

Scout, M

1/2

NAME						CR
13	16	15	30			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
0	2	1	0	1	0	
BONUS	BONUS	BONUS	BONUS	BONUS	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

Shrieker, M

0

NAME						CR
5 AC	13 HP	6 PASSIVE PERCEPTION	0 SPEED			
STR	DEX	CON	INT	WIS	CHA	
-5 BONUS	-5 BONUS	0 BONUS	-5 BONUS	-4 BONUS	-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	DEX	CON	INT	WIS	CHA	
0 BONUS	2 BONUS	2 BONUS	-2 BONUS	-1 BONUS	-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	DEX	CON	INT	WIS	CHA	
0 BONUS	0 BONUS	0 BONUS	0 BONUS	2 BONUS	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	11	10	30			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
1	1	1	-1	0	-1	
BONUS	BONUS	BONUS	BONUS	BONUS	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	27	16	30			
AC	HP	PASSIVE PERCEPTION	SPEED			
STR	DEX	CON	INT	WIS	CHA	
0	2	0	1	2	3	
BONUS	BONUS	BONUS	BONUS	BONUS	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
Multiattack: 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	20/200 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	DEX	CON	INT	WIS	CHA	
2	0	2	0	0	0	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

SKILLS / TRAITS
Intimidation +2

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

2
PROF

ACTIONS
Multiattack: 2 melee

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