

Camel, L 1/8

NAME CR

AC 9 HP 15 PASSIVE PERCEPTION 9 SPEED 50

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

SKILLS / TRAITS

Keen Smell: Adv on Perception for smell

Proficiency: 2

ACTIONS

Bite: +5, 1d4b

Cat, T 0

NAME CR

AC 12 HP 2 PASSIVE PERCEPTION 13 SPEED 40/30c

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

SKILLS / TRAITS

Perception +3, Stealth +4

Keen Smell: Adv on Perception for smell

Proficiency: 2

ACTIONS

Claws: +0, 1s

Centaur, L 2

NAME CR

AC 12 HP 45 PASSIVE PERCEPTION 13 SPEED 50

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

SKILLS / TRAITS

Athletics +6, Perception +3, Survival +3

Charge: If 30' toward target & hits, +3d6p

Proficiency: 2

ACTIONS

Multiattack: 1 pike, 1 hooves or 2 longbow

Pike: 10', +6, 1d10+4p

Hooves: +6, 2d6+4b

Longbow: 150/600, +4, 1d8+2p

Chain Devil, M 8

NAME CR

AC 16 HP 85 PASSIVE PERCEPTION 11 SPEED 30

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

SKILLS / TRAITS

Darkvision 120', resist: cold, bps nonmagic/nonsilver, immune: fire, poison

Devil's Sight: See in magical darkness

Magic Resistance: Adv on saves vs magic

Proficiency: 3

ACTIONS

Multiattack: 2 chains & all animated chains

Chain: 10', +8, 2d6+4s, grappled & restrained & 2d6p each turn, escape DC 14

Animate Chains (R short/long rest): 60'; animate 4 chains, additional attack & grapple per chain

Unnerving Mask (react): 30', DC 14 Wis save or frightened until end of its turn

Chimera, L 6

NAME CR

AC 14 HP 114 PASSIVE PERCEPTION 18 SPEED 30/60f

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

SKILLS / TRAITS

Darkvision 60', Perception +8

Proficiency: 3

ACTIONS

Multiattack: 1 bite, 1 horns, 1 claws or replace bite/horn w/Fire Breath

Bite: +7, 2d6+4p

Horns: +7, 1d12+4b

Claws: +7, 2d6+4s

Fire Breath (5-6): 15' cone, DC 15 Dex save, 7d8 fire, save half

Chuul, L 4

NAME CR

AC 16 HP 93 PASSIVE PERCEPTION 14 SPEED 30/30s

STR 4 DEX 0 CON 3 INT -3 WIS 0 CHA -3

SKILLS / TRAITS

Darkvision 60', Perception +4, immune: poison

Amphibious: Breathe air & water

Sense Magic: Sense magic 120'

Proficiency: 2

ACTIONS

Multiattack: 2 pincer & 1 tentacle if grappling

Pincer: 10', +6, 2d6+4b, <H grappled DC 14

Tentacles: Grappled target DC 13 Con save or poisoned & paralyzed 1min/until save

Clay Golem, L 9

NAME CR

AC 14 HP 133 PASSIVE PERCEPTION 9 SPEED 20

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

SKILLS / TRAITS

Darkvision 60', immune: form alteration, acid, charm, exhaust, fright, paralyze, petrify, poison, psychic, bps nonmagic/nonadamantine

Acid Absorption: Acid damage heals

Berserk: If <61 HP, roll d6. 6 = berserk, attack creatures within 20' or objects if no creatures

Magic Resistance: Adv on saves vs magic

Proficiency: 4

ACTIONS

Multiattack: 2 slam

Slam: +8, 2d10+5b (magic), DC 15 Con save or HP max reduced by damage, die at 0 HP, greater restoration ends

Haste (5-6): +2 AC, adv Dex saves, slam as bonus action until end of its next turn

Cloaker, L 8

NAME CR

AC 14 HP 78 PASSIVE PERCEPTION 11 SPEED 10/40f

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

SKILLS / TRAITS

Darkvision 60', Stealth +5

Damage Transfer: When attached, half damage to target instead of cloaker

False Appearance: Looks like leather cloak

Light Sensitivity: Disadv attacks and Perception for sight in bright light

Proficiency: 3

ACTIONS

Multiattack: 1 bite, 1 tail

Bite: +6, 2d6+3p, if <H & adv, attach. Adv to attack, target blind & suffocating, Str check DC 16 escape

Tail: 10', +6, 1d8+3s

Moan: 60', DC 13 Wis save or frightened 1 round

Phantasms (R short/long rest): 3 illusory duplicates. Roll randomly for targeting. Damage/bright light destroys