

## Ochre Jelly, L

2

NAME

8 AC 45 HP 8 PASSIVE PERCEPTION 10/10c SPEED

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

SKILLS / TRAITS  
Blindsight 60', resist: acid, immune: blind, charm, deaf, exhaust, fright, lightning, prone, slashing  
**Amorphous:** >1" no squeezing  
**Spider Climb:** Climb difficult surfaces

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PROF

### ACTIONS

**Pseudopod:** +4, 2d6+2b & 1d6 acid  
**Split** (react): If >S jelly dealt lightning or slashing & has 10 HP, split into 2 smaller

## Octopus, S

0

NAME

12 AC 3 HP 12 PASSIVE PERCEPTION 5/30s SPEED

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

SKILLS / TRAITS  
Darkvision 30', Perception +2, Stealth +4  
**Hold Breath:** 30min out of water  
**Underwater Camouflage:** Adv on Stealth underwater  
**Water Breathing:** Breathe only

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PROF

### ACTIONS

**Tentacles:** +4, 1b & grappled, escape DC 10, can't use tentacles on other target  
**Ink Cloud** (R short/long rest): 5' radius, heavily obscured 1min, Dash bonus action

## Ogre, L

2

NAME

11 AC 59 HP 8 PASSIVE PERCEPTION 40 SPEED

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

SKILLS / TRAITS  
Darkvision 60'

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PROF

### ACTIONS

**Greatclub:** +6, 2d8+4b  
**Javelin:** 30/120, +6, 2d6+4p

## Ogre Zombie, L

2

NAME

8 AC 85 HP 8 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS  
Darkvision 60', immune: poison

**Undead Fortitude:** If reduced to 0 HP by nonradiant noncrit, Con save DC 5 + damage to go to 1 HP

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### ACTIONS

**Morningstar:** +6, 2d8+4b

## Oni, L

7

NAME

16 AC 110 HP 14 PASSIVE PERCEPTION 30/30f SPEED

STR 3 DEX 3 CON 3 INT 3 WIS 3 CHA 3

SKILLS / TRAITS  
Darkvision 60', Arcana +5, Deception +8, Perception +4  
**Innate Spellcasting:** DC 13, at will: *darkness*, *invisibility*, 1/day each: *charm person*, *cone of cold*, *gaseous form*, *sleep*  
**Regeneration:** If at least 1 HP on turn, regain 10 HP

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PROF

### ACTIONS

**Multiattack:** 2 claws/glaive  
**Claw** (Oni Form): +7, 1d8+4s (magic)  
**Glaive:** 10', +7, 2d10+4s/1d10+4s S/M form (magic)  
**Change Shape:** Polymorph S/M humanoid, L giant

## Orc, M

1/2

NAME

13 AC 15 HP 10 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS  
Darkvision 60', Intimidation +2

**Aggressive:** Bonus action move speed toward enemy

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PROF

### ACTIONS

**Greataxe:** +5, 1d12+3s  
**Javelin:** 30/120, +5, 1d6+3p

## Otyugh, L

5

NAME

14 AC 114 HP 11 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS  
Darkvision 120'

**Limited Telepathy:** 120', transmit simple telepathic message/image

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PROF

### ACTIONS

**Multiattack:** 1 bite, 2 tentacles  
**Bite:** +6, 2d8+3p, DC 15 Con save or poisoned & 1/day save or HP max reduced 1d10 (die if 0)  
**Tentacle:** 10', +6, 1d8+3b & 1d8p, <L grappled & restrained, escape DC 13 (2 max)  
**Tentacle Slam:** Grappled target, DC 14 Con save or 2d6+3b & stunned 1 round, save half & no stun

## Owl, T

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NAME

11 AC 1 HP 13 PASSIVE PERCEPTION 5/60f SPEED

STR 3 DEX 3 CON 3 INT 3 WIS 3 CHA 3

SKILLS / TRAITS  
Darkvision 120', Perception +3, Stealth +3  
**Flyby:** Flying doesn't provoke opportunity attacks

**Keen Hearing & Sight:** Adv on Perception for hearing & sight

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PROF

### ACTIONS

**Talons:** +3, 1s