

Ape, M 1/2

NAME CR

12 AC 19 HP 13 PASSIVE PERCEPTION 30/30c SPEED

STR 3 BONUS DEX 2 BONUS CON 2 BONUS INT -2 BONUS WIS 1 BONUS CHA -2 BONUS

SKILLS / TRAITS
Athletics +5, Perception +3

2 PROF

ACTIONS
Multiattack: 2 fist
Fist: +5, 1d6+3b
Rock: 25/50, +5, 1d6+3b

Basilisk Hatchling, S 1/4

NAME CR

13 AC 27 HP 9 PASSIVE PERCEPTION 20 SPEED

STR 1 BONUS DEX -1 BONUS CON 2 BONUS INT -4 BONUS WIS -1 BONUS CHA -2 BONUS

SKILLS / TRAITS
Darkvision 60'

Petrifying Gaze: 30', DC 12 Con save or random limb petrifies. Save again or limb petrified 24 hours

2 PROF

ACTIONS
Bite: +3, 1d4+2p & 1d4 poison

Couatl, M 4

NAME CR

19 AC 97 HP 15 PASSIVE PERCEPTION 30/90f SPEED

STR 3 BONUS DEX 5 BONUS CON 3 BONUS INT 4 BONUS WIS 5 BONUS CHA 4 BONUS

SKILLS / TRAITS
Truesight 120', resist: radiant, immune: scrying, effect to sense emotions/thoughts/location, psychic, bps nonmagic
Innate Spellcasting: DC 14, at will: *detect evil and good*, *detect magic*, *detect thoughts*, 3/day each: *bless*, *create food and water*, *cure wounds*, *lesser restoration*, *protection from poison*, *sanctuary*, *shield*, 1/day each: *dream*, *greater restoration*, *scrying*

2 PROF

ACTIONS
Bite: +8, 1d6+5p, DC 13 Con save or poisoned & unconscious 24 hours
Constrict: 10', +6, 2d6+3b & <L grappled & restrained, max 1 target, escape DC 15
Change Shape: Polymorph human/beast CR no higher than own

Crocodile, L 1/2

NAME CR

12 AC 19 HP 10 PASSIVE PERCEPTION 20/30s SPEED

STR 2 BONUS DEX 0 BONUS CON 1 BONUS INT -4 BONUS WIS 0 BONUS CHA -3 BONUS

SKILLS / TRAITS
Stealth +2

Hold Breath: 15min

2 PROF

ACTIONS
Bite: +4, 1d10+2p, grappled & restrained, can't bite another target, escape DC 12

Gelatinous Cube, L 2

NAME CR

6 AC 84 HP 8 PASSIVE PERCEPTION 15 SPEED

STR 2 BONUS DEX -4 BONUS CON 5 BONUS INT -5 BONUS WIS -2 BONUS CHA -5 BONUS

SKILLS / TRAITS
Blindsight 60', immune: blind, charm, deaf, exhaust, fright, prone
Ooze Cube: If creature enters space, engulf & disadv on save. Pull target out w/DC 12 Str check & 3d6 acid
Transparent: DC 15 Perception check to spot if hasn't moved

2 PROF

ACTIONS
Pseudopod: +4, 3d6 acid
Engulf: Move speed, <H DC 12 Dex save or 3d6 acid, suffocate, restrained & 6d6 acid ongoing, escape DC 12 Str check

Giant Constrictor Snake, H 2

NAME CR

12 AC 60 HP 12 PASSIVE PERCEPTION 30/30s SPEED

STR 4 BONUS DEX 2 BONUS CON 1 BONUS INT -5 BONUS WIS 0 BONUS CHA -4 BONUS

SKILLS / TRAITS
Blindsight 10', Perception +2

2 PROF

ACTIONS
Bite: 10', +6, 2d6+4p
Constrict: +6, 2d8+4b, grappled & restrained, max 1 target, escape DC 16

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

Noble, M 1/8

NAME CR

15 AC 9 HP 12 PASSIVE PERCEPTION 30 SPEED

STR 0 BONUS DEX 1 BONUS CON 0 BONUS INT 1 BONUS WIS 2 BONUS CHA 3 BONUS

SKILLS / TRAITS
Deception +5, Insight +4, Persuasion +5

2 PROF

ACTIONS
Rapier: +3, 1d8+1p
Parry (react): +2 AC vs melee attack