

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

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

Commoner, M

0

NAME

CR

10

4

10

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

0

0

0

0

0

0

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

2

ACTIONS

Club: +2, 1d4b

Noble, M

1/8

NAME

CR

15

9

12

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

0

1

0

1

2

3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Deception +5, Insight +4, Persuasion +5

2

ACTIONS

Rapier: +3, 1d8+1p
Parry (react): +2 AC vs melee attack

Druid, M

2

NAME

CR

11/16*

27

14

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

0

1

1

1

2

0

BONUS

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BONUS

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

ACTIONS

Quarterstaff: +2 (+4 shillelagh),
 1d6b/1d8b 2-hands, 1d8+2b
 shillelagh

Water Elemental, L

5

NAME

CR

14

114

10

30/90s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

2

4

-3

0

-1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Darkvision 60', resist: acid, bps nonmag, immune:
 exhaust, grapple, paralyze, petrify, poison, prone,
 restrain, unconscious
Water Form: Occupy hostile creature's
 space, >1" no squeeze
Freeze: If cold damage, speed reduced 20'
 until end of elemental's next turn

3

ACTIONS

Multiattack: 2 slam
Slam: +7, 2d8+4b
Whelm (4-6): Each creature in elemental's space
 DC 15 Str save or 2d8+4b, <H grappled,
 restrained, drowning (1 L/2 M targets), escape
 DC 14. Ongoing 2d8+4b, DC 14 Str check pull free

Hunter Shark, L

2

NAME

CR

12

45

12

40s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

1

2

-5

0

-3

BONUS

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BONUS

SKILLS / TRAITS

Blindsight 30', Perception +2

Blood Frenzy: Adv on attacks vs wounded
Water Breathing: Breathe water
 only

2

ACTIONS

Bite: +6, 2d8+4p