Veteran, *M*

NAME: Veteran, *M* | CR: 3

AC	HP	PASSIVE PERCEPTION	SPEED
17	58	12	30

STR	DEX	CON	INT ☐	WIS ☐	CHA ☐
3	1	2	0	0	0
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Athletics +5, Perception +2

PROF: 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*

NAME: Commoner, *M* | CR: 0

AC	HP	PASSIVE PERCEPTION	SPEED
10	4	10	30

STR	DEX	CON	INT ☐	WIS ☐	CHA ☐
0	0	0	0	0	0
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

PROF: 2

ACTIONS

Club: **+2, 1d4b**

Noble, *M*

NAME: Noble, *M* | CR: 1/8

AC	HP	PASSIVE PERCEPTION	SPEED
15	9	12	30

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

PROF: 2

ACTIONS

Rapier: **+3, 1d8+1p**
Parry (react): +2 AC vs melee attack

Druid, *M*

NAME: Druid, *M* | CR: 2

AC	HP	PASSIVE PERCEPTION	SPEED
11/16*	27	14	30

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**

PROF: 2

ACTIONS

Quarterstaff: **+2** (**+4** *shillelagh*), **1d6b/1d8b** 2-hands, **1d8+2b** *shillelagh*

Water Elemental, *L*

NAME: Water Elemental, *L* | CR: 5

AC	HP	PASSIVE PERCEPTION	SPEED
14	114	10	30/90s

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 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

PROF: 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*

NAME: Hunter Shark, *L* | CR: 2

AC	HP	PASSIVE PERCEPTION	SPEED
12	45	12	40s

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

PROF: 2

ACTIONS

Bite: **+6, 2d8+4p**