

HOMMELSTAUB

CREATURE 2

N**MEDIUM****FEY****ATOMIE**

Perception +11; Snow sight, low-light vision

Languages abyssal, common, giant, sylvan; speak with animals

Skills Acrobatics +7, Arcana +7, Deception +7, Nature +7, Stealth +11, Survival +7, Thievery +7

Str -1, **Dex** +2, **Con** +2, **Int** +2, **Wis** +3, **Cha** +4

Snow Sight Hommelstaub can see through falling snow and sleet. He ignores the concealed or hidden conditions imposed by them.

Items lesser frost vials (×3), lesser thunderstones (×2), sickle, sling

AC 18; **Fort** +5, **Ref** +8, **Will** +10

HP 1; **Immunities** cold; **Resistances** fire 5; **Weaknesses** cold iron 3

Speed 20 feet, fly 30 feet

Melee ♦ sickle +9 (agile, finesse, trip), **Damage** 1d4+3 slashing + 1 cold

Ranged ♦ strike +9 (propulsive, range 50 feet.), **Damage** 1d4+2 bludgeoning + 1 cold

Melee ♦ atomie frost +9 (cold, range 20 feet, magical, evocation), **Damage**

Divine Spells DC 15, attack +7 ; **2nd** *resist energy, speak with animals* (constant); **1st** *harm, summon animal*; **cantrips (2nd)** *detect magic, read aura, guidance, dancing lights*