

Veteran, M

3

NAME

CR

17

58

12

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

1

2

0

0

0

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Athletics +5, Perception +2

2

PROF

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

Wondrous item

R

Y

NAME

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.

3

CHARGES

Goggles of Night

Wondrous item

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NAME

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.

3

CHARGES

+1 Maul

Weapon (maul)

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NAME

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.

+1

BONUS

Potion of Animal Friendship

Potion

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NAME

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.

13

SAVE DC

Karina Tsolka

LAIR ACTIONS

INITIATIVE

NAME

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

9

14

+6

NAME

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