

Ochre Jelly, L

2

NAME	CR
8	45
8	10/10c
STR	DEX
2	-2
CON	2
INT	-4
WIS	-2
CHA	-5

SKILLS / TRAITS

Blindsight 60', resist: acid, immune: blind, charm, deaf, exhaust, fright, lightning, prone, slashing
Amorphous: >1" no squeezing
Spider Climb: Climb difficult surfaces

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PROF

ACTIONS

Pseudopod: +4, 2d6+2b & 1d6 acid
Split (react): If >S jelly dealt lightning or slashing & has 10 HP, split into 2 smaller

Octopus, S

0

NAME	CR
12	3
12	5/30s
STR	DEX
-3	2
CON	0
INT	-4
WIS	0
CHA	-3

SKILLS / TRAITS

Darkvision 30', Perception +2, Stealth +4
Hold Breath: 30min out of water
Underwater Camouflage: Adv on Stealth underwater
Water Breathing: Breathe only underwater

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PROF

ACTIONS

Tentacles: +4, 1b & grappled, escape DC 10, can't use tentacles on other target
Ink Cloud (R short/long rest): 5' radius, heavily obscured 1min, Dash bonus action

Ogre, L

2

NAME	CR
11	59
8	40
STR	DEX
4	-1
CON	3
INT	-3
WIS	-2
CHA	-2

SKILLS / TRAITS

Darkvision 60'

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PROF

ACTIONS

Greatclub: +6, 2d8+4b
Javelin: 30/120, +6, 2d6+4p

Ogre Zombie, L

2

NAME	CR
8	85
8	30
STR	DEX
4	-2
CON	4
INT	-4
WIS	-2
CHA	-3

SKILLS / TRAITS

Darkvision 60', immune: poison

Undead Fortitude: If reduced to 0 HP by nonradiant noncrit, Con save DC 5 + damage to go to 1 HP

2
PROF

ACTIONS

Morningstar: +6, 2d8+4b

Oni, L

7

NAME	CR
16	110
14	30/30f
STR	DEX
3	3
CON	3
INT	3
WIS	3
CHA	3

SKILLS / TRAITS

Darkvision 60', Arcana +5, Deception +8, Perception +4
Innate Spellcasting: DC 13, at will: *darkness*, *invisibility*, 1/day each: *charm person*, *cone of cold*, *gaseous form*, *sleep*
Regeneration: If at least 1 HP on turn, regain 10 HP

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PROF

ACTIONS

Multiattack: 2 claws/glaive
Claw (Oni Form): +7, 1d8+4s (magic)
Glaive: 10', +7, 2d10+4s/1d10+4s S/M form (magic)
Change Shape: Polymorph S/M humanoid, L giant

Orc, M

1/2

NAME	CR
13	15
10	30
STR	DEX
3	1
CON	3
INT	-2
WIS	0
CHA	0

SKILLS / TRAITS

Darkvision 60', Intimidation +2

Aggressive: Bonus action move speed toward enemy

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PROF

ACTIONS

Greataxe: +5, 1d12+3s
Javelin: 30/120, +5, 1d6+3p

Otyugh, L

5

NAME	CR
14	114
11	30
STR	DEX
3	0
CON	4
INT	-2
WIS	1
CHA	-2

SKILLS / TRAITS

Darkvision 120'

Limited Telepathy: 120', transmit simple telepathic message/image

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PROF

ACTIONS

Multiattack: 1 bite, 2 tentacles
Bite: +6, 2d8+3p, DC 15 Con save or poisoned & 1/day save or HP max reduced 1d10 (die if 0)
Tentacle: 10', +6, 1d8+3b & 1d8p, <L grappled & restrained, escape DC 13 (2 max)
Tentacle Slam: Grappled target, DC 14 Con save or 2d6+3b & stunned 1 round, save half & no stun

Owl, T

0

NAME	CR
11	1
13	5/60f
STR	DEX
3	3
CON	3
INT	3
WIS	3
CHA	3

SKILLS / TRAITS

Darkvision 120', Perception +3, Stealth +3
Flyby: Flying doesn't provoke opportunity attacks

Keen Hearing & Sight: Adv on Perception for hearing & sight

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PROF

ACTIONS

Talons: +3, 1s