

Merfolk, M 1/8

NAME CR

11 AC 11 HP 12 PASSIVE PERCEPTION 10/40s SPEED

STR DEX CON INT WIS CHA

0 BONUS 1 BONUS 1 BONUS 0 BONUS 0 BONUS 1 BONUS

SKILLS / TRAITS

Perception +2

Amphibious: Breathe air & water 2 PROF

ACTIONS

Spear: 20/60, +2, 1d6p/1d8p
2-hands

Merrow, L 2

NAME CR

13 AC 45 HP 10 PASSIVE PERCEPTION 10/40s SPEED

STR DEX CON INT WIS CHA

4 BONUS 0 BONUS 2 BONUS -1 BONUS 0 BONUS -1 BONUS

SKILLS / TRAITS

Darkvision 60'

Amphibious: Breathe air & water 2 PROF

ACTIONS

Multiattack: 1 bite, 1 claws/harpoon
Bite: +6, 1d8+3p
Claws: +6, 2d4+4s
Harpoon: 20/60, +6, 2d6+4p. <H Str contest vs merrow or pulled 20'

Pterodactyl, L 3

NAME CR

13 AC 90 HP 13 PASSIVE PERCEPTION 20/60f SPEED

STR DEX CON INT WIS CHA

3 BONUS 2 BONUS 2 BONUS -4 BONUS 1 BONUS -3 BONUS

SKILLS / TRAITS

Perception +3, Stealth +4 2 PROF

ACTIONS

Multiattack: 1 bite, 1 wing slam
Bite: +6, 2d8+3p, <L grappled & restrained, max 1 target, escape DC 13
Wing Slam: 10', +6, 2d8+3b, <L Str save or pushed 10'

Shadow, M 1/2

NAME CR

12 AC 16 HP 10 PASSIVE PERCEPTION 40 SPEED

STR DEX CON INT WIS CHA

-2 BONUS 2 BONUS 1 BONUS -2 BONUS 0 BONUS -1 BONUS

SKILLS / TRAITS

Darkvision 60', Stealth +4 (+6 dim light/dark), vuln: radiant, resist: acid, cold, fire, lightning, thunder, bps nonmagic, immune: exhaust, fright, grapple, necrotic, paralyze, petrify, poison, prone, restrain
Amorphous: >1" no squeeze
Shadow Stealth: Dim light/dark, Hide bonus action
Sunlight Weakness: In sun, disadv attacks, ability checks, saves 2 PROF

ACTIONS

Strength Drain: +4, 2d6+2 necrotic & Str reduced 1d4 (die at 0), short/long rest ends

Spider, T 0

NAME CR

12 AC 1 HP 10 PASSIVE PERCEPTION 20/20c SPEED

STR DEX CON INT WIS CHA

-4 BONUS 2 BONUS -1 BONUS -5 BONUS 0 BONUS -4 BONUS

SKILLS / TRAITS

Darkvision 30', Stealth +4
Spider Climb: Climb difficult surfaces no check
Web Sense: Know location of creatures if on same web
Web Walker: Move normally in webbing 2 PROF

ACTIONS

Bite: +4, 1p, DC 9 Con save or 1d4 poison

Viperian Sorceress, L 8

NAME CR

12 AC 97 HP 13 PASSIVE PERCEPTION 30/30s SPEED

STR DEX CON INT WIS CHA

3 BONUS 2 BONUS 2 BONUS 3 BONUS 3 BONUS 4 BONUS

SKILLS / TRAITS

Blindsight 10', Deception +7, Persuasion +7, immune: poison
Hold Breath: 15min
Shapechanger: Polymorph into M reptilian humanoid
Innate Spellcasting: See spell card* 3 PROF

ACTIONS

Multiattack: 2 bite or 1 bite, 1 constrict
Bite: 10', +6, 2d8+3p
Constrict: +6, 2d8+3b, grappled & restrained, max 1 target, escape DC 16

Couatl

NAME

LEVEL 14 SAVE DC ATTACK BONUS

PER DAY SPELLS

At will detect evil and good, detect magic, detect thoughts

PER DAY SPELLS

3 each bless, create food and water, cure wounds, lesser restoration, protection from poison, sanctuary, shield

PER DAY SPELLS

1 each dream, greater restoration, scrying

PER DAY SPELLS

Viperian Sorceress

NAME

LEVEL 15 SAVE DC +7 ATTACK BONUS

PER DAY SPELLS

At will charm person, eldritch blast, poison spray, unseen servant

PER DAY SPELLS

3 each alarm, black tentacles, counterspell, darkness, dream, phantasmal killer, shield, slow, tongues

PER DAY SPELLS

PER DAY SPELLS