

**Quasit, T** 1

NAME CR

13 AC 7 HP 10 PASSIVE PERCEPTION 40 SPEED

STR DEX CON INT WIS CHA

-3 BONUS 3 BONUS 0 BONUS -2 BONUS 0 BONUS 0 BONUS

SKILLS / TRAITS  
 Darkvision 120', Stealth +5, resist: cold, fire, lightning, bps nonmagic, immune: poison  
**Shapechanger:** Polymorph into bat, centipede, or toad  
**Magic Resistance:** Adv on saves vs magic 2 PROF

ACTIONS  
**Claws/Bite:** +4, 1d4+3, DC 10 Con save or 2d4 poison & poisoned 1min/until save  
**Scare** (1/day): 20', 1 target, DC 10 Wis save or frightened 1min/until save (diasdv if sees quasit)  
**Invisibility:** Magically invisible until attack, Scare, or concentration ends

**Quipper, T** 0

NAME CR

13 AC 1 HP 8 PASSIVE PERCEPTION 40s SPEED

STR DEX CON INT WIS CHA

-4 BONUS 3 BONUS -1 BONUS -5 BONUS -2 BONUS -4 BONUS

SKILLS / TRAITS  
 Darkvision 60'

**Blood Frenzy:** Adv on melee vs wounded  
**Water Breathing:** Breathe water only 2 PROF

ACTIONS  
**Bite:** +5, 1p

**Rakshasa, M** 13

NAME CR

16 AC 110 HP 13 PASSIVE PERCEPTION 40 SPEED

STR DEX CON INT WIS CHA

2 BONUS 3 BONUS 4 BONUS 1 BONUS 3 BONUS 5 BONUS

SKILLS / TRAITS  
 Darkvision 60', Deception +10, Insight +8, vuln: p magic weapon wielded by good, immune: bps nonmagic  
**Limited Magic Immunity:** Immune to spells 6th lvl or lower, adv on saves vs other magic 5 PROF  
**Innate Spellcasting:** See spell card\*

ACTIONS  
**Multiattack:** 2 claw

**Claw:** +7, 2d6+2s & no benefit from short & long rests, *remove curse* ends

**Rat, T** 0

NAME CR

10 AC 1 HP 10 PASSIVE PERCEPTION 20 SPEED

STR DEX CON INT WIS CHA

-4 BONUS 0 BONUS -1 BONUS -4 BONUS 0 BONUS -3 BONUS

SKILLS / TRAITS  
 Darkvision 30'

**Keen Smell:** Adv on Perception for smell 2 PROF

ACTIONS  
**Bite:** +0, 1p

**Raven, T** 0

NAME CR

12 AC 1 HP 13 PASSIVE PERCEPTION 10/50f SPEED

STR DEX CON INT WIS CHA

-4 BONUS 2 BONUS -1 BONUS -4 BONUS 1 BONUS -2 BONUS

SKILLS / TRAITS  
 Perception +3

**Mimicry:** Mimic simple sound, DC 10  
 Insight to detect mimicry 2 PROF

ACTIONS  
**Beak:** +4, 1p

**Red Dragon Wyrmling, M** 4

NAME CR

17 AC 75 HP 14 PASSIVE PERCEPTION 30/30c/60f SPEED

STR DEX CON INT WIS CHA

4 BONUS 0 BONUS 3 BONUS 1 BONUS 0 BONUS 2 BONUS

SKILLS / TRAITS  
 Darkvision 60', blindsight 10', Perception +4, Stealth +2, immune: fire

ACTIONS  
**Bite:** +6, 1d10+4p & 1d6 fire  
**Fire Breath** (5-6): 15' cone, DC 13  
 Dex save, 7d6 fire, save half

**Reef Shark, M** 1/2

NAME CR

12 AC 22 HP 12 PASSIVE PERCEPTION 40s SPEED

STR DEX CON INT WIS CHA

2 BONUS 1 BONUS 1 BONUS -5 BONUS 0 BONUS -3 BONUS

SKILLS / TRAITS  
 Blindsight 30', Perception +2  
**Pack Tactics:** Adv on attacks if ally within 5' of target  
**Water Breathing:** Breathe water only 2 PROF

ACTIONS  
**Bite:** +4, 1d8+2p

**Remorhaz, H** 11

NAME CR

17 AC 195 HP 10 PASSIVE PERCEPTION 30/20b SPEED

STR DEX CON INT WIS CHA

7 BONUS 1 BONUS 5 BONUS -3 BONUS 0 BONUS -3 BONUS

SKILLS / TRAITS  
 Darkvision 60', tremorsense 60', immune: cold, fire

**Heated Body:** Touch/hit within 5', 3d6 fire 4 PROF

ACTIONS  
**Bite:** 10', +11, 6d10+7p & 3d6 fire, grappled & restrained, escape DC 17, can't bite another target  
**Swallow:** <L grappled, bite attack, if hits, blinded & restrained & 6d6 acid ongoing. If target 30+ damage in 1 turn, remorhaz DC 15 Con save or exit