

Merfolk, M 1/8

NAME CR

11 AC 11 HP 12 PASSIVE PERCEPTION 10/40s SPEED

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

SKILLS / TRAITS
 Perception +2

Amphibious: Breathe air & water 2 PROF

ACTIONS
Spear: 20/60, +2, 1d6p/1d8p
 2-hands

Merrow, L 2

NAME CR

13 AC 45 HP 10 PASSIVE PERCEPTION 10/40s SPEED

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

SKILLS / TRAITS
 Darkvision 60'

Amphibious: Breathe air & water 2 PROF

ACTIONS
Multiattack: 1 bite, 1 claws/harpoon
Bite: +6, 1d8+4p
Claws: +6, 2d4+4s
Harpoon: 20/60, +6, 2d6+4p. <H Str contest vs merrow or pulled 20'

Mimic, M 2

NAME CR

12 AC 58 HP 11 PASSIVE PERCEPTION 15 SPEED

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

SKILLS / TRAITS
 Darkvision 60', Stealth +5, immune: acid, prone
Shapechanger: Polymorph into object or true form
Adhesive (Object Form): If touched, adhere. <H grappled, escape DC 13 w/disadv
False Appearance (Object Form): Looks like object 2 PROF
Grappler: Adv on attacks vs grappled creatures

ACTIONS
Pseudopod: +5, 1d8+3b, if object form, Adhesive
Bite: +5, 1d8+3p & 1d8 acid

Minotaur, L 3

NAME CR

14 AC 76 HP 17 PASSIVE PERCEPTION 40 SPEED

STR 4 BONUS DEX 0 BONUS CON 3 BONUS INT -2 BONUS WIS 3 BONUS CHA -1 BONUS

SKILLS / TRAITS
 Darkvision 60', Perception +7
Charge: If 10' toward target & hits w/gore, +2d8p & DC 14 Str save or pushed 10' & prone
Labyrinthine Recall: Remember any path
Reckless: Can have adv on all melee attacks, grants adv to others' attacks that target minotaur until start of minotaur's next turn 2 PROF

ACTIONS
Greataxe: +6, 2d12+4s
Gore: +6, 2d8+4p

Minotaur Skeleton, L 2

NAME CR

12 AC 67 HP 9 PASSIVE PERCEPTION 40 SPEED

STR 4 BONUS DEX 0 BONUS CON 2 BONUS INT -2 BONUS WIS -1 BONUS CHA -3 BONUS

SKILLS / TRAITS
 Darkvision 60', vuln: b, immune: exhaust, poison
Charge: If 10' toward target & hits w/gore, +2d8p & DC 14 Str save or pushed 10' & prone 2 PROF

ACTIONS
Greataxe: +6, 2d12+4s
Gore: +6, 2d8+4p

Mule, M 1/8

NAME CR

10 AC 11 HP 10 PASSIVE PERCEPTION 40 SPEED

STR 2 BONUS DEX 0 BONUS CON 1 BONUS INT -4 BONUS WIS 0 BONUS CHA -3 BONUS

SKILLS / TRAITS
Beast of Burden: Carrying capacity as though L
Sure-Footed: Adv on Str/Dex saves vs prone 2 PROF

ACTIONS
Hooves: +2, 1d4+2b

Mummy, M 3

NAME CR

11 AC 58 HP 10 PASSIVE PERCEPTION 20 SPEED

STR 3 BONUS DEX -1 BONUS CON 2 BONUS INT -2 BONUS WIS 0 BONUS CHA 1 BONUS

SKILLS / TRAITS
 Darkvision 60', vuln: fire, resist: bps nonmag, immune: charm, exhaust, fright, necrotic, paralyze, poison 2 PROF

ACTIONS
Multiattack: Dreadful Glare, 1 rotting fist
Rotting Fist: +5, 2d6+3b & 3d6 necrotic, DC 12 Con save or can't regain HP, HP max decreases 10/day (die & turn to dust at 0), **remove curse** ends
Dreadful Glare: 60', 1 target, DC 11 Wis save or frightened 1 round. Fail >4 paralyze, save immune

Mummy Lord, M 15

NAME CR

17 AC 97 HP 14 PASSIVE PERCEPTION 20 SPEED

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

SKILLS / TRAITS
 Darkvision 60', History +5, Religion +5, vuln: fire, immune: charm, exhaust, fright, necrotic, paralyze, poison, bps nonmag
Magic Resistance: Adv on saves vs magic
Rejuvenation: If heart intact, revive 1 day after death 5 PROF
Spellcasting: See spell card*

ACTIONS
Multiattack: Dreadful Glare, 1 rotting fist
Rotting Fist: +9, 3d6+4b & 6d6 necrotic, DC 16 Con save or can't regain HP, HP max decreases 10/day (die & turn to dust at 0), **remove curse** ends
Dreadful Glare: 60', 1 target, DC 16 Wis save or frightened 1 round. Fail >4 paralyze, save immune