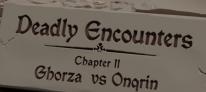


Deadly Encounters







GHORZA RAT CATCHER

- Armor Class 14 (leather armor)
- Hit Points 60 (8d10 + 16) Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	12 (+1)	14 (+2)	12 (+1)

- Saving Throws Str +5, Dex +6
 Skills Perception +5, Stealth +6, Survival +5
 Senses darkvision 60 ft., passive Perception 15
- Languages Common, Orc, understands Rat Speech
 Challenge 5 (1,800 XP)

Aggressive. As a bonus action, Ghorza can move up to her

speed toward a hostile creature that it can see.

Born with a Bow. Ghorza has a +2 bonus to any attack she

Hunter's Camouflage. Ghorza has advantage on Dexterity (Stealth) checks made to hide in underground & forest terrain.

Relentless Hunter (Recharges after a Short or Long Rest). If Ghorza takes 10 damage or less that would reduce her to 0 hit points, she is reduced to 1 hit point instead.

Spellcasting. Ghorza is a 6th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Ghorza has the following divine spells prepared:

1st level (4 slots): _entangle, detect poison & disease, longstrider 2nd level (2 slots): enhance ability

ACTIONS

Multiattack. Ghorza makes two attacks

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Horn Longbow +1. Ranged Weapon Attack: +9 to hit, range

150/600 ft., one target. Hit: 8 (1d8+4) piercing damage



ONORIN THE RABID

Medium Humanoid (Ratfolk), Chaotic Evil

Armor Class 17 (Half Plate) Hit Points 83 (13d8+26) Speed 30ft.

STR	DEX	CON	INT	WIS	CHA	
19 (+4)	15 (+2)	15 (+2)	16 (+3)	9 (-1)	14 (+2)	

Saving Inrows 518 + 7, Control
Skills Intimidation + 5, Perception + 2
Senses Darkvision 60 ft., passive Perception 12
Languages Rat Speech, Common, Dwarven, Orcish
Challenge 7 (2,900 XP) Proficiency + 3

Sunlight Sensitivity. Ongrin has Disadvantage on attack rolls and vision-based ability checks while in sunlight unless wearing a

Action Surge. (1/day) At the end of his actions, Ongrin can

ACTIONS

Multiattack. Ongrin makes three weapon attacks

Decapitrix (+1 Axe). Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 11 (1d12 + 5) slashing damage.

REACTIONS

Imposing Leader. When targeted by a melee attack Ongrin can make a contested Charisma(Intimidation) check against the attacker's Insight. On a success, the attacker must target a different enemy in melee range. If no enemies are in range the attacker may attack Ongrin normally.