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|---|-------|--------------------|-------|-------|-------|----------|
| Lamia, L | | | | | | 4 |
| NAME | | | | | | CR |
| 13 | 97 | 12 | 30 | | | |
| AC | HP | PASSIVE PERCEPTION | SPEED | | | |
| STR | DEX | CON | INT | WIS | CHA | |
| 3 | 1 | 2 | 2 | 2 | 3 | |
| BONUS | BONUS | BONUS | BONUS | BONUS | BONUS | |
| SKILLS / TRAITS Darkvision 60', Deception +7, Insight +4, Stealth +3 Innate Spellcasting: DC 13, at will: <i>disguise self</i> (any humanoid form), <i>major image</i> , 3/day each: <i>charm person</i> , <i>mirror image</i> , <i>scrying</i> , <i>suggestion</i> , 1/day: <i>geas</i> | | | | | | 2 |
| ACTIONS Multiattack: 1 claws, 1 dagger/Intoxicating Touch Claws: +5, 2d10+3s Dagger: +5, 1d4+3p Intoxicating Touch: +5, disadv on Wis saves & ability checks, 1hour (spell) | | | | | | |

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|---|-------|--------------------|-------|-------|-------|----------|
| Lemure, M | | | | | | 0 |
| NAME | | | | | | CR |
| 7 | 13 | 34 | 15 | | | |
| AC | HP | PASSIVE PERCEPTION | SPEED | | | |
| STR | DEX | CON | INT | WIS | CHA | |
| 0 | -3 | 0 | -5 | 0 | -4 | |
| BONUS | BONUS | BONUS | BONUS | BONUS | BONUS | |
| SKILLS / TRAITS Darkvision 120', resist: cold, immune: charm, fire, fright, poison Devil's Sight: See in magical darkness Hellish Rejuvenation: If dies in Nine Hells, revive in 1d10 days unless <i>bless</i> /holy water | | | | | | 2 |
| ACTIONS Fist: +3, 1d4b | | | | | | |

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|--|-------|--------------------|-------|-------|-------|-----------|
| Lich, M | | | | | | 21 |
| NAME | | | | | | CR |
| 17 | 135 | 19 | 30 | | | |
| AC | HP | PASSIVE PERCEPTION | SPEED | | | |
| STR | DEX | CON | INT | WIS | CHA | |
| 0 | 3 | 3 | 5 | 2 | 3 | |
| BONUS | BONUS | BONUS | BONUS | BONUS | BONUS | |
| SKILLS / TRAITS Truesight 120', Arcana +18, History +12, Insight +9, Perception +9, resist: cold, lightning, necrotic, immune: bps nonmagic, charm, exhaust, fright, paralyze, poison Legendary Resistance (3/day): Pass a failed save Rejuvenation: If phylactery, revive in 1d10 days Spellcasting: See spell card* Turn Resistance: Adv vs turn undead | | | | | | 7 |
| ACTIONS Paralyzing Touch: +12, 3d6 cold, DC 18 Con save or paralyzed 1min/until save (spell) | | | | | | |

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|---|-------|--------------------|-------|-------|-------|----------|
| Lion, L | | | | | | 1 |
| NAME | | | | | | CR |
| 12 | 26 | 13 | 50 | | | |
| AC | HP | PASSIVE PERCEPTION | SPEED | | | |
| STR | DEX | CON | INT | WIS | CHA | |
| 3 | 2 | 1 | -4 | 1 | -1 | |
| BONUS | BONUS | BONUS | BONUS | BONUS | BONUS | |
| SKILLS / TRAITS Perception +3, Stealth +6 Keen Smell: Adv on Perception for smell Pounce: If 20' toward target & hit w/claw, DC 13 Str save or prone & bonus action bite Running Leap: Long jump 25' w/10' start | | | | | | 2 |
| ACTIONS Bite: +5, 1d8+3p Claw: +5, 1d6+3s | | | | | | |

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|-----------------------------------|-------|--------------------|--------|-------|-------|----------|
| Lizard, T | | | | | | 0 |
| NAME | | | | | | CR |
| 10 | 2 | 9 | 20/20c | | | |
| 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 Darkvision 30' | | | | | | 2 |
| ACTIONS Bite: +0, 1p | | | | | | |

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|--|-------|--------------------|--------|-------|-------|------------|
| Lizardfolk, M | | | | | | 1/2 |
| NAME | | | | | | CR |
| 15 | 22 | 13 | 30/30s | | | |
| AC | HP | PASSIVE PERCEPTION | SPEED | | | |
| STR | DEX | CON | INT | WIS | CHA | |
| 2 | 0 | 1 | -2 | 1 | -2 | |
| BONUS | BONUS | BONUS | BONUS | BONUS | BONUS | |
| SKILLS / TRAITS Perception +3, Stealth +4, Survival +5 Hold Breath: 15min | | | | | | 2 |
| ACTIONS Multiattack: 2 different melee Bite: +4, 1d6+2p Heavy Club: +4, 1d6+2b Javelin: 30/120, +4, 1d6+2p Spiked Shield: +4, 1d6+2p | | | | | | |

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| | | | | | | |
| NAME | | | | | | CR |
| | | | | | | |
| AC | HP | PASSIVE PERCEPTION | SPEED | | | |
| STR | DEX | CON | INT | WIS | CHA | |
| | | | | | | |
| BONUS | BONUS | BONUS | BONUS | BONUS | BONUS | |
| SKILLS / TRAITS | | | | | | |
| ACTIONS | | | | | | |

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|-----------------|-------|--------------------|-------|-------|-------|----|
| | | | | | | |
| NAME | | | | | | CR |
| | | | | | | |
| AC | HP | PASSIVE PERCEPTION | SPEED | | | |
| STR | DEX | CON | INT | WIS | CHA | |
| | | | | | | |
| BONUS | BONUS | BONUS | BONUS | BONUS | BONUS | |
| SKILLS / TRAITS | | | | | | |
| ACTIONS | | | | | | |