

Ape, M							1/2
NAME							CR
12 AC	19 HP	13 PASSIVE PERCEPTION	30/30c SPEED				
3 BONUS	2 BONUS	2 BONUS	-2 BONUS	1 BONUS	-2 BONUS		
STR DEX CON INT WIS CHA 3 2 2 -2 1 -2							
SKILLS / TRAITS Athletics +5, Perception +3							
ACTIONS Multiattack: 2 fist Fist: +5, 1d6+3b Rock: 25/50, +5, 1d6+3b							

Druid, M							2
NAME							CR
11/ 16* AC	27 HP	14 PASSIVE PERCEPTION	30 SPEED				
0 BONUS	1 BONUS	1 BONUS	1 BONUS	2 BONUS	0 BONUS		
STR DEX CON INT WIS CHA 0 1 1 1 2 0							
SKILLS / TRAITS Medicine +4, Nature +3, Perception +4 Spellcasting: 4th lvl, DC 12, +4, at will: <i>druidcraft, produce flame, shillelagh, 1st (4): entangle, longstrider, speak with animals, thunderwave, 2nd (3): animal messenger, barkskin*</i>							
ACTIONS Quarterstaff: +2 (+4 shillelagh), 1d6b/1d8b 2-hands, 1d8+2b shillelagh							

Imperfect Specimen, M							1
NAME							CR
13 AC	39 HP	11 PASSIVE PERCEPTION	30/15c SPEED				
3 BONUS	1 BONUS	2 BONUS	-3 BONUS	1 BONUS	-3 BONUS		
STR DEX CON INT WIS CHA 3 1 2 -3 1 -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							
ACTIONS Multiattack: 2 claws Claws: +5, 2d6+3s							

Karina Tsolka, M							5
NAME							CR
14 AC	90 HP	11 PASSIVE PERCEPTION	30 SPEED				
0 BONUS	3 BONUS	0 BONUS	4 BONUS	1 BONUS	1 BONUS		
STR DEX CON INT WIS CHA 0 3 0 4 1 1							
SKILLS / TRAITS Darkvision 60', Arcana +7, Medicine +4, Stealth +6, resist: poison damage, immune: poisoned							
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							CR
12/ 15* AC	40 HP	11 PASSIVE PERCEPTION	30 SPEED				
-1 BONUS	2 BONUS	0 BONUS	3 BONUS	1 BONUS	0 BONUS		
STR DEX CON INT WIS CHA -1 2 0 3 1 0							
SKILLS / TRAITS Arcana +6, History +6 Spellcasting: See spell card*							
ACTIONS Dagger: 20/60, +5, 1d4+2p							

Owlbear, L							3
NAME							CR
13 AC	59 HP	13 PASSIVE PERCEPTION	40 SPEED				
5 BONUS	1 BONUS	3 BONUS	-4 BONUS	1 BONUS	-2 BONUS		
STR DEX CON INT WIS CHA 5 1 3 -4 1 -2							
SKILLS / TRAITS Darkvision 60', Perception +3 Keen Sight & Smell: Adv on Perception for sight & smell							
ACTIONS Multiattack: 1 beak, 1 claws Beak: +7, 1d10+5p Claws: +7, 2d8+5s							

Scout, M							1/2
NAME							CR
13 AC	16 HP	15 PASSIVE PERCEPTION	30 SPEED				
0 BONUS	2 BONUS	1 BONUS	0 BONUS	1 BONUS	0 BONUS		
STR DEX CON INT WIS CHA 0 2 1 0 1 0							
SKILLS / TRAITS Nature +4, Perception +5, Stealth +6, Survival +5 Keen Hearing & Sight: Adv on Perception for hearing & sight							
ACTIONS Multiattack: 2 melee or 2 ranged Shortsword: +4, 1d6+2p Longbow: 150/600, +4, 1d8+2p							

Snow Mutant, L							7
NAME							CR
15 AC	152 HP	11 PASSIVE PERCEPTION	50/30c SPEED				
5 BONUS	0 BONUS	4 BONUS	-3 BONUS	1 BONUS	-3 BONUS		
STR DEX CON INT WIS CHA 5 0 4 -3 1 -3							
SKILLS / TRAITS Darkvision 60', Athletics +8, immune: cold, poison Keen Sight: Adv on Perception for sight							
ACTIONS Multiattack: 3 leg stab Leg Stab: 10', +8, 2d10+5p							