

Giant Cave Scorpion (M): CR3 3d20,2d8,1d10

Large beast, unaligned

Armor Class 15 (natural), **Hit Points** 52, **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	1 (-5)	9 (-1)	3 (-4)

Claw (x2): Melee (+4/5ft) (1d8+2) blunt+grapple. DC12 escape. One player per claw can be grappled.

Sting (x1): Melee (+4/5ft) (1d10+2) piercing.
+ poison DC12 con save, 4d10 on fail or half on success.

Multiattack: The scorpion makes three attacks: two with its claws and one with its sting.

Senses blindsight 60 ft.

Tribal Leader (MR): CR2 1d20,2d8,1d6

Medium humanoid (pygmy), chaotic evil, lvl 3 caster

Armor Class 16 (rm, shield), **Hit Points** 45, **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	13 (+1)	12 (+1)

Spear. Melee: (+5,5ft) (2d8+3) piercing
Ranged: (+5,20/60ft) (1d6+3 plus 1d8) piercing

Cantrips: guidance, resistance, thaumaturgy

1st level (4 slots): bless, command

2nd level (3 slots): augury, spiritual weapon (spear)

Spell save: DC 11, +3, **Spellcasting ability:** Wisdom

Skills: Intimidation +3, Religion +1

Senses: darkvision 60 ft.

Languages: Common, Pygmy

Aggressive: As a bonus action, the pygmy can move up to its speed toward a hostile creature that it can see.

Tribal Fury: The pygmy deals an extra 4 (1d8) damage when it hits with a weapon attack (included in attacks).

Bless. (3 creatures, 30ft, +1d4 to attack/save for duration, concentration.

Spiritual Weapon. (1min,60ft) (1d8 force+1,5ft on cast)
(can move and attack as bonus action thereafter)

Tribal Caster (MR): CR2 1d20,1d8

Medium humanoid (pygmy), chaotic evil, lvl 5 caster

Armor Class 14 (hide), **Hit Points** 45, **Speed** 30ft
(+bonus action: +30 towards visible hostile)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	10 (0)	15 (+2)	11 (0)

Claw x2 (x4 < 1/2 hp). Melee: (+4,5ft) (1d8+2) slashing

Cantrips: guidance, mending, resistance, thaumaturgy

1st level (4 slots): bane, cure wounds

2nd level (3 slots): augury, warding bond

3rd level (2 slots): bestow curse, mass healing word

Spell save: DC 12, +4, **Spellcasting ability:** Wisdom

Skills: Intimidation +2, Medicine +4, Survival +4

Senses: darkvision 60 ft.

Languages: Common, Pygmy

Cure Wounds. (60ft) (1d8+4) healing to ally.

Warding Bond. (60ft) Ally gains 1 AC and +1 to saves.
Ally and caster split all damage.

Mass Healing Word. (60ft) Caster +allies gain 1d4+4 hp.

Aggressive: As a bonus action, the pygmy can move up to its speed toward a hostile creature that it can see.

Tribal Dervish (MR): CR2 3d20,2d6,1d4

Medium humanoid (pygmy), chaotic evil, alignment

Armor Class 15 (studded), **Hit Points** 65, **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (0)	14 (+2)

Scimitar (x2). Melee: (+5,ft) (1d6+3) slashing (multi).

Dagger (x1). Melee: (+5,5ft) (1d4+3) piercing (multi).
Ranged: (+5,20/60ft) (1d4+3) piercing.

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Languages Common, Pygmy

Multiattack: Makes three melee attacks (2 x scimitar 1 x dagger) or two ranged attacks (2 x dagger).

Reaction, Parry: The dervish adds 2 to its AC against one melee attack that would hit it. To do so, the pygmy must see the attacker and be wielding a melee weapon

Yeti (M): CR3

3d20,7d6

Large monstrosity, chaotic evil

Armor Class 12 (natural), **Hit Points** 51, **Speed** 40 ft,
Climb 40 ft.

Damage Immunities cold

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +3, **Senses** darkvision 60 ft, **Languages** Yeti

Claw (x2). Melee (+6,5ft) (1d6+4+1d6 cold) (**+gaze**)

Chilling Gaze: One visible creature within 30 ft. DC 13 Con save or 3d6 cold damage, and paralyzed for 1 minute. Repeat saving throw at the end of each turn. The target is immune to Chilling Gaze for 1 hour.

Fear of Fire: If the yeti takes fire damage, disadvantage on attack and ability rolls until the end of its next turn.

Keen Smell: Advantage on Wisdom (Perception) checks that rely on smell.

Snow Camouflage: Advantage on Dexterity (Stealth) checks made to hide in snow.

Multiattack: Chilling Gaze and two claw attacks.