

Eelfolk, *M*

1/2

NAME

CR

15

19

10

30/40s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

0

1

2

-2

0

-2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Blindsight 60', Stealth +3, immune: lightning

Death Burst: On death, DC 12 Dex save or 2d6 lightning within 10', save half

Lunge: If 20' toward target & hit w/ long knife, +2d6p

2

PROF

ACTIONS

Long Knife: +3, 1d6+1p

Eelfolk Hunter, *M*

1

NAME

CR

13

39

12

30/40s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

2

1

2

-2

0

-2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Blindsight 60', Perception +2, Stealth +3, immune: lightning

Ambusher: Adv on attacks vs surprised targets

Death Burst: On death, DC 12 Dex save or 2d6 lightning within 10', save half

Lunge: If 20' toward target & hit w/spear, +2d6p

2

PROF

ACTIONS

Multiattack: 2 spear

Spear: 20/60, +4, 1d8+2p

Eelfolk Scourge, *L*

4

NAME

CR

15

85

13

30/40s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

4

1

3

-2

1

-1

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Blindsight 60', Perception +3, Stealth +5, immune: lightning

Death Burst: On death, DC 13 Dex save or 2d6 lightning within 10', save half

Lunge: If 20' toward target & hit w/melee, +2d6p

Electrified Body: 1d10 lightning if hit/touch

2

PROF

ACTIONS

Multiattack: 1 bite, 2 claws

Bite: +6, 2d4+4p

Claws: +6, 2d6+4s

Eelfolk Stormcaller, *M*

6

NAME

CR

15

117

15

30/40s

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

0

3

2

-1

2

4

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Blindsight 60', Intimidation +7, Perception +3, Stealth +5, immune: lightning

Death Burst: On death, DC 13 Dex save or 2d6 lightning within 10', save half

Innate Spellcasting: DC 15, at will: detect magic, thunderwave, 2/day each: call lightning, fog cloud, lightning bolt

3

PROF

ACTIONS

Multiattack: 2 claws

Claws: +6, 1d6+3s & 2d6 lightning

Spy, *M*

1

NAME

CR

12

27

16

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

0

2

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2

3

BONUS

BONUS

BONUS

BONUS

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SKILLS / TRAITS

Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Cunning Action: Bonus action Dash, Disengage, or Hide

Sneak Attack (1/turn): +2d6 when adv or target within 5' of ally

2

PROF

ACTIONS

Multiattack: 2 melee

Shortsword: +4, 1d6+2p

Hand Crossbow: 30/120, +4, 1d6+2p

Bandit Captain, *M*

2

NAME

CR

15

65

10

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

2

3

2

2

0

2

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Athletics +4, Deception +4

2

PROF

ACTIONS

Multiattack: 2 scimitar, 1 dagger or 2 ranged dagger

Scimitar: +5, 1d6+3s

Dagger: 20/60, +5, 1d4+3p

Parry (react): +2 AC vs melee

Thug, *M*

1/2

NAME

CR

11

32

10

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

2

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2

0

0

0

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

Intimidation +2

Pack Tactics: Adv on attacks if ally within 5' of target

2

PROF

ACTIONS

Multiattack: 2 melee

Mace: +4, 1d6+2b

Heavy Crossbow: 100/400, +2, 1d10p

Bandit, *M*

1/8

NAME

CR

12

11

10

30

AC

HP

PASSIVE PERCEPTION

SPEED

STR

DEX

CON

INT

WIS

CHA

3

3

3

3

3

3

BONUS

BONUS

BONUS

BONUS

BONUS

BONUS

SKILLS / TRAITS

2

PROF

ACTIONS

Scimitar: +3, 1d6+1s

Light Crossbow: 80/320, +3, 1d8+1p