

## Eelfolk, M

1/2

NAME

15 AC 19 HP 10 PASSIVE PERCEPTION 30/40s SPEED

STR 0 DEX 1 CON 2 INT -2 WIS 0 CHA -2

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

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PROF

### ACTIONS

**Long Knife:** +3, 1d6+1p

## Eelfolk Hunter, M

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NAME

13 AC 37 HP 12 PASSIVE PERCEPTION 30/40s SPEED

STR 2 DEX 1 CON 2 INT -2 WIS 0 CHA -2

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

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PROF

### ACTIONS

**Multiattack:** 2 spear

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

## Eelfolk Scourge, L

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NAME

13 AC 82 HP 13 PASSIVE PERCEPTION 30/40s SPEED

STR 4 DEX 1 CON 3 INT -2 WIS 1 CHA -1

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

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### ACTIONS

**Multiattack:** 1 bite, 2 claws

**Bite:** +6, 2d4+4p  
**Claws:** +6, 2d6+4s

## Eelfolk Stormcaller, M

6

NAME

15 AC 117 HP 15 PASSIVE PERCEPTION 30/40s SPEED

STR 0 DEX 3 CON 2 INT -1 WIS 2 CHA 4

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*

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PROF

### ACTIONS

**Multiattack:** 2 claws

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

## Spy, M

1

NAME

12 AC 27 HP 16 PASSIVE PERCEPTION 30 SPEED

STR 0 DEX 2 CON 0 INT 1 WIS 2 CHA 3

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

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PROF

### ACTIONS

**Multiattack:** 2 melee

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

## Bandit Captain, M

2

NAME

15 AC 65 HP 10 PASSIVE PERCEPTION 30 SPEED

STR 2 DEX 3 CON 2 INT 2 WIS 0 CHA 2

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

11 AC 32 HP 10 PASSIVE PERCEPTION 30 SPEED

STR 2 DEX 0 CON 2 INT 0 WIS 0 CHA 0

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

12 AC 11 HP 10 PASSIVE PERCEPTION 30 SPEED

STR 3 DEX 3 CON 3 INT 3 WIS 3 CHA 3

SKILLS / TRAITS

2  
PROF

### ACTIONS

**Scimitar:** +3, 1d6+1s  
**Light Crossbow:** 80/320, +3, 1d8+1p