

Ape, M						1/2
NAME						CR
12	19	13	30/30c			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
3	2	2	-2	1	-2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Athletics +5, Perception +3						
ACTIONS Multiattack: 2 fist Fist: +5, 1d6+3b Rock: 25/50, +5, 1d6+3b						

Bandit Captain, M						2
NAME						CR
15	65	10	30			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
2	3	2	2	0	2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Athletics +4, Deception +4						
ACTIONS Multiattack: 2 scimitar, 1 dagger or 2 ranged dagger Scimitar: +5, 1d6+3s Dagger: 20/60, +5, 1d4+3p Parry (react): +2 AC vs melee						

Couatl, M						4
NAME						CR
19	97	15	30/90f			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
3	5	3	4	5	4	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Truesight 120'; resist: radiant, immune: scrying, effect to sense emotions/thoughts/location, psychic, bps nonmagic Innate Spellcasting: See spell card*						
ACTIONS Bite: +8, 1d6+5p, DC 13 Con save or poisoned & unconscious 24 hours Constrict: 10', +6, 2d6+3b & <L grappled & restrained, max 1 target, escape DC 15 Change Shape: Polymorph human/beast CR no higher than own						

Giant Ape, H						7
NAME						CR
12	157	14	40/40c			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
6	2	4	-2	1	-2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Athletics +9, Perception +4						
ACTIONS Multiattack: 2 fist Fist: 10', +9, 3d10+6b Rock: 50/100, +9, 7d6+6b						

Giant Constrictor Snake, H						2
NAME						CR
12	60	12	30/30s			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
4	2	1	-5	0	-4	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Blindsight 10', Perception +2						
ACTIONS Bite: 10', +6, 2d6+4p Constrict: +6, 2d8+4b, grappled & restrained, max 1 target, escape DC 16						

Giant Crocodile, H						5
NAME						CR
14	85	10	30/30s			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
5	-1	3	-4	0	-2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Stealth +5						
ACTIONS Hold Breath: 30min Multiattack: 1 bite, 1 tail Bite: +8, 3d10+5p, grappled & restrained, can't bite another target, escape DC 16 Tail: 10', non-grappled target, +8, 2d8+5b, DC 16 Str save or prone						

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						
ACTIONS Hold Breath: 15min Multiattack: 2 different melee Bite: +4, 1d6+2p Heavy Club: +4, 1d6+2b Javelin: 30/120, +4, 1d6+2p Spiked Shield: +4, 1d6+2p						

Lizardfolk Gladiator, M						5
NAME						CR
16	112	14	30/30s			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
4	2	3	0	1	2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS Athletics +10, Intimidation +5, Perception +4, Stealth +7, Survival +7 Brave: Adv on saves vs frightened Brute: Extra damage die melee weapons (included) Hold Breath: 15min						
ACTIONS Multiattack: 3 melee or 2 ranged Bite: +7, 2d6+4p Spear: 20/60, +7, 2d6+4p/2d8+4p 2-hands Spiked Shield Bash: +7, 2d4+4b, <L DC 15 Str save or prone Parry (react): +3 AC vs melee						