

Guard, M 1/8

NAME CR

AC 16 HP 11 PASSIVE PERCEPTION 12 SPEED 30

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

SKILLS / TRAITS
Perception +2

ACTIONS
Spear: 20/60, +3, 1d6+1p/1d8+1p
2-hands

PROF 2

Guardian Naga, L 10

NAME CR

AC 18 HP 127 PASSIVE PERCEPTION 14 SPEED 40

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

SKILLS / TRAITS
Darkvision 60', immune: charm, poison

Rejuvenation: If dies, return to life 1d6 days later

Spellcasting: See spell card*

ACTIONS
Bite: 10', +8, 1d8+4p, DC 15 Con save, 10d8 poison, save half

Spit Poison: 15/30, +8, DC 15 Con save, 10d8 poison, save half

PROF 4

Gynosphinx, L 11

NAME CR

AC 17 HP 136 PASSIVE PERCEPTION 18 SPEED 40/60f

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

SKILLS / TRAITS
Truesight 120', Arcana +12, History +12, Perception +8, Religion +8, resist: bps nonmagic, immune: read thoughts/emotions, charm, fright, psychic

Spellcasting: See spell card*

ACTIONS
Multiattack: 2 claw

Claw: +8, 2d8+4s

PROF 4

NAME CR

AC HP PASSIVE PERCEPTION SPEED

STR DEX CON INT WIS CHA

SKILLS / TRAITS

ACTIONS

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