

Cloud Giant, H

9

NAME	CR				
14	200	17	40		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
8	0	6	1	3	3
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Insight +7, Perception +7

Keen Smell: Adv on Perception for smell
Innate Spellcasting: At will: *detect magic, fog cloud, light*, 3/day each: *feather fall, fly, misty step, telekinesis*, 1/day each: *control weather, gaseous form*

4

ACTIONS

Multiattack: 2 morningstar

Morningstar: 10', +12, 3d8+8p

Rock: 60/240, +12, 4d10+8b

Cockatrice, S

1/2

NAME	CR				
11	27	11	20/40f		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
-2	1	1	-4	1	-2
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60'

2

ACTIONS

Bite: +3, 1d4+1p, DC 11 Con save or restrained, save again or petrified

Commoner, M

0

NAME	CR				
10	4	10	30		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
0	0	0	0	0	0
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

2

ACTIONS

Club: +2, 1d4b

Constrictor Snake, L

1/4

NAME	CR				
12	13	10	30/30s		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
2	2	1	-5	0	-4
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Blindsight 10'

2

ACTIONS

Bite: +4, 1d6+2p

Constrict: +4, 1d8+2b, grappled & restrained, escape DC 14

Copper Dragon Wyrmling, M

1

NAME	CR				
16	22	14	30/30c/60f		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
3	3	3	3	3	3
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Darkvision 60', blindsight 10', Perception +4, Stealth +3, immune: acid

2

ACTIONS

Bite: +4, 1d10+2p

Acid Breath (5-6): 20'x5', DC 11 Dex save, 4d8 acid, save half

Slowing Breath (5-6): 15' cone, DC 11 Con save or no reactions, speed halved, 1 attack, 1 action per turn, 1min/until save

Couatl, M

4

NAME	CR				
19	97	15	30/90f		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
3	3	3	3	3	3
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Truesight 120', resist: radiant, immune: scrying, effect to sense emotions/thoughts/location, psychic, bps nonmagic

Innate Spellcasting: See spell card*

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

Crab, T

0

NAME	CR				
11	2	9	20/20s		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
-4	0	0	-5	-1	-4
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Blindsight 30', Stealth +2

Amphibious: Breathe air & water

2

ACTIONS

Claw: +0, 1b

Crocodile, L

1/2

NAME	CR				
12	19	10	20/30s		
AC	HP	PASSIVE PERCEPTION	SPEED		
STR	DEX	CON	INT	WIS	CHA
2	0	1	-4	0	-3
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Stealth +2

Hold Breath: 15min

2

ACTIONS

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