

Lamia, L 4

NAME CR

AC: 13 HP: 97 PASSIVE PERCEPTION: 12 SPEED: 30

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

SKILLS / TRAITS
 Darkvision 60', Deception +7, Insight +4, Stealth +3
Innate Spellcasting: DC 13, at will: *disguise self* (any humanoid form), *major image*, 3/day each: *charm person*, *mirror image*, *screying*, *suggestion*, 1/day: *geas* 2 PROF

ACTIONS
Multiattack: 1 claws, 1 dagger/Intoxicating Touch
Claws: +5, 2d10+3s
Dagger: +5, 1d4+3p
Intoxicating Touch: +5, disadv on Wis saves & ability checks, 1hour (spell)

Lemure, M 0

NAME CR

AC: 7 HP: 13 PASSIVE PERCEPTION: 34 SPEED: 15

STR: 0 DEX: -3 CON: 0 INT: -5 WIS: 0 CHA: -4

SKILLS / TRAITS
 Darkvision 120', resist: cold, immune: charm, fire, fright, poison
Devil's Sight: See in magical darkness
Hellish Rejuvenation: If dies in Nine Hells, revive in 1d10 days unless *bless/holy water* 2 PROF

ACTIONS
Fist: +3, 1d4b

Lich, M 21

NAME CR

AC: 17 HP: 135 PASSIVE PERCEPTION: 19 SPEED: 30

STR: 0 DEX: 3 CON: 3 INT: 5 WIS: 2 CHA: 3

SKILLS / TRAITS
 Truesight 120', Arcana +18, History +12, Insight +9, Perception +9, resist: cold, lightning, necrotic, immune: bps nonmagical, charm, exhaust, fright, paralyze, poison
Legendary Resistance (3/day): Pass a failed save
Rejuvenation: If phylactery, revive in 1d10 days
Spellcasting: See spell card* 7 PROF
Turn Resistance: Adv vs turn undead

ACTIONS
Paralyzing Touch: +12, 3d6 cold, DC 18 Con save or paralyzed 1min/until save (spell)

Lion, L 1

NAME CR

AC: 12 HP: 26 PASSIVE PERCEPTION: 13 SPEED: 50

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

SKILLS / TRAITS
 Perception +3, Stealth +6
Keen Smell: Adv on Perception for smell
Pounce: If 20' toward target & hit w/claw, DC 13 Str save or prone & bonus action bite
Running Leap: Long jump 25' w/10' start 2 PROF

ACTIONS
Bite: +5, 1d8+3p
Claw: +5, 1d6+3s

Lizard, T 0

NAME CR

AC: 10 HP: 2 PASSIVE PERCEPTION: 9 SPEED: 20/20c

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

SKILLS / TRAITS
 Darkvision 30' 2 PROF

ACTIONS
Bite: +0, 1p

Lizardfolk, M 1/2

NAME CR

AC: 15 HP: 22 PASSIVE PERCEPTION: 13 SPEED: 30/30s

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

SKILLS / TRAITS
 Perception +3, Stealth +4, Survival +5
Hold Breath: 15min 2 PROF

ACTIONS
Multiattack: 2 different melee
Bite: +4, 1d6+2p
Heavy Club: +4, 1d6+2b
Javelin: 30/120, +4, 1d6+2p
Spiked Shield: +4, 1d6+2p

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NAME CR

AC: [Blank] HP: [Blank] PASSIVE PERCEPTION: [Blank] SPEED: [Blank]

STR: [Blank] DEX: [Blank] CON: [Blank] INT: [Blank] WIS: [Blank] CHA: [Blank]

SKILLS / TRAITS

ACTIONS

[Blank] [Blank]

NAME CR

AC: [Blank] HP: [Blank] PASSIVE PERCEPTION: [Blank] SPEED: [Blank]

STR: [Blank] DEX: [Blank] CON: [Blank] INT: [Blank] WIS: [Blank] CHA: [Blank]

SKILLS / TRAITS

ACTIONS