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| Diamondback Rattlesnake  ***Small beast, Unaligned*** | | | | | |
| **Armor Class** 13  **Hit Points**  5 (1d6+1)  Speed 30 ft, Climspeed 30 ft Swim 30 ft. | | | | | |
| **STR**  2 (-4) | **DEX**  16 (+3) | **CON**  12 (+1) | **INT**  2 (-4) | **WIS**  12 (+1) | **CHA**  10 (0) | |
| **Skills** Stealth +5 Perception +3 Intimidation + 2  **Senses** Blindsight 30 Ft., passive Perception 13  **Languages**  **Challenge** 1/2 (25 XP)  **­Slither.** The Diamondback Rattlesnake can move through a space as narrow as half a foot wide without squeezing. In addtion it count as one size smaller for the purposes of moving though enmey creatures space  **Venom (Recharges after a Long Rest).** When the Diamondback Rattlesnake hits with it's bite attack, it can have the attack deals plus 2 (1d4) poison damage make a dc 14 Constitution saving throw. On a failed save, it is also poisoned for the next hour, At the start of each of its turns until the poison ends, the target must make a constitution saving throw with disadvantage. On a failed save, it takes (1d4) poison damage. On a successful save, the poison ends. If the target or a creature within 5 feet of it uses an action make a dc 14 Wisdom (Medicine) check to end the effect. | | | | | | | |
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| ACTIONS | | | | | | | |
| **Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d + 3) piercing damage piercing.** | | | | | | | |
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| King Cobra  ***Medium beast, Unaligned*** | | | | | |
| **Armor Class** 14  **Hit Points**  11 (2d8+2)  Speed 30 ft, Climspeed 30 ft Swim 30 ft. | | | | | |
| **STR**  2 (-4) | **DEX**  18 (+4) | **CON**  13 (+1) | **INT**  2 (-4) | **WIS**  12 (+1) | **CHA**  2 (-4) | |
| **Skills** Stealth +6 Perception +3 Intimidation + 3  **Senses** Blindsight 30 Ft., passive Perception 13  **Languages**  **Challenge** 2 (25 XP)  **­Slither.** The King cobra can move through a space as narrow as 1 foot wide without squeezing. In addtion it count as one size smaller for the purposes of moving though enmey creatures space  **Venom (Recharges after a Long Rest).** When the King cobra hits with it's bite attack, it can have the attack deals plus 6 (1d12) poison damage make a dc 16 Constitution saving throw. On a failed save, it is also poisoned for the next hour, At the start of each of its turns until the poison ends the target is paralyzed , the target must make a constitution saving throw with disadvantage. On a failed save, it takes 6 (1d12) poison damage. On a successful save, the poison ends. If the target or a creature within 5 feet of it uses an action make a dc 16 Wisdom (Medicine) check to end the effect. | | | | | | | |
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| ACTIONS | | | | | | | |
| **Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage.** | | | | | | | |
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| Fat-tailed Scorpion  ***Medium beast, Unaligned*** | | | | | |
| **Armor Class** 11  **Hit Points**  1 (1d4-1)  Speed 15 ft | | | | | |
| **STR**  2 (-4) | **DEX**  11 (+1) | **CON**  8 (-1) | **INT**  1 (-5) | **WIS**  8 (-1) | **CHA**  2 (-4) | |
| **Skills**  **Senses**. passive Perception 9  **Languages**  **Challenge** 1/2 (25 XP)  **Venom (Recharges after a Long Rest).** When the Fat-tailed scorpion hits with it's bite attack, it can have the attack deals plus 4 (1d8) poison damage make a dc 15 Constitution saving throw. On a failed save, it is also poisoned for the next hour, At the start of each of its turns until the poison ends the target is paralyzed , the target must make a constitution saving throw with disadvantage. On a failed save, it takes 4 (1d8) poison damage. On a successful save, the poison ends. If the target or a creature within 5 feet of it uses an action make a dc 15 Wisdom (Medicine) check to end the effect. | | | | | | | |
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| ACTIONS | | | | | | | |
| **Sting. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1(1d1) piercing damage.** | | | | | | | |
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