

Merfolk, M 1/8

NAME CR

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

STR 0 DEX 1 CON 1 INT 0 WIS 0 CHA 1

SKILLS / TRAITS
 Perception +2

Amphibious: Breathe air & water

2
PROF

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

Merrow, L 2

NAME CR

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

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

SKILLS / TRAITS
 Darkvision 60'

Amphibious: Breathe air & water

2
PROF

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

Pterodactyl, L 3

NAME CR

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

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

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

AC 12 HP 16 PASSIVE PERCEPTION 10 SPEED 40

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

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

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

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

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

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

STR 3 DEX 2 CON 2 INT 3 WIS 3 CHA 4

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 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 9 SAVE DC 15 ATTACK BONUS +7

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