

**Scout, M** 1/2

NAME CR

13 AC 16 HP 15 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS  
Nature +4, Perception +5, Stealth +6, Survival +5

**Keen Hearing & Sight:** Adv on Perception for hearing & sight 2 PROF

ACTIONS  
**Multitask:** 2 melee or 2 ranged

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

**Shrieker, M** 0

NAME CR

5 AC 13 HP 6 PASSIVE PERCEPTION 0 SPEED

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

SKILLS / TRAITS  
Blindsight 30', immune: blind, deaf, fright

**False Appearance:** Looks like fungus 2 PROF

ACTIONS  
**Shriek** (react): If bright light/creature within 30', shriek: audible 300', lasts 1d4 rounds after trigger out of range

**Skeleton, M** 1/4

NAME CR

13 AC 13 HP 9 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS  
Darkvision 60', vuln: b, immune: exhaust, poison

2 PROF

ACTIONS  
**Shortsword:** +4, 1d6+2p  
**Shortbow:** 80/320, +4, 1d6+2p

**Stone Shaman, M** 1/4

NAME CR

12 AC 27 HP 12 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS  
Medicine +4, Religion +4, Stealth +2, immune: petrify  
**Mud Camouflage:** Adv on Stealth in forest/rocks  
**Innate Spellcasting:** DC 11, 1st lvl, at will: *guidance, sacred flame, thaumaturgy*, 1st (3): *bane, inflict wounds, shield of faith* 2 PROF

ACTIONS  
**Spear:** 20/60, +2, 1d6p/1d8p 2-handed

**Stone Warrior, M** 1/4

NAME CR

12 AC 11 HP 10 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS  
Stealth +3  
**Mud Camouflage:** Adv on Stealth in forest/rocks  
**Pack Tactics:** Adv on attacks when ally within 5' of target 2 PROF

ACTIONS  
**Spear:** 20/60, +3, 1d6+1p/1d8+2p 2-handed

**Spy, M** 1

NAME CR

12 AC 27 HP 16 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS  
Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4  
**Cunning Action:** Bonus action Dash, Disengage, or Hide  
**Sneak Attack** (1/turn): +2d6 when adv or target within 5' of ally 2 PROF

ACTIONS  
**Multitask:** 2 melee

**Shortsword:** +4, 1d6+2p  
**Hand Crossbow:** 30/120, +4, 1d6+2p

**Swarm of Fire Wasps, M** 1/2

NAME CR

12 AC 22 HP 8 PASSIVE PERCEPTION 20/20c 20f SPEED

STR -4 BONUS DEX 1 BONUS CON 0 BONUS INT -5 BONUS WIS -2 BONUS CHA -5 BONUS

SKILLS / TRAITS  
Blindsight 10', Perception +2, Stealth +4, resist: bps, fire, vuln: cold, immune: charm, fright, grapple, paralyze, petrify, prone, restrain, stun

**Swarm:** Share another creature's space, pass openings as if T, can't regain HP/temp HP 2 PROF

ACTIONS  
**Bite:** 0', +3, 2d4p & 2d4 fire, or 1d4p & 1d4 fire if at half HP

**Thug, M** 1/2

NAME CR

11 AC 32 HP 10 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS  
Intimidation +2

**Pack Tactics:** Adv on attacks if ally within 5' of target 2 PROF

ACTIONS  
**Multitask:** 2 melee

**Mace:** +4, 1d6+2b  
**Heavy Crossbow:** 100/400, +2, 1d10p