

Ape, M 1/2

NAME CR

AC 12 HP 19 PASSIVE PERCEPTION 13 SPEED 30/30c

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

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SKILLS / TRAITS
Athletics +5, Perception +3

PROF 2

ACTIONS
Multiattack: 2 fist
Fist: +5, 1d6+3b
Rock: 25/50, +5, 1d6+3b

Basilisk Hatchling, S 1/4

NAME CR

AC 13 HP 27 PASSIVE PERCEPTION 9 SPEED 20

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

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SKILLS / TRAITS
Darkvision 60'

Petrifying Gaze: 30', DC 12 Con save or random limb petrifies. Save again or limb petrified 24 hours

PROF 2

ACTIONS
Bite: +3, 1d4+2p & 1d4 poison

Couatl, M 4

NAME CR

AC 19 HP 97 PASSIVE PERCEPTION 15 SPEED 30/90f

STR 3 DEX 5 CON 3 INT 4 WIS 5 CHA 4

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SKILLS / TRAITS
Truesight 120', resist: radiant, immune: scrying, effect to sense emotions/thoughts/location, psychic, bps nonmag
Innate Spellcasting: DC 14, at will: *detect evil and good, detect magic, detect thoughts*, 3/day each: *bless, create food and water, cure wounds, lesser restoration, protection from poison, sanctuary, shield*, 1/day each: *dream, greater restoration, scrying*

PROF 2

ACTIONS
Bite: +8, 1d6+5p, DC 13 Con save or poisoned & unconscious 24 hours
Constrict: 10', +6, 2d6+3b & <L grappled & restrained, max 1 target, escape DC 15
Change Shape: Polymorph human/beast CR no higher than own

Crocodile, L 1/2

NAME CR

AC 12 HP 19 PASSIVE PERCEPTION 10 SPEED 20/30s

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

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SKILLS / TRAITS
Stealth +2

Hold Breath: 15min

PROF 2

ACTIONS
Bite: +4, 1d10+2p, grappled & restrained, can't bite another target, escape DC 12

Gelatinous Cube, L 2

NAME CR

AC 6 HP 84 PASSIVE PERCEPTION 8 SPEED 15

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

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Blindsight 60', immune: blind, charm, deaf, exhaust, fright, prone
Ooze Cube: If creature enters space, engulf & disadv on save. Pull target out w/DC 12 Str check & 3d6 acid
Transparent: DC 15 Perception check to spot if hasn't moved

PROF 2

ACTIONS
Pseudopod: +4, 3d6 acid
Engulf: Move speed, <H DC 12 Dex save or 3d6 acid, suffocate, restrained & 6d6 acid ongoing, escape DC 12 Str check

Giant Constrictor Snake, H 2

NAME CR

AC 12 HP 60 PASSIVE PERCEPTION 12 SPEED 30/30s

STR 4 DEX 2 CON 1 INT -5 WIS 0 CHA -4

BONUS BONUS BONUS BONUS BONUS BONUS

SKILLS / TRAITS
Blindsight 10', Perception +2

PROF 2

ACTIONS
Bite: 10', +6, 2d6+4p
Constrict: +6, 2d8+4b, grappled & restrained, max 1 target, escape DC 16

Guard, M 1/8

NAME CR

AC 16 HP 11 PASSIVE PERCEPTION 12 SPEED 30

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

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SKILLS / TRAITS
Perception +2

PROF 2

ACTIONS
Spear: 20/60, +3, 1d6+1p/1d8+1p 2-hands

Noble, M 1/8

NAME CR

AC 15 HP 9 PASSIVE PERCEPTION 12 SPEED 30

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

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SKILLS / TRAITS
Deception +5, Insight +4, Persuasion +5

PROF 2

ACTIONS
Rapier: +3, 1d8+1p
Parry (react): +2 AC vs melee attack