

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

BONUS

BONUS

BONUS

BONUS

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

BONUS

BONUS

BONUS

BONUS

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