Saber-Toothed Tiger, *L*

CR 2

AC	HP	PASSIVE PERCEPTION	SPEED
12	52	13	40

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

SKILLS / TRAITS

Perception +3, Stealth +6
Keen Smell: Adv on Perception for smell
Pounce: If 20' toward target & hit w/claw, DC 14 Str save or prone & bonus action bite

PROF 2

ACTIONS

Bite: **+6, 1d10+5p**
Claw: **+6, 2d6+5s**

Sahuagin, *M*

CR 1/2

AC	HP	PASSIVE PERCEPTION	SPEED
12	22	15	30/40s

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

SKILLS / TRAITS

Darkvision 120', Perception +5
Blood Frenzy: Adv on attacks vs wounded
Limited Amphibiousness: Breathe air & water, must sumberge every 4 hours
Shark Telepathy: 120', telepathic communication with sharks

PROF 2

ACTIONS

Multiattack: 1 bite, 1 claws/spear
Bite: **+3, 1d4+1p**
Claws: **+3, 1d4+1s**
Spear: 20/60, **+3, 1d6+1p/1d8+1p** 2-hands

Salamander, *L*

CR 5

AC	HP	PASSIVE PERCEPTION	SPEED
15	90	10	30

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

SKILLS / TRAITS

Darkvision 60', vuln: cold, resist: bps nonmagic, immune: fire
Heated Body: If touch/hit in 5', **2d6 fire**
Heated Weapons: Metal weapons **+1d6 fire** (included)

PROF 3

ACTIONS

Multiattack: 1 spear, 1 tail
Spear: 20/60, **+7, 2d6+4p/2d8+4p** 2-hands & **1d6 fire**
Tail: 10', **+7, 2d6+4b & 2d6 fire**, grappled & restrained, escape DC 14, auto-hit w/tail, can't target others

Satyr, *M*

CR 1/2

AC	HP	PASSIVE PERCEPTION	SPEED
14	31	12	40

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

SKILLS / TRAITS

Perception +2, Performance +6, Stealth +5

Magic Resistance: Adv on saves vs magic

PROF 2

ACTIONS

Ram: **+3, 2d4+1b**
Shortsword: **+5, 1d6+3p**
Shortbow: 80/320, **+5, 1d6+3p**

Scorpion, *T*

CR 0

AC	HP	PASSIVE PERCEPTION	SPEED
11	1	9	10

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

SKILLS / TRAITS

Blindsight 10'

PROF 2

ACTIONS

Sting: **+2, 1p**, DC 9 Con save, **1d8 poison**, save half

Scout, *M*

CR 1/2

AC	HP	PASSIVE PERCEPTION	SPEED
13	16	15	30

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

SKILLS / TRAITS

Nature +4, Perception +5, Stealth +6, Survival +5

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

PROF 2

ACTIONS

Multiattack: 2 melee or 2 ranged

Shortsword: **+4, 1d6+2p**
Longbow: 150/600, **+4, 1d8+2p**

Sea Hag, *M*

CR 2

AC	HP	PASSIVE PERCEPTION	SPEED
14	52	11	30/40s

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

SKILLS / TRAITS

Darkvision 60'
Amphibious: Breathe air & water
Horrific Appearance: If 30' & can see true form, DC 11 Wis save or frightened/until save (disadv if sees hag), save immune. Can avert eyes if no surprise, attacks disadv

PROF 2

ACTIONS

Claws: **+5, 2d6+3s**
Death Glare: 1 frightened creature 30', if sees hag, DC 11 Wis save or 0 HP
Illusory Appearance: Ugly humanoid illusion, Investigation DC 16 to discern

Sea Horse, *T*

CR 0

AC	HP	PASSIVE PERCEPTION	SPEED
11	1	10	20s

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

SKILLS / TRAITS

Water Breathing: Breathe underwater only

PROF 2

ACTIONS