

Small Slime
T1 Slime; Elemental (Transmutation) ♣ 2 ♣ 2 <b>Hp:</b> 5 <b>Ap:</b> 4 - -     Size: 2 ♥ 1 ♦ 1 <b>Sp:</b> -- <b>Ac:</b> 12(13)     Spd: 15 +3: Perception, Stealth +2: Athletic (Climb/Grapple)
<i>Stats</i>
<b>Immune</b> : Prone, Restrained, Suffocation/Mental damage <b>Resist</b> : Physical, Acid damage <b>Senses</b> : Extrasense(Smell, 60'); Blind;
<i>Traits</i>
<b>Ambush</b> : ADV to Stealth when perfectly still. Crit on 5/6 vs Unaware targets. <b>Acid Touch:</b> Creatures in physical contact take 1d6 Acid dmg and objects are Deformed at the start of your turn. <b>Subsume</b> : Grapple prone targets as a free action <b>Wall Walk</b> : Climbs walls/ceilings as though on the ground
<i>Actions</i>
<b>Slam</b> [♦+4] ✕[2(1)] ⚡[0-0] Grapple on hit <b>Dissolve</b> [♦+4] ✕[2(4)] ⚡[0-0] Grapple attack (♣♣ATH save); Blind on injury; +1d6 Suffocate damage vs HP;

Goblin Mook
T0 Goblin;Humanoid ♣ 1 ♣ 3 <b>Hp:</b> 4 <b>Ap:</b> - - -     Size: 2 ♥ 1 ♦ 1 <b>Sp:</b> -- <b>Ac:</b> 10(11)     Spd: 25 +2: Stealth, Notice +1: Fight, Aim, Athletic
<i>Stats</i>
<b>Senses</b> : Darkvision(60')
<i>Traits</i>
<b>Clamber</b> : ADV to climbing, escaping restraint, or evading terrain effects <b>Nimble</b> : Bonus Action to Disengage/Hide <b>Suprise!</b> : Attacks vs Unaware targets use Stealth (♦+4) and Crit on 5/6
<i>Actions</i>
<b>Shortswd</b> [♦+4] ✕[3(3)] ⚡[0-1] <b>Shortbow</b> [♦+4] ✕[3(4)] ⚡[(5)20/40/80] Planted(5) <b>Paralytic</b> Bonus Action: apply poson to weapon. Next attack Stuns (♥END DC12). Usable once.