

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

Bandit Captain, M 2

NAME CR

15 AC 65 HP 10 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS
Athletics +4, Deception +4

2 PROF

ACTIONS
Multiattack: 2 scimitar, 1 dagger or 2 ranged dagger
Scimitar: +5, 1d6+3s
Dagger: 20/60, +5, 1d4+3p
Parry (react): +2 AC vs melee

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: See spell card* 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

Giant Ape, H 7

NAME CR

12 AC 157 HP 14 PASSIVE PERCEPTION 40/40c SPEED

STR 6 BONUS DEX 2 BONUS CON 4 BONUS INT -2 BONUS WIS 1 BONUS CHA -2 BONUS

SKILLS / TRAITS
Athletics +9, Perception +4

3 PROF

ACTIONS
Multiattack: 2 fist
Fist: 10', +9, 3d10+6b
Rock: 50/100, +9, 7d6+6b

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

Giant Crocodile, H 5

NAME CR

14 AC 85 HP 10 PASSIVE PERCEPTION 30/30s SPEED

STR 5 BONUS DEX -1 BONUS CON 3 BONUS INT -4 BONUS WIS 0 BONUS CHA -2 BONUS

SKILLS / TRAITS
Stealth +5

Hold Breath: 30min

3 PROF

ACTIONS
Multiattack: 1 bite, 1 tail
Bite: +8, 3d10+5p, grappled & restrained, can't bite another target, escape DC 16
Tail: 10', non-grappled target, +8, 2d8+5b, DC 16 Str save or prone

Lizardfolk, M 1/2

NAME CR

15 AC 22 HP 13 PASSIVE PERCEPTION 30/30s SPEED

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

SKILLS / TRAITS
Perception +3, Stealth +4, Survival +5

Hold Breath: 15min

2 PROF

ACTIONS
Multiattack: 2 different melee
Bite: +4, 1d6+2p
Heavy Club: +4, 1d6+2b
Javelin: 30/120, +4, 1d6+2p
Spiked Shield: +4, 1d6+2p

Lizardfolk Gladiator, M 5

NAME CR

16 AC 112 HP 14 PASSIVE PERCEPTION 30/30s SPEED

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

SKILLS / TRAITS
Athletics +10, Intimidation +5, Perception +4, Stealth +7, Survival +7
Brave: Adv on saves vs frightened
Brute: Extra damage die melee weapons (included)
Hold Breath: 15min

3 PROF

ACTIONS
Multiattack: 3 melee or 2 ranged
Bite: +7, 2d6+4p
Spear: 20/60, +7, 2d6+4p/2d8+4p 2-hands
Spiked Shield Bash: +7, 2d4+4b, <L DC 15
Str save or prone
Parry (react): +3 AC vs melee