

Ape, M 1/2

NAME CR

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

STR 3 BONUS DEX 2 BONUS CON 2 BONUS INT -2 BONUS WIS 1 BONUS CHA -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 0 BONUS DEX 1 BONUS CON 1 BONUS INT 1 BONUS WIS 2 BONUS CHA 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 3 BONUS DEX 1 BONUS CON 2 BONUS INT -3 BONUS WIS 1 BONUS CHA -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 0 BONUS DEX 3 BONUS CON 0 BONUS INT 4 BONUS WIS 1 BONUS CHA 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 -1 BONUS DEX 2 BONUS CON 0 BONUS INT 3 BONUS WIS 1 BONUS CHA 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 5 BONUS DEX 1 BONUS CON 3 BONUS INT -4 BONUS WIS 1 BONUS CHA -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 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
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 5 BONUS DEX 0 BONUS CON 4 BONUS INT -3 BONUS WIS 1 BONUS CHA -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