



## Orc Druid, Drd2

*Model from CHAINMAIL Set 1*

### MEDIUM-SIZE HUMANOID (ORC)

**Hit Dice:** 2d8+2 (14 hp)

**Initiative:** +1

**Speed:** 30 ft.

**AC:** 13 (+1 Dex, +2 leather)

*Feats:* Dodge +1 AC

**Attacks:** Quarterstaff +4 melee; or dart +2 ranged

**Damage:** Quarterstaff 1d6+4; or dart 1d4+3 and poison

**Face/Reach:** 5 ft. by 5 ft./5 ft.

**Special Attacks:** Poison dart (DC 11, primary and secondary damage 1d8 Str)

*Druid Spells Prepared (4/3):* 0—*cure minor wounds* x4 (1 hp); 1st—*cure light wounds* x2 (1d8+2 hp), *entangle* (DC 12)

**Special Qualities:** Darkvision 60 ft.

Nature sense

Woodland stride

**Saves:** Fort +4, Ref +1, Will +4

**Abilities:** Str 16, Dex 13, Con 12, Int 7, Wis 13, Cha 11

**Skills:** Concentration +6, Diplomacy +5

**Feats:** Dodge

**CR:** 2



### Combat Tracking for Multiple Creatures

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A new D&D Battle Sheet based on the models of the ...



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