

Eelfolk, M

1/2

NAME						
AC	15	HP	19	PASSIVE PERCEPTION	10	SPEED
						30/40s
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						
AC	13	HP	37	PASSIVE PERCEPTION	12	SPEED
						30/40s
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						
AC	13	HP	82	PASSIVE PERCEPTION	13	SPEED
						30/40s
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						
AC	15	HP	117	PASSIVE PERCEPTION	15	SPEED
						30/40s
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						
AC	12	HP	27	PASSIVE PERCEPTION	16	SPEED
						30
STR	DEX	CON	INT	WIS	CHA	
0	2	0	1	2	3	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	

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						
AC	15	HP	65	PASSIVE PERCEPTION	10	SPEED
						30
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						
AC	11	HP	32	PASSIVE PERCEPTION	10	SPEED
						30
STR	DEX	CON	INT	WIS	CHA	
2	0	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						
AC	12	HP	11	PASSIVE PERCEPTION	10	SPEED
						30
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