

Session 3 Stat Blocks

A4 landscape sheet with one entry per creature type and separate HP tracks for each monster.

Skeleton

AC 13 Attack +4 shortsword, 1d6+2 HP each 13

Notes Vulnerable to bludgeoning

1	
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5	

Axe Beak

AC 11 Attack +4 beak, 1d8+2 HP each 17

Notes Fast and aggressive

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Goblin

AC 15 Attack +4 scimitar/bow, 1d6+2 HP each 7

Notes Nimble Escape

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Bugbear

AC 16 Attack +4 morningstar, 2d8+2 HP each 27

Notes Heavy hitter

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2	

Gang Thug

AC 12 Attack +3 club, 1d6+1 HP each 11

Notes Reckless

1	
2	

Silent Knife

AC 14 Attack +5 dagger, 1d4+3 HP each 9

Notes Advantage from hiding

1	
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Gang Leader

AC 14 Attack +4 sword, 1d8+2 HP each 18

Notes Can grant one ally advantage

1	
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