

## Quasit, T

1

NAME	CR
13	7
10	40
STR	DEX
CON	INT
WIS	CHA
-3	3
0	-2
0	0
0	0

### 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/untill save  
**Scare** (1/day): 20', 1 target, DC 10 Wis save or frightened 1min/untill save (diasdv if sees quasit)  
**Invisibility:** Magically invisible until attack, Scare, or concentration ends

## Quipper, T

0

NAME	CR
13	1
8	40s
STR	DEX
CON	INT
WIS	CHA
-4	3
-1	-5
-2	-4
0	0

### 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	110
13	40
STR	DEX
CON	INT
WIS	CHA
2	3
4	1
3	5
0	0

### 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  
**Innate Spellcasting:** See spell card\*

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PROF

### ACTIONS

**Multitattack:** 2 claw

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

## Rat, T

0

NAME	CR
10	1
10	20
STR	DEX
CON	INT
WIS	CHA
-4	0
-1	-4
0	-3
0	0

### SKILLS / TRAITS

Darkvision 30'

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

2  
PROF

### ACTIONS

**Bite:** +0, 1p

## Raven, T

0

NAME	CR
12	1
13	10/50f
STR	DEX
CON	INT
WIS	CHA
-4	2
-1	-4
1	-2
0	0

### 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	75
14	30/30c/60f
STR	DEX
CON	INT
WIS	CHA
4	0
3	1
0	2
0	0

### SKILLS / TRAITS

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

2  
PROF

### 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	22
12	40s
STR	DEX
CON	INT
WIS	CHA
2	1
1	-5
0	-3
0	0

### 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	195
10	30/20b
STR	DEX
CON	INT
WIS	CHA
7	1
5	-3
0	-3
0	0

### 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