

Lamia, L						4
NAME						CR
13	97	12	30			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
3	1	2	2	2	3	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Darkvision 60', Deception +7, Insight +4, Stealth +3 Innate Spellcasting: DC 13, at will: <i>disguise self</i> (any humanoid form), <i>major image</i> , 3/day each: <i>charm person</i> , <i>mirror image</i> , <i>scrying</i> , <i>suggestion</i> , 1/day: <i>geas</i>						
ACTIONS Multiattack: 1 claws, 1 dagger/Intoxicating Touch Claws: +5, 2d10+3s Dagger: +5, 1d4+3p Intoxicating Touch: +5, disadv on Wis saves & ability checks, 1hour (spell)						

Lemure, M						0
NAME						CR
7	13	34	15			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
0	-3	0	-5	0	-4	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Darkvision 120', resist: cold, immune: charm, fire, fright, poison Devil's Sight: See in magical darkness Hellish Rejuvenation: If dies in Nine Hells, revive in 1d10 days unless <i>bless</i> /holy water						
ACTIONS Fist: +3, 1d4b						

Lich, M						21
NAME						CR
17	135	19	30			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
0	3	3	5	2	3	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Truesight 120', Arcana +18, History +12, Insight +9, Perception +9, resist: cold, lightning, necrotic, immune: bps nonmagic, charm, exhaust, fright, paralyze, poison Legendary Resistance (3/day): Pass a failed save Rejuvenation: If phylactery, revive in 1d10 days Spellcasting: See spell card* Turn Resistance: Adv vs turn undead						
ACTIONS Paralyzing Touch: +12, 3d6 cold, DC 18 Con save or paralyzed 1min/until save (spell)						

Lion, L						1
NAME						CR
12	26	13	50			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
3	2	1	-4	1	-1	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Perception +3, Stealth +6 Keen Smell: Adv on Perception for smell Pounce: If 20' toward target & hit w/claw, DC 13 Str save or prone & bonus action bite Running Leap: Long jump 25' w/10' start						
ACTIONS Bite: +5, 1d8+3p Claw: +5, 1d6+3s						

Lizard, T						0
NAME						CR
10	2	9	20/20c			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
-4	0	0	-5	-1	-4	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Darkvision 30'						
ACTIONS Bite: +0, 1p						

Lizardfolk, M						1/2
NAME						CR
15	22	13	30/30s			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
2	0	1	-2	1	-2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Perception +3, Stealth +4, Survival +5 Hold Breath: 15min						
ACTIONS Multiattack: 2 different melee Bite: +4, 1d6+2p Heavy Club: +4, 1d6+2b Javelin: 30/120, +4, 1d6+2p Spiked Shield: +4, 1d6+2p						

NAME						CR
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
ACTIONS						

NAME						CR
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
ACTIONS						