

Ochre Jelly, L 2

NAME CR

8 AC 45 HP 8 PASSIVE PERCEPTION 10/10c SPEED

STR 2 BONUS DEX -2 BONUS CON 2 BONUS INT -4 BONUS WIS -2 BONUS CHA -5 BONUS

SKILLS / TRAITS
Blindsight 60', resist: acid, immune: blind, charm, deaf, exhaust, fright, lightning, prone, slashing
Amorphous: >1" no squeezing
Spider Climb: Climb difficult surfaces 2 PROF

ACTIONS
Pseudopod: +4, 2d6+2b & 1d6 acid
Split (react): If >S jelly dealt lightning or slashing & has 10 HP, split into 2 smaller

Octopus, S 0

NAME CR

12 AC 3 HP 12 PASSIVE PERCEPTION 5/30s SPEED

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

SKILLS / TRAITS
Darkvision 30', Perception +2, Stealth +4
Hold Breath: 30min out of water
Underwater Camouflage: Adv on Stealth underwater
Water Breathing: Breathe only 2 PROF

ACTIONS
Tentacles: +4, 1b & grappled, escape DC 10, can't use tentacles on other target
Ink Cloud (R short/long rest): 5' radius, heavily obscured 1min, Dash bonus action

Ogre, L 2

NAME CR

11 AC 59 HP 8 PASSIVE PERCEPTION 40 SPEED

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

SKILLS / TRAITS
Darkvision 60'

ACTIONS
Greatclub: +6, 2d8+4b
Javelin: 30/120, +6, 2d6+4p

Ogre Zombie, L 2

NAME CR

8 AC 85 HP 8 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS
Darkvision 60', immune: poison

Undead Fortitude: If reduced to 0 HP by nonradiant noncrit, Con save DC 5 + damage to go to 1 HP 2 PROF

ACTIONS
Morningstar: +6, 2d8+4b

Oni, L 7

NAME CR

16 AC 110 HP 14 PASSIVE PERCEPTION 30/30f SPEED

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

SKILLS / TRAITS
Darkvision 60', Arcana +5, Deception +8, Perception +4
Innate Spellcasting: DC 13, at will: *darkness, invisibility*, 1/day each: *charm person, cone of cold, gaseous form, sleep*
Regeneration: If at least 1 HP on turn, regain 10 HP 3 PROF

ACTIONS
Multiattack: 2 claws/glaive
Claw (Oni Form): +7, 1d8+4s (magic)
Glaive: 10', +7, 2d10+4s/1d10+4s S/M form (magic)
Change Shape: Polymorph S/M humanoid, L giant

Orc, M 1/2

NAME CR

13 AC 15 HP 10 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS
Darkvision 60', Intimidation +2

Aggressive: Bonus action move speed toward enemy 2 PROF

ACTIONS
Greataxe: +5, 1d12+3s
Javelin: 30/120, +5, 1d6+3p

Otyugh, L 5

NAME CR

14 AC 114 HP 11 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS
Darkvision 120'

Limited Telepathy: 120', transmit simple telepathic message/image 3 PROF

ACTIONS
Multiattack: 1 bite, 2 tentacles
Bite: +6, 2d8+3p, DC 15 Con save or poisoned & 1/day save or HP max reduced 1d10 (die if 0)
Tentacle: 10', +6, 1d8+3b & 1d8p, <L grappled & restrained, escape DC 13 (2 max)
Tentacle Slam: Grappled target, DC 14 Con save or 2d6+3b & stunned 1 round, save half & no stun

Owl, T 0

NAME CR

11 AC 1 HP 13 PASSIVE PERCEPTION 5/60f SPEED

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

SKILLS / TRAITS
Darkvision 120', Perception +3, Stealth +3
Flyby: Flying doesn't provoke opportunity attacks
Keen Hearing & Sight: Adv on Perception for hearing & sight 2 PROF

ACTIONS
Talons: +3, 1s