

Ape, M

1/2

NAME

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

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

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

AC 11/16* HP 27 PASSIVE PERCEPTION 14 SPEED 30

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

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

AC 13 HP 39 PASSIVE PERCEPTION 11 SPEED 30/15c

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

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

AC 14 HP 90 PASSIVE PERCEPTION 11 SPEED 30

STR 0 DEX 3 CON 0 INT 4 WIS 1 CHA 1

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

AC 12/15* HP 40 PASSIVE PERCEPTION 11 SPEED 30

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

SKILLS / TRAITS

Arcana +6, History +6

Spellcasting: See spell card*

3
PROF

ACTIONS

Dagger: 20/60, +5, 1d4+2p

Owlbear, L

3

NAME

AC 13 HP 59 PASSIVE PERCEPTION 13 SPEED 40

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

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

AC 13 HP 16 PASSIVE PERCEPTION 15 SPEED 30

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

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

AC 15 HP 152 PASSIVE PERCEPTION 11 SPEED 50/30c

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

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