

Veteran, M 3

NAME CR

17 AC 58 HP 12 PERCEPTION 30 SPEED

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

SKILLS / TRAITS
Athletics +5, Perception +2

PROF 2

ACTIONS
Multiattack: 2 longsword, 1 shortsword
Longsword: +5, 1d8+3s/1d10+3s
2-hands
Shortsword: +5, 1d6+3p
Heavy Crossbow: 100/400, +3, 1d10+1p

Gem of Seeing

NAME

Wondrous item R Y

CATEGORY RARITY ATTUNE

NOTES
This gem has 3 charges. As an action, you can speak the gem's command word and expend 1 charge. For the next 10 minutes, you have truesight out to 120 feet when you peer through the gem.
The gem regains 1d3 expended charges daily at dawn.

BONUS SAVE DC CHARGES 3

Goggles of Night

NAME

Wondrous item U Y

CATEGORY RARITY ATTUNE

NOTES
While wearing these dark lenses, you have darkvision out to a range of 60 feet. If you already have darkvision, wearing the goggles increases its range by 60 feet.

BONUS SAVE DC CHARGES

+1 Maul

NAME

Weapon (maul) U N

CATEGORY RARITY ATTUNE

NOTES
You have a +1 bonus to attack and damage rolls made with this magic weapon.

The soul of an irritable dwarven shield maiden, Verna, possesses this weapon. She can communicate telepathically with anyone holding the maul.

BONUS SAVE DC CHARGES +1

Potion of Animal Friendship

NAME

Potion U N

CATEGORY RARITY ATTUNE

NOTES
When you drink this potion, you can cast the *animal friendship* spell (save DC 13) for 1 hour at will. Agitating this muddy liquid brings little bits into view: a fish scale, a hummingbird tongue, a cat claw, or a squirrel hair.

BONUS SAVE DC CHARGES 13

Karina Tsolka

NAME

LAIR ACTIONS INITIATIVE

NOTES

LEGENDARY ACTIONS 3

ACTIONS

NOTES
Release Specimen: Release imperfect specimen in vat within 5'
Duck And Weave: Disengage action and move 15'
Bombs Away (2 actions): Attack action

Mage

NAME

9 14 +6

LEVEL SAVE DC ATTACK BONUS

LEVEL SLOTS SPELLS

| | | |
|---|---|---|
| 0 | 0 | fire bolt, light, mage hand, prestidigitation |
| 1 | 4 | detect magic, mage armor, magic missile, shield |
| 2 | 3 | misty step, suggestion |
| 3 | 3 | counterspell, fireball, fly |
| 4 | 3 | greater invisibility, ice storm |
| 5 | 1 | cone of cold |
| | 0 | |
| | 0 | |
| | 0 | |
| | 0 | |