

Saber-Toothed Tiger, L**2**

NAME

CR



SKILLS / TRAITS

Perception +3, Stealth +6

Keen Smell: Adv on Perception for smell**Pounce:** If 20' toward target & hit w/claw, DC 14 Str save or prone & bonus action bite**2**
PROF

ACTIONS

Bite: +6, 1d10+5p**Claw:** +6, 2d6+5s**Sahuagin, M****1/2**

NAME

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SKILLS / TRAITS

Darkvision 120', Perception +5

Blood Frenzy: Adv on attacks vs wounded**Limited Amphibiousness:** Breathe air & water, must submerge every 4 hours**Shark Telepathy:** 120', telepathic communication with sharks**2**
PROF

ACTIONS

Multitask: 1 bite, 1 claws/spear**Bite:** +3, 1d4+1p**Claws:** +3, 1d4+1s**Spear:** 20/60, +3, 1d6+1p/1d8+1p 2-hands**Salamander, L****5**

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SKILLS / TRAITS

Darkvision 60', vuln: cold, resist: bps

nonmagic, immune: fire

Heated Body: If touch/hit in 5', 2d6 fire**Heated Weapons:** Metal weapons**+1d6 fire (included)****3**
PROF

ACTIONS

Multitask: 1 spear, 1 tail**Spear:** 20/60, +7, 2d6+4p/2d8+4p 2-hands & 1d6 fire**Tail:** 10', +7, 2d6+4b & 2d6 fire, grappled & restrained, escape DC 14, auto-hit w/tail, can't target others**Satyr, M****1/2**

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SKILLS / TRAITS

Perception +2, Performance +6, Stealth +5

Magic Resistance: Adv on saves vs magic**2**
PROF

ACTIONS

Ram: +3, 2d4+1b**Shortsword:** +5, 1d6+3p**Shortbow:** 80/320, +5, 1d6+3p**Scorpion, T****0**

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SKILLS / TRAITS

Blindsight 10'

2
PROF

ACTIONS

Sting: +2, 1p, DC 9 Con save, 1d8 poison, save half**Scout, M****1/2**

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SKILLS / TRAITS

Nature +4, Perception +5, Stealth +6,

Survival +5

Keen Hearing & Sight: Adv on

Perception for hearing & sight

2
PROF

ACTIONS

Multitask: 2 melee or 2 ranged**Shortsword:** +4, 1d6+2p**Longbow:** 150/600, +4, 1d8+2p**Sea Hag, M****2**

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SKILLS / TRAITS

Darkvision 60'

Amphibious: Breathe air & water**Horrid Appearance:** If 30' & can see true form,

DC 11 Wis save or frightened/until save

(disadv if sees hag), save immune. Can

avert eyes if no surprise, attacks disadv

2
PROF

ACTIONS

Claws: +5, 2d6+3s**Death Glare:** 1 frightened creature 30', if sees hag, DC 11 Wis save or 0 HP**Illusory Appearance:** Ugly humanoid illusion, Investigation DC 16 to discern**Sea Horse, T****0**

NAME

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SKILLS / TRAITS

Water Breathing: Breathe underwater only**2**
PROF

ACTIONS