil*

**Armor Class** 20 (natural armor)

**Hit Points** 52 (8d10 + 8)

**Speed** 30 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	12 (+1)	11 (+0)	9 (-1)	13 (+1)

**Senses** darkvision 60 ft., passive Perception 9

**Languages** —

**Challenge** 4 (1,100 XP)

**Unusual Nature.** The xenomorph does not require food, air, or sleep.

**Acid for Blood.** The xenomorph has concentrated acid for blood. Successful slashing or piercing damage can cause the xenomorph to spray acid causing 2d12 acid damage. Items splashed by this acid take on the corroded property. Creatures splashed by the xenomorph blood take 1d12 acid damage every round unless moisture is applied.

## ACTIONS

**Multiattack.** The xenomorph makes one grab attack and one mini mouth attack.

**Tail.** *Melee Weapon Attack:* +9 to hit, reach 8 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

**Grab.** The xenomorph targets one creature it can see within 30 ft. of it. The target must succeed on a DC 14 Dexterity saving throw or is grabbed by the xenomorph. Creatures grabbed by the xenomorph are instantly receive a Mini Mouth attack.

**Mini Mouth.** *Melee Weapon Attack:* +4 to hit, one target. *Hit:* 12 (1d4 + 3) bludgeoning damage.

