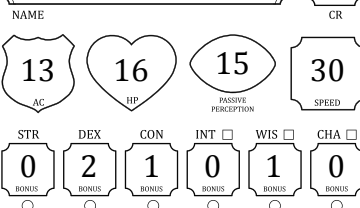


Scout, M

1/2



SKILLS / TRAITS

Nature +4, Perception +5, Stealth +6, Survival +5

Keen Hearing & Sight: Adv on Perception for hearing & sight

2
PROF

ACTIONS

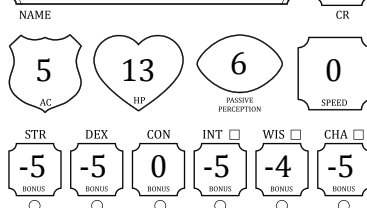
Multiattack: 2 melee or 2 ranged

Shortsword: +4, 1d6+2p

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

Shrieker, M

0



SKILLS / TRAITS

Blindsight 30', immune: blind, deaf, fright

False Appearance: Looks like fungus

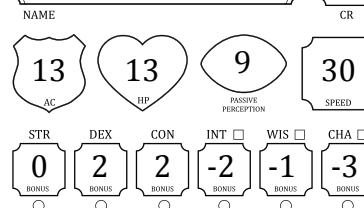
2
PROF

ACTIONS

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

Skeleton, M

1/4



SKILLS / TRAITS

Darkvision 60', vuln: b, immune: exhaust, poison

2
PROF

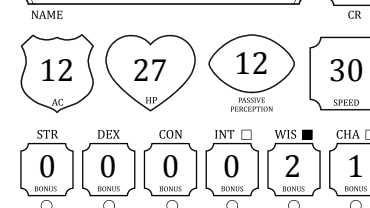
ACTIONS

Shortsword: +4, 1d6+2p

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

Stone Shaman, M

1/4



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*

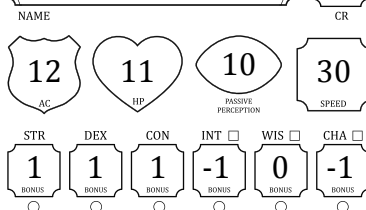
2
PROF

ACTIONS

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

Stone Warrior, M

1/4



SKILLS / TRAITS

Stealth +3

Mud Camouflage: Adv on Stealth in forest/rocks

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

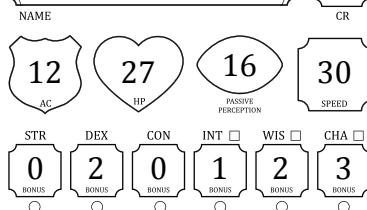
2
PROF

ACTIONS

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

Spy, M

1



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

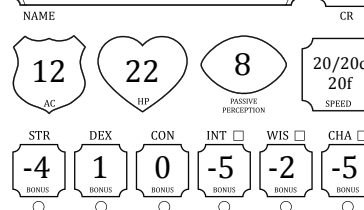
Multiattack: 2 melee

Shortsword: +4, 1d6+2p

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

Swarm of Fire Wasps, M

1/2



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'

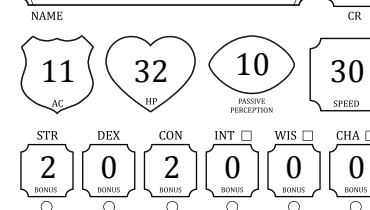
2
PROF

ACTIONS

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

Thug, M

1/2



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