

Veteran, M						CR 3
NAME			CR			
17	58	12	HP	Passive Perception	30	Speed
STR	DEX	CON	INT	WIS	CHA	
3	1	2	0	0	0	Bonus
0	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	HP	Passive Perception	30	Speed
STR	DEX	CON	INT	WIS	CHA	
0	0	0	0	0	0	Bonus
0	0	0	0	0	0	0
Skills / Traits						
	2	PROF				
ACTIONS	Club: +2, 1d4b					

Noble, M						CR 1/8
NAME			CR			
15	9	12	HP	Passive Perception	30	Speed
STR	DEX	CON	INT	WIS	CHA	
0	1	0	1	2	3	Bonus
0	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	HP	Passive Perception	30	Speed
STR	DEX	CON	INT	WIS	CHA	
0	1	1	1	2	0	Bonus
0	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 <i>shillelagh</i>					

Water Elemental, L						CR 5
NAME			CR			
14	114	10	HP	Passive Perception	30/90s	Speed
STR	DEX	CON	INT	WIS	CHA	
4	2	4	-3	0	-1	Bonus
0	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	HP	Passive Perception	40s	Speed
STR	DEX	CON	INT	WIS	CHA	
4	1	2	-5	0	-3	Bonus
0	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					