

Camel, L						1/8
NAME						CR
9	15	9	50			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
3	-1	2	-4	-1	-3	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
						2
ACTIONS						
Bite: +5, 1d4b						

Cat, T						0
NAME						CR
12	2	13	40/30c			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
-4	2	0	-4	1	-2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
Perception +3, Stealth +4						
Keen Smell: Adv on Perception for smell						2
ACTIONS						
Claws: +0, 1s						

Centaur, L						2
NAME						CR
12	45	13	50			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
4	2	2	-1	1	0	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
Athletics +6, Perception +3, Survival +3						
Charge: If 30' toward target & hits, +3d6p						2
ACTIONS						
Multiattack: 1 pike, 1 hooves or 2 longbow						
Pike: 10', +6, 1d10+4p						
Hooves: +6, 2d6+4b						
Longbow: 150/600, +4, 1d8+2p						

Chain Devil, M						8
NAME						CR
16	85	11	30			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
4	2	4	0	1	2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
Darkvision 120', resist: cold, bps nonmagic/nonsilver, immune: fire, poison						
Devil's Sight: See in magical darkness						
Magic Resistance: Adv on saves vs magic						3
ACTIONS						
Multiattack: 2 chains & all animated chains						
Chain: 10', +8, 2d6+4s, grappled & restrained & 2d6p each turn, escape DC 14						
Animate Chains (R short/long rest): 60'; animate 4 chains, additional attack & grapple per chain						
Unnerving Mask (react): 30'; DC 14 Wis save or frightened until end of its turn						

Chimera, L						6
NAME						CR
14	114	18	30/60f			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
4	0	4	-4	2	0	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
Darkvision 60', Perception +8						
						3
ACTIONS						
Multiattack: 1 bite, 1 horns, 1 claws or replace bite/horn w/Fire Breath						
Bite: +7, 2d6+4p						
Horns: +7, 1d12+4b						
Claws: +7, 2d6+4s						
Fire Breath (5-6): 15' cone, DC 15 Dex save, 7d8 fire, save half						

Chuul, L						4
NAME						CR
16	93	14	30/30s			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
4	0	3	-3	0	-3	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
Darkvision 60', Perception +4, immune: poison						
Amphibious: Breathe air & water						
Sense Magic: Sense magic 120'						2
ACTIONS						
Multiattack: 2 pincer & 1 tentacle if grappling						
Pincer: 10', +6, 2d6+4b, <H grappled DC 14						
Tentacles: Grappled target DC 13 Con save or poisoned & paralyzed 1min/until save						

Clay Golem, L						9
NAME						CR
14	133	9	20			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
5	-1	4	-4	-1	-5	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
Darkvision 60', immune: form alteration, acid, charm, exhaust, fright, paralyze, petrify, poison, psychic, bps nonmagic/nonadamantine						
Acid Absorption: Acid damage heals						
Berserk: If <61 HP, roll d6. 6 = berserk, attack creatures within 20' or objects if no creatures						
Magic Resistance: Adv on saves vs magic						4
ACTIONS						
Multiattack: 2 slam						
Slam: +8, 2d10+5b (magic), DC 15 Con save or HP max reduced by damage, die at 0 HP, greater restoration ends						
Haste (5-6): +2 AC, adv Dex saves, slam as bonus action until end of its next turn						

Cloaker, L						8
NAME						CR
14	78	11	10/40f			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
3	2	1	1	1	2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
SKILLS / TRAITS						
Darkvision 60', Stealth +5						
Damage Transfer: When attached, half damage to target instead of cloaker						
False Appearance: Looks like leather cloak						
Light Sensitivity: Disadv attacks and Perception for sight in bright light						3
ACTIONS						
Multiattack: 1 bite, 1 tail						
Bite: +6, 2d6+3p, if <H & adv, attach. Adv to attack, target blind & suffocating. Str check DC 16 escape						
Tail: 10', +6, 1d8+3s						
Moan: 60', DC 13 Wis save or frightened 1 round						
Phantasms (R short/long rest): 3 illusory duplicates. Roll randomly for targeting. Damage/bright light destroys						