

**Veteran, M**
3

NAME CR

17  
AC

58  
HP

12  
PASSIVE PERCEPTION

30  
SPEED

3  
STR BONUS

1  
DEX BONUS

2  
CON BONUS

0  
INT BONUS

0  
WIS BONUS

0  
CHA 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**

NAME

Wondrous item
R
Y

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

BONUS

SAVE DC

3  
CHARGES

**Goggles of Night**

NAME

Wondrous item
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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.

BONUS

SAVE DC

CHARGES

**+1 Maul**

NAME

Weapon (maul)
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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

SAVE DC

CHARGES

**Potion of Animal Friendship**

NAME

Potion
U
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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.

BONUS

13  
SAVE DC

CHARGES

**Karina Tsolka**

NAME

LAIR ACTIONS

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**

NAME

9  
LEVEL

14  
SAVE DC

+6  
ATTACK BONUS

LEVEL	SLOTS	SPELLS
0	0	<i>fire bolt, light, mage hand, prestidigitation</i>
1	4	<i>detect magic, mage armor, magic missile, shield</i>
2	3	<i>misty step, suggestion</i>
3	3	<i>counterspell, fireball, fly</i>
4	3	<i>greater invisibility, ice storm</i>
5	1	<i>cone of cold</i>
	0	
	0	
	0	
	0	