

Ape, M 1/2

NAME CR

12 AC 19 HP 13 PASSIVE PERCEPTION 30/30c SPEED

STR DEX CON INT WIS CHA

3 BONUS 2 BONUS 2 BONUS -2 BONUS 1 BONUS -2 BONUS

SKILLS / TRAITS

Athletics +5, Perception +3

2 PROF

ACTIONS

Multiattack: 2 fist

Fist: +5, 1d6+3b

Rock: 25/50, +5, 1d6+3b

Druid, M 2

NAME CR

11/16* AC 27 HP 14 PASSIVE PERCEPTION 30 SPEED

STR DEX CON INT WIS CHA

0 BONUS 1 BONUS 1 BONUS 1 BONUS 2 BONUS 0 BONUS

SKILLS / TRAITS

Medicine +4, Nature +3, Perception +4

Spellcasting: 4th lvl, DC 12, +4, at will: *druidcraft, produce flame, shillelagh*, 1st (4): *entangle, longstrider, speak with animals, thunderwave*, 2nd (3): *animal messenger, barkskin*

2 PROF

ACTIONS

Quarterstaff: +2 (+4 *shillelagh*), 1d6b/1d8b 2-hands, 1d8+2b *shillelagh*

Imperfect Specimen, M 1

NAME CR

13 AC 39 HP 11 PASSIVE PERCEPTION 30/15c SPEED

STR DEX CON INT WIS CHA

3 BONUS 1 BONUS 2 BONUS -3 BONUS 1 BONUS -3 BONUS

SKILLS / TRAITS

Tremorsense 60', immune: cold, poison

Desperate Violence: When <11 HP, adv on attacks & extra 1d6 damage

Fumes: If creature starts within 5', DC 12 Con save or poison until next turn. Immune 24 hrs on success

2 PROF

ACTIONS

Multiattack: 2 claws

Claws: +5, 2d6+3s

Karina Tsolka, M 5

NAME CR

14 AC 90 HP 11 PASSIVE PERCEPTION 30 SPEED

STR DEX CON INT WIS CHA

0 BONUS 3 BONUS 0 BONUS 4 BONUS 1 BONUS 1 BONUS

SKILLS / TRAITS

Darkvision 60', Arcana +7, Medicine +4, Stealth +6, resist: poison damage, immune: poisoned

3 PROF

ACTIONS

Explosives: 20/60, +6, 6d6 fire & DC 15 Dex or ignite (1d10 fire at start of turn, action to douse)

Toxic Vial: 20/60, +6, 5d8 poison & DC 15 Con or poison 1 min, save ends

Mage, M 6

NAME CR

12/15* AC 40 HP 11 PASSIVE PERCEPTION 30 SPEED

STR DEX CON INT WIS CHA

-1 BONUS 2 BONUS 0 BONUS 3 BONUS 1 BONUS 0 BONUS

SKILLS / TRAITS

Arcana +6, History +6

Spellcasting: See spell card*

3 PROF

ACTIONS

Dagger: 20/60, +5, 1d4+2p

Owlbear, L 3

NAME CR

13 AC 59 HP 13 PASSIVE PERCEPTION 40 SPEED

STR DEX CON INT WIS CHA

5 BONUS 1 BONUS 3 BONUS -4 BONUS 1 BONUS -2 BONUS

SKILLS / TRAITS

Darkvision 60', Perception +3

Keen Sight & Smell: Adv on Perception for sight & smell

2 PROF

ACTIONS

Multiattack: 1 beak, 1 claws

Beak: +7, 1d10+5p

Claws: +7, 2d8+5s

Scout, M 1/2

NAME CR

13 AC 16 HP 15 PASSIVE PERCEPTION 30 SPEED

STR DEX CON INT WIS CHA

0 BONUS 2 BONUS 1 BONUS 0 BONUS 1 BONUS 0 BONUS

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

Snow Mutant, L 7

NAME CR

15 AC 152 HP 11 PASSIVE PERCEPTION 50/30c SPEED

STR DEX CON INT WIS CHA

5 BONUS 0 BONUS 4 BONUS -3 BONUS 1 BONUS -3 BONUS

SKILLS / TRAITS

Darkvision 60', Athletics +8, immune: cold, poison

Keen Sight: Adv on Perception for sight

3 PROF

ACTIONS

Multiattack: 3 leg stab

Leg Stab: 10', +8, 2d10+5p