

Reaper miniatures

RANDOM
ENCOUNTER

RANDOM
ENCOUNTER

RANDOM
ENCOUNTER

РЯНДОМ
ЕНСОУНТЕР

BUGBEAR	
16 AC	STR 15+2
27 HP	DEX 14+2
6" SP	CON 13+1
■	INT 8-1
RS	WIS 11
IM	CHA 9-1

Skills: Stealth +6, Survival +2

Brute: A melee weapon deals one extra die of its damage when the bugbear hits with it.

Surprise Attack: If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 2D6 damage from the attack.

Morningstar: Hit+4 : Range 1"; 1 Target; 2D8+2 piercing damage.

Javelin (R): Hit+4 : Range 1" or 6" - 24"; 1 Target 2D6+2 piercing damage or 1D6+2 piercing damage at range.



Rapier miniatures

FIRE BETTLE	
13 n AC	STR 8-1
4 HP	DEX 10
6" SP	CON 12+1
SZ ■	INT 1-5
RS	WIS 7-2
IM	CHA 3-4

Illumination: The beetle sheds light in a 2" radius, and dim light an additional 2"

Bite: Hft+1 ; Range 1" ; 1 Target ; 1D6-1 slashing damage.

Glowing Glands: When a fire beetle dies their glands continue to shed light for 1D6 days.

	100	GNOLL	
	STR 14 +2		
	DEX 12 +1		
	CON 11		
	INT 6 -2		
	WIS 10		
	CHA 7 -2	(IM)	

RM: Hit+4; Range 1"; 1 Target; ID4 +2 piercing damage.

Spore (R): Hit+4; Range 1" or 4" - 12"; 1 Target ID8 +2 piercing damage or ID8 +2 piercing damage if used with two hands to make a melee attack.

Longbow (R): Hit+3; Range 30" - 120"; 1 Target ID8 +1 piercing damage.

Ranger miniatures

		YETI		700
12	AC	STR	18 +4	
51	HP	DEX	13 +1	
8"	SP	CON	16 +3	
SZ		INT	8 -1	
RS		WIS	12 -1	
IM		CHA	7 -2	
Skills: Stealth +3, Perception +3				
Fear of Fire: If a yeti takes fire damage, his disadvantaged on attack rolls and ability rolls until the end of his next turn.				
Keen Smell: The yeti has advantage on Wisdom (Perception) checks that rely on smell.				
Snow Camouflage: The yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.				
Multitask: The yeti can use it Chilling Gaze and makes two claw attacks.				
Claw: Hit+6; Range 1'; 1 Target; 1D6+4 slashing damage vs 1D6 cold damage				
Chilling Gaze: The yeti targets one creature it can see in 65'. If the target can see the yeti it must succeed a DC 13 Constitution or take 3D6 cold damage and be paralyzed for 1 round, unless its immune to cold. If the check is a success the target is immune to a normal yeti gaze for 60 rounds				

Reaper miniatures

Otherworld miniatures

Reaper miniatures

Reaper miniatures