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| **Name** | **Type** | **Size** | **XP Rating** |
| Leatherneck | Demon | Medium | 2 (35 XP) |

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| **Strength** | 7 (+2) |  | **Armor Class** | 7 | | **Action Points** | 7 |
| **Perception** | 5 (+0) |  | **Avg. Hit Points** | 36 | | **Hit Dice** | 6d8 + 12 |
| **Endurance** | 7 (+2) |  |  | |  | | |
| **Charisma** | 5 (+0) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 5 (+0) |  | **Damage Resistances** | |  | | |
| **Agility** | 7 (+2) |  | **Damage Immunities** | |  | | |
| **Luck** | 1 (-4) |  | **Condition Immunities** | | Charmed, Exhaustion, Frightened | | |

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| **Special Traits** | **Special Actions** |
| **Hellspawn.** At night or in the Underworld, the leatherneck has *darkvision* out to 120 ft. and has advantage on all non-Luck d20 rolls. While this trait is active, the leatherneck has an XP rating of 3 (50 XP). |  |

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| **Description** |
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