

TRAEVUS (VETERAN)

Medium Human, neutral evil

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (-0)	10 (-0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Common

Challenge 3 (700 XP)

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit 7* (1d8 + 3) slashing damage, or *8* (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit 6* (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit 6* (1d10 + 1) piercing damage.



THUGS

Medium Human, Neutral Evil

Armor Class 11 (leather armour)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The thug makes two melee weapon attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5ft., one creature. *Hit 5* (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit 5* (1d10) piercing damage.



CAPTAIN ELENA SARTELL (BANDIT CAPTAIN)

Medium Human, Chaotic Good

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages Common, Celestial

Challenge 2 (450 XP)

ACTIONS

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

Scimitar. Melee Weapon Attack: +5 to hit, reach 5ft., one target.
Hit 6 (1d6 + 3) slashing damage.

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5ft or range 20/60ft, one target. *Hit 5 (1d4 + 3) piercing damage.*

REACTIONS

Parry The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.



FLAPJACK (FLUMPH)

Small abberation, lawful good

Armor Class 12

Hit Points 7 (2d6)

Speed 5 ft., fly 30ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	14 (+2)	14 (+2)	11 (+0)

Skills Arcana +4, History +4, Religion +4

Damage Vulnerabilities psychic

Senses darkvision 60 ft., passive Perception 12

Languages understands Undercommon but can't speak, telepathy 60ft.

Challenge 1/8 (25 XP)

Advanced Telepathy. The flumph can perceive the content of any telepathic communication used within 60 feet of it, and it can't be surprised by creatures with any form of telepathy.

Prone Deficiency. If the flumph is knocked prone, roll a die. On an odd result, the flumph lands upside down and is incapacitated. At the end of each of its turns, the flumph can make a DC 10 Dexterity saving throw, righting itself and ending the incapacitated condition if it succeeds.

Telepathic Shroud. The flumph is immune to any effect that would sense its emotions or read its thoughts, as well as divination spells.

ACTIONS

Tendris. Melee Weapon Attack: +4 to hit, reach 5ft., one creature.
Hit 4 (1d4 + 2) piercing damage plus 2 (1d4) acid damage. At the end of each of its turns, the target must make a DC 10 Constitution saving throw, taking 2 (1d4) acid damage on a failure or ending the recurring acid damage on a success. A lesser restoration spell cast on the target also ends the recurring acid damage.

Stench Spray (1/Day). Each creature in a 15-foot cone originating from the flumph must succeed on a DC 10 Dexterity saving throw or be coated in a foul-smelling liquid. A coated creature exudes a horrible stench for 1d4 hours. The coated creature is poisoned as long as the stench lasts, and other creatures are poisoned while within 5 feet of the coated creature. A creature can remove the stench on itself by using a short rest to bathe in water, alcohol, or vinegar.

ASTRAL BLIGHT

Medium Plant, Unaligned

Armor Class 12 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 10ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	6 (-2)	10 (+0)	3 (-4)

Damage Resistances cold, radiant

Senses blindsight 60ft. (blind beyond this radius), passive perception 10

Languages —

Challenge 1 (200 XP)

Illumination. While it has at least 1 hit point, the astral blight sheds dim light in a 10-foot radius.

Unusual Nature. The blight doesn't require air or sleep.

ACTIONS

Multiattack The blight makes two Heat-Draining Vine attacks.

Heat-Draining Vine. Melee Weapon Attack: +5 to hit, reach 10 feet, one target. **Hit:** 6 (1d6+3) radiant damage, and if the target is a Large or smaller creature, it is grappled (escape DC 13).

Until this grapple ends, the target takes 3 (1d6) cold damage at the start of each of its turns. The blight has two vines, each of which can grapple one creature.

