

**Killer Whale, H** 3

NAME CR

AC: 12 HP: 90 PASSIVE PERCEPTION: 13 SPEED: 60s

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

SKILLS / TRAITS  
**Blindsight 120'**, Perception +3  
**Echolocation:** No blindsight while deaf  
**Hold Breath:** 30min  
**Keen Hearing:** Adv on Perception  
2

ACTIONS  
**Bite:** +6, 5d6+4p

**Knight, M** 3

NAME CR

AC: 18 HP: 52 PASSIVE PERCEPTION: 10 SPEED: 30

STR: 3 DEX: 0 CON: 2 INT: 0 WIS: 0 CHA: 2

SKILLS / TRAITS  
**Brave:** Adv on saves vs frightened  
2

ACTIONS  
**Multiattack:** 2 melee  
**Greatsword:** +5, 2d6+3s  
**Heavy Crossbow:** 100/400, +2, 1d10p  
**Leadership** (R short/long rest): 30', 1min, +d4 attack/save  
**Parry** (react): +2 AC vs melee

**Kobold, S** 1/8

NAME CR

AC: 12 HP: 5 PASSIVE PERCEPTION: 8 SPEED: 30

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

SKILLS / TRAITS  
**Darkvision 60'**  
**Sunlight Sensitivity:** In sunlight, disady on attacks & Perception for sight  
**Pack Tactics:** Adv on attacks if ally within 5' of target  
2

ACTIONS  
**Dagger:** +4, 1d4+2p  
**Sling:** 30/120, +4, 1d4+2b

**Kraken, G** 23

NAME CR

AC: 18 HP: 472 PASSIVE PERCEPTION: 14 SPEED: 20/60s

STR: 10 DEX: 0 CON: 7 INT: 6 WIS: 4 CHA: 5

SKILLS / TRAITS  
**Truesight 120'**, immune: fright, lightning, paralyze, bps nonmagic, magical restrain, magical speed reduce  
**Amphibious:** Breathe air & water  
**Freedom of Movement:** Ignore difficult terrain, 5' to escape grapple or restrain  
**Siege Monster:** Double damage to objects  
7

ACTIONS  
**Multiattack:** 3 tentacle/Fling  
**Bite:** +17, 3d8+10p, if <H & grappled, swallow: blind, restrain, 12d6 acid ongoing, If target 50+ damage 1 turn, kraken DC 25 Con save or exit  
**Tentacle:** 30', +17, 3d6+10b, grapple & restrain escape DC 18 (10 max)  
**Fling:** <H thrown 60' & prone, 1d6b/10', 2nd target DC 18 Dex save or same damage & prone  
**Lightning Storm:** 120', 3 bolts, DC 23 Dex, 4d10 lightning, save half

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