

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
Multiaction: 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
Multiaction: 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
Illumination: Sheds bright light 10', dim 10' 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
Multiaction: 2 melee

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