

## Quasit, T

1

|       |       |                    |       |       |       |
|-------|-------|--------------------|-------|-------|-------|
| NAME  | CR    |                    |       |       |       |
| 13    | 7     | 10                 | 40    |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED |       |       |
| STR   | DEX   | CON                | INT   | WIS   | CHA   |
| -3    | 3     | 0                  | -2    | 0     | 0     |
| BONUS | BONUS | BONUS              | BONUS | BONUS | BONUS |

### SKILLS / TRAITS

Darkvision 120', Stealth +5, resist: cold, fire, lightning, bps nonmagic, immune: poison  
**Shapechanger:** Polymorph into bat, centipede, or toad  
**Magic Resistance:** Adv on saves vs magic

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PROF

### ACTIONS

**Claws/Bite:** +4, 1d4+3, DC 10 Con save or 2d4 poison & poisoned 1min/untill save  
**Scare** (1/day): 20', 1 target, DC 10 Wis save or frightened 1min/untill save (diasdv if sees quasit)  
**Invisibility:** Magically invisible until attack, Scare, or concentration ends

## Quipper, T

0

|       |       |                    |       |       |       |
|-------|-------|--------------------|-------|-------|-------|
| NAME  | CR    |                    |       |       |       |
| 13    | 1     | 8                  | 40s   |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED |       |       |
| STR   | DEX   | CON                | INT   | WIS   | CHA   |
| -4    | 3     | -1                 | -5    | -2    | -4    |
| BONUS | BONUS | BONUS              | BONUS | BONUS | BONUS |

### SKILLS / TRAITS

Darkvision 60'

**Blood Frenzy:** Adv on melee vs wounded  
**Water Breathing:** Breathe water only

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PROF

### ACTIONS

**Bite:** +5, 1p

## Rakshasa, M

13

|       |       |                    |       |       |       |
|-------|-------|--------------------|-------|-------|-------|
| NAME  | CR    |                    |       |       |       |
| 16    | 110   | 13                 | 40    |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED |       |       |
| STR   | DEX   | CON                | INT   | WIS   | CHA   |
| 2     | 3     | 4                  | 1     | 3     | 5     |
| BONUS | BONUS | BONUS              | BONUS | BONUS | BONUS |

### SKILLS / TRAITS

Darkvision 60', Deception +10, Insight +8, vuln: p magic weapon wielded by good, immune: bps nonmagic  
**Limited Magic Immunity:** Immune to spells 6th lvl or lower, adv on saves vs other magic  
**Innate Spellcasting:** See spell card\*

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PROF

### ACTIONS

**Multitattack:** 2 claw

**Claw:** +7, 2d6+2s & no benefit from short & long rests, *remove curse* ends

## Rat, T

0

|       |       |                    |       |       |       |
|-------|-------|--------------------|-------|-------|-------|
| NAME  | CR    |                    |       |       |       |
| 10    | 1     | 10                 | 20    |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED |       |       |
| STR   | DEX   | CON                | INT   | WIS   | CHA   |
| -4    | 0     | -1                 | -4    | 0     | -3    |
| BONUS | BONUS | BONUS              | BONUS | BONUS | BONUS |

### SKILLS / TRAITS

Darkvision 30'

**Keen Smell:** Adv on Perception for smell

2  
PROF

### ACTIONS

**Bite:** +0, 1p

## Raven, T

0

|       |       |                    |        |       |       |
|-------|-------|--------------------|--------|-------|-------|
| NAME  | CR    |                    |        |       |       |
| 12    | 1     | 13                 | 10/50f |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED  |       |       |
| STR   | DEX   | CON                | INT    | WIS   | CHA   |
| -4    | 2     | -1                 | -4     | 1     | -2    |
| BONUS | BONUS | BONUS              | BONUS  | BONUS | BONUS |

### SKILLS / TRAITS

Perception +3

**Mimicry:** Mimic simple sound, DC 10  
 Insight to detect mimicry

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PROF

### ACTIONS

**Beak:** +4, 1p

## Red Dragon Wyrmling, M

4

|       |       |                    |            |       |       |
|-------|-------|--------------------|------------|-------|-------|
| NAME  | CR    |                    |            |       |       |
| 17    | 75    | 14                 | 30/30c/60f |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED      |       |       |
| STR   | DEX   | CON                | INT        | WIS   | CHA   |
| 4     | 0     | 3                  | 1          | 0     | 2     |
| BONUS | BONUS | BONUS              | BONUS      | BONUS | BONUS |

### SKILLS / TRAITS

Darkvision 60', blindsight 10', Perception +4, Stealth +2, immune: fire

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PROF

### ACTIONS

**Bite:** +6, 1d10+4p & 1d6 fire  
**Fire Breath** (5-6): 15' cone, DC 13  
 Dex save, 7d6 fire, save half

## Reef Shark, M

1/2

|       |       |                    |       |       |       |
|-------|-------|--------------------|-------|-------|-------|
| NAME  | CR    |                    |       |       |       |
| 12    | 22    | 12                 | 40s   |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED |       |       |
| STR   | DEX   | CON                | INT   | WIS   | CHA   |
| 2     | 1     | 1                  | -5    | 0     | -3    |
| BONUS | BONUS | BONUS              | BONUS | BONUS | BONUS |

### SKILLS / TRAITS

Blindsight 30', Perception +2  
**Pack Tactics:** Adv on attacks if ally within 5' of target  
**Water Breathing:** Breathe water only

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PROF

### ACTIONS

**Bite:** +4, 1d8+2p

## Remorhaz, H

11

|       |       |                    |        |       |       |
|-------|-------|--------------------|--------|-------|-------|
| NAME  | CR    |                    |        |       |       |
| 17    | 195   | 10                 | 30/20b |       |       |
| AC    | HP    | PASSIVE PERCEPTION | SPEED  |       |       |
| STR   | DEX   | CON                | INT    | WIS   | CHA   |
| 7     | 1     | 5                  | -3     | 0     | -3    |
| BONUS | BONUS | BONUS              | BONUS  | BONUS | BONUS |

### SKILLS / TRAITS

Darkvision 60', tremorsense 60', immune: cold, fire

**Heated Body:** Touch/hit within 5', 3d6 fire

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PROF

### ACTIONS

**Bite:** 10', +11, 6d10+7p & 3d6 fire, grappled & restrained, escape DC 17, can't bite another target  
**Swallow:** <L grappled, bite attack, if hits, blinded & restrained & 6d6 acid ongoing. If target 30+ damage in 1 turn, remorhaz DC 15 Con save or exit