

Ape, M						1/2
NAME						CR
12 AC	19 HP	13 PASSIVE PERCEPTION	30/30c SPEED			
3 BONUS	2 BONUS	2 BONUS	-2 BONUS	1 BONUS	-2 BONUS	
STR DEX CON INT WIS CHA 3 2 2 -2 1 -2						
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			
1 BONUS	-1 BONUS	2 BONUS	-4 BONUS	-1 BONUS	-2 BONUS	
STR DEX CON INT WIS CHA 1 -1 2 -4 -1 -2						
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			
3 BONUS	5 BONUS	3 BONUS	4 BONUS	5 BONUS	4 BONUS	
STR DEX CON INT WIS CHA 3 5 3 4 5 4						
SKILLS / TRAITS Truesight 120', resist: radiant, immune: scrying, effect to sense emotions/thoughts/location, psychic, bps nonmagic Innate Spellcasting: DC 14, at will: <i>detect evil and good</i> , <i>detect magic</i> , <i>detect thoughts</i> , 3/day each: <i>bles</i> , <i>create food and water</i> , <i>cure wounds</i> , <i>lesser restoration</i> , <i>protection from poison</i> , <i>sanctuary</i> , <i>shield</i> , 1/day each: <i>dream</i> , <i>greater restoration</i> , <i>scrying</i>						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			
2 BONUS	0 BONUS	1 BONUS	-4 BONUS	0 BONUS	-3 BONUS	
STR DEX CON INT WIS CHA 2 0 1 -4 0 -3						
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			
2 BONUS	-4 BONUS	5 BONUS	-5 BONUS	-2 BONUS	-5 BONUS	
STR DEX CON INT WIS CHA 2 -4 5 -5 -2 -5						
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			
4 BONUS	2 BONUS	1 BONUS	-5 BONUS	0 BONUS	-4 BONUS	
STR DEX CON INT WIS CHA 4 2 1 -5 0 -4						
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			
1 BONUS	1 BONUS	1 BONUS	0 BONUS	0 BONUS	0 BONUS	
STR DEX CON INT WIS CHA 1 1 1 0 0 0						
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			
0 BONUS	1 BONUS	0 BONUS	1 BONUS	2 BONUS	3 BONUS	
STR DEX CON INT WIS CHA 0 1 0 1 2 3						
SKILLS / TRAITS Deception +5, Insight +4, Persuasion +5						2 PROF
ACTIONS Rapier: +3, 1d8+1p Parry (react): +2 AC vs melee attack						