

### Saber-Toothed Tiger, *L*

2

NAME CR

AC 12 HP 52 PASSIVE PERCEPTION 13 SPEED 40

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

2 PROF

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

### Sahuagin, *M*

1/2

NAME CR

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

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

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

2 PROF

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*

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NAME CR

AC 15 HP 90 PASSIVE PERCEPTION 10 SPEED 30

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

3 PROF

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*

1/2

NAME CR

AC 14 HP 31 PASSIVE PERCEPTION 12 SPEED 40

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

SKILLS / TRAITS  
 Perception +2, Performance +6, Stealth +5  
**Magic Resistance:** Adv on saves vs magic

2 PROF

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

### Scorpion, *T*

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NAME CR

AC 11 HP 1 PASSIVE PERCEPTION 9 SPEED 10

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

SKILLS / TRAITS  
 Blindsight 10'

2 PROF

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

### Scout, *M*

1/2

NAME CR

AC 13 HP 16 PASSIVE PERCEPTION 15 SPEED 30

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

SKILLS / TRAITS  
 Nature +4, Perception +5, Stealth +6, Survival +5  
**Keen Hearing & Sight:** Adv on Perception for hearing & sight

2 PROF

ACTIONS  
**Multiattack:** 2 melee or 2 ranged  
**Shortsword:** +4, 1d6+2p  
**Longbow:** 150/600, +4, 1d8+2p

### Sea Hag, *M*

2

NAME CR

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

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

SKILLS / TRAITS  
 Darkvision 60'  
**Amphibious:** Breathe air & water  
**Horroric 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

2 PROF

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*

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NAME CR

AC 11 HP 1 PASSIVE PERCEPTION 10 SPEED 20s

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

SKILLS / TRAITS  
**Water Breathing:** Breathe underwater only

2 PROF

ACTIONS