

Veteran, M						CR 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	
0	0	0	0	0	0	
SKILLS / TRAITS						
Athletics +5, Perception +2						
						2 PROF
ACTIONS						
Multiaction: 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						CR 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	
0	0	0	0	0	0	
SKILLS / TRAITS						
						2 PROF
ACTIONS						
Club: +2, 1d4b						

Noble, M						CR 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	
0	0	0	0	0	0	
SKILLS / TRAITS						
Deception +5, Insight +4, Persuasion +5						
						2 PROF
ACTIONS						
Rapier: +3, 1d8+1p Parry (react): +2 AC vs melee attack						

Druid, M						CR 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	BONUS	BONUS	BONUS	BONUS	BONUS	
0	0	0	0	0	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>						
						2 PROF
ACTIONS						
Quarterstaff: +2 (+4 shillelagh), 1d6b/1d8b 2-hands, 1d8+2b shillelagh						

Water Elemental, L						CR 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	
0	0	0	0	0	0	
SKILLS / TRAITS						
Darkvision 60', resist: acid, bps nonmagic, 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 PROF
ACTIONS						
Multiaction: 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						CR 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	BONUS	BONUS	BONUS	BONUS	BONUS	
0	0	0	0	0	0	
SKILLS / TRAITS						
Blindsight 30', Perception +2 Blood Frenzy: Adv on attacks vs wounded Water Breathing: Breathe water only						
						2 PROF
ACTIONS						
Bite: +6, 2d8+4p						