

Guard, M						1/8
NAME						CR
16 AC	11 HP	12 PASSIVE PERCEPTION	30 SPEED			
STR 1 BONUS	DEX 1 BONUS	CON 1 BONUS	INT 0 BONUS	WIS 0 BONUS	CHA 0 BONUS	
SKILLS / TRAITS Perception +2						2 PROF
ACTIONS Spear: 20/60, +3, 1d6+1p/1d8+1p 2-hands						

Guardian Naga, L						10
NAME						CR
18 AC	127 HP	14 PASSIVE PERCEPTION	40 SPEED			
STR 4 BONUS	DEX 4 BONUS	CON 3 BONUS	INT 3 BONUS	WIS 4 BONUS	CHA 4 BONUS	
SKILLS / TRAITS Darkvision 60', immune: charm, poison Rejuvenation: If dies, return to life 1d6 days later Spellcasting: See spell card*						4 PROF
ACTIONS Bite: 10', +8, 1d8+4p, DC 15 Con save, 10d8 poison, save half Spit Poison: 15/30, +8, DC 15 Con save, 10d8 poison, save half						

Gynosphinx, L						11
NAME						CR
17 AC	136 HP	18 PASSIVE PERCEPTION	40/60f SPEED			
STR 4 BONUS	DEX 2 BONUS	CON 3 BONUS	INT 4 BONUS	WIS 4 BONUS	CHA 4 BONUS	
SKILLS / TRAITS Truesight 120', Arcana +12, History +12, Perception +8, Religion +8, resist: bps nonmagic, immune: read thoughts/emotions, charm, fright, psychic Spellcasting: See spell card*						4 PROF
ACTIONS Multiattack: 2 claw Claw: +8, 2d8+4s						

NAME						CR
STR BONUS	DEX BONUS	CON BONUS	INT BONUS	WIS BONUS	CHA BONUS	
SKILLS / TRAITS						PROF
ACTIONS						

NAME						CR
STR BONUS	DEX BONUS	CON BONUS	INT BONUS	WIS BONUS	CHA BONUS	
SKILLS / TRAITS						PROF
ACTIONS						

NAME						CR
STR BONUS	DEX BONUS	CON BONUS	INT BONUS	WIS BONUS	CHA BONUS	
SKILLS / TRAITS						PROF
ACTIONS						

NAME						CR
STR BONUS	DEX BONUS	CON BONUS	INT BONUS	WIS BONUS	CHA BONUS	
SKILLS / TRAITS						PROF
ACTIONS						

NAME						CR
STR BONUS	DEX BONUS	CON BONUS	INT BONUS	WIS BONUS	CHA BONUS	
SKILLS / TRAITS						PROF
ACTIONS						