

Cloud Giant, H 9

NAME CR

14 AC 200 HP 17 PASSIVE PERCEPTION 40 SPEED

STR 8 BONUS DEX 0 BONUS CON 6 BONUS INT 1 BONUS WIS 3 BONUS CHA 3 BONUS

SKILLS / TRAITS
 Insight +7, Perception +7
Keen Smell: Adv on Perception for smell
Innate Spellcasting: At will: *detect magic, fog cloud, light*, 3/day each: *feather fall, fly, misty step, telekinesis*, 1/day each: *control weather, gaseous form* 2 PROF

ACTIONS
Multiattack: 2 morningstar
Morningstar: 10', +12, 3d8+8p
Rock: 60/240, +12, 4d10+8b

Cockatrice, S 1/2

NAME CR

11 AC 27 HP 11 PASSIVE PERCEPTION 20/40f SPEED

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

SKILLS / TRAITS
 Darkvision 60' 2 PROF

ACTIONS
Bite: +3, 1d4+1p, DC 11 Con save or restrained, save again or petrified

Commoner, M 0

NAME CR

10 AC 4 HP 10 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS

ACTIONS
Club: +2, 1d4b

Constrictor Snake, L 1/4

NAME CR

12 AC 13 HP 10 PASSIVE PERCEPTION 30/30s SPEED

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

SKILLS / TRAITS
 Blindsight 10' 2 PROF

ACTIONS
Bite: +4, 1d6+2p
Constrict: +4, 1d8+2b, grappled & restrained, escape DC 14

Copper Dragon Wyrmling, M 1

NAME CR

16 AC 22 HP 14 PASSIVE PERCEPTION 30/30c/60f SPEED

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

SKILLS / TRAITS
 Darkvision 60', blindsight 10', Perception +4, Stealth +3, immune: acid 2 PROF

ACTIONS
Bite: +4, 1d10+2p
Acid Breath (5-6): 20'x5', DC 11 Dex save, 4d8 acid, save half
Slowing Breath (5-6): 15' cone, DC 11 Con save or no reactions, speed halved, 1 attack, 1 action per turn, 1min/until save

Couatl, M 4

NAME CR

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

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

Crab, T 0

NAME CR

11 AC 2 HP 9 PASSIVE PERCEPTION 20/20s SPEED

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

SKILLS / TRAITS
 Blindsight 30', Stealth +2
Amphibious: Breathe air & water 2 PROF

ACTIONS
Claw: +0, 1b

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