

Merfolk, M

1/8

NAME

CR

11

11

12

10/40s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

0

1

1

0

0

1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Perception +2

Amphibious: Breathe air & water

2

PROF

ACTIONS

Spear: 20/60, +2, 1d6p/1d8p

2-hands

Merrow, L

2

NAME

CR

13

45

10

10/40s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

0

2

-1

0

-1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60'

Amphibious: Breathe air & water

2

PROF

ACTIONS

Multiattack: 1 bite, 1 claws/harpoon

Bite: +6, 1d8+4p

Claws: +6, 2d4+4s

Harpoon: 20/60, +6, 2d6+4p. <H Str contest vs merrow or pulled 20'

Pterodactyl, L

3

NAME

CR

13

90

13

20/60f

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

2

2

-4

1

-3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Perception +3, Stealth +4

2

PROF

ACTIONS

Multiattack: 1 bite, 1 wing slam

Bite: +6, 2d8+3p, <L grappled & restrained, max 1 target, escape DC 13

Wing Slam: 10', +6, 2d8+3b, <L Str save or pushed 10'

Shadow, M

1/2

NAME

CR

12

16

10

40

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

-2

2

1

-2

0

-1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', Stealth +4 (+6 dim light/dark), vuln: radiant, resist: acid, cold, fire, lightning, thunder, bps nonmagic, immune: exhaust, fright, grapple, necrotic, paralyze, petrify, poison, prone, restrain

Amorphous: >1" no squeeze

Shadow Stealth: Dim light/dark, Hide bonus action

Sunlight Weakness: In sun, disadv attacks, ability checks, saves

2

PROF

ACTIONS

Strength Drain: +4, 2d6+2 necrotic & Str reduced 1d4 (die at 0), short/long rest ends

Spider, T

0

NAME

CR

12

1

10

20/20c

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

Darkvision 30', Stealth +4

Spider Climb: Climb difficult surfaces no check

Web Sense: Know location of creatures if on same web

Web Walker: Move normally in webbing

2

PROF

ACTIONS

Bite: +4, 1p, DC 9 Con save or 1d4 poison

Viperian Sorceress, L

8

NAME

CR

12

97

13

30/30s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

2

2

3

3

4

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Blindsight 10', Deception +7, Persuasion +7, immune: poison

Hold Breath: 15min

Shapechanger: Polymorph into M reptilian humanoid

Innate Spellcasting: See spell card*

3

PROF

ACTIONS

Multiattack: 2 bite or 1 bite, 1 constrict

Bite: 10', +6, 2d8+3p

Constrict: +6, 2d8+3b, grappled & restrained, max 1 target, escape DC 16

Couatl

NAME

LEVEL

SAVE DC

ATTACK BONUS

PER DAY

At will

SPELLS

detect evil and good, detect magic, detect thoughts

PER DAY

3 each

SPELLS

bless, create food and water, cure wounds, lesser restoration, protection from poison, sanctuary, shield

PER DAY

1 each

SPELLS

dream, greater restoration, scrying

PER DAY

SPELLS

PER DAY

SPELLS

Viperian Sorceress

NAME

LEVEL

SAVE DC

ATTACK BONUS

PER DAY

At will

SPELLS

charm person, eldritch blast, poison spray, unseen servant

PER DAY

3 each

SPELLS

alarm, black tentacles, counterspell, darkness, dream, phantasmal killer, shield, slow, tongues

PER DAY

SPELLS

PER DAY

SPELLS