

<b>Eelfolk, M</b>							1/2
NAME							CR
15 AC	19 HP	10 PASSIVE PERCEPTION	30/40s SPEED				
STR 0 BONUS	DEX 1 BONUS	CON 2 BONUS	INT -2 BONUS	WIS 0 BONUS	CHA -2 BONUS		
SKILLS / TRAITS Blindsight 60', Stealth +3, immune: lightning <b>Death Burst:</b> On death, DC 12 Dex save or 2d6 lightning within 10', save half <b>Lunge:</b> If 20' toward target & hit w/ long knife, +2d6p							2 PROF
ACTIONS <b>Long Knife:</b> +3, 1d6+1p							

<b>Eelfolk Hunter, M</b>							1
NAME							CR
13 AC	39 HP	12 PASSIVE PERCEPTION	30/40s SPEED				
STR 2 BONUS	DEX 1 BONUS	CON 2 BONUS	INT -2 BONUS	WIS 0 BONUS	CHA -2 BONUS		
SKILLS / TRAITS Blindsight 60', Perception +2, Stealth +3, immune: lightning <b>Ambusher:</b> Adv on attacks vs surprised targets <b>Death Burst:</b> On death, DC 12 Dex save or 2d6 lightning within 10', save half <b>Lunge:</b> If 20' toward target & hit w/spear, +2d6p							2 PROF
ACTIONS <b>Multiattack:</b> 2 spear  <b>Spear:</b> 20/60, +4, 1d8+2p							

<b>Eelfolk Scourge, L</b>							4
NAME							CR
15 AC	85 HP	13 PASSIVE PERCEPTION	30/40s SPEED				
STR 4 BONUS	DEX 1 BONUS	CON 3 BONUS	INT -2 BONUS	WIS 1 BONUS	CHA -1 BONUS		
SKILLS / TRAITS Blindsight 60', Perception +3, Stealth +5, immune: lightning <b>Death Burst:</b> On death, DC 13 Dex save or 2d6 lightning within 10', save half <b>Lunge:</b> If 20' toward target & hit w/melee, +2d6p <b>Electrified Body:</b> 1d10 lightning if hit/touch							2 PROF
ACTIONS <b>Multiattack:</b> 1 bite, 2 claws  <b>Bite:</b> +6, 2d4+4p <b>Claws:</b> +6, 2d6+4s							

<b>Eelfolk Stormcaller, M</b>							6
NAME							CR
15 AC	117 HP	15 PASSIVE PERCEPTION	30/40s SPEED				
STR 0 BONUS	DEX 3 BONUS	CON 2 BONUS	INT -1 BONUS	WIS 2 BONUS	CHA 4 BONUS		
SKILLS / TRAITS Blindsight 60', Intimidation +7, Perception +3, Stealth +9, immune: lightning <b>Death Burst:</b> On death, DC 13 Dex save or 2d6 lightning within 10', save half <b>Innate Spellcasting:</b> DC 15, at will: <i>detect magic, thunderwave</i> , 2/day each: <i>call lightning, fog cloud, lightning bolt</i>							3 PROF
ACTIONS <b>Multiattack:</b> 2 claws  <b>Claws:</b> +6, 1d6+3s & 2d6 lightning							

<b>Spy, M</b>							1
NAME							CR
12 AC	27 HP	16 PASSIVE PERCEPTION	30 SPEED				
STR 0 BONUS	DEX 2 BONUS	CON 0 BONUS	INT 1 BONUS	WIS 2 BONUS	CHA 3 BONUS		
SKILLS / TRAITS Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4 <b>Cunning Action:</b> Bonus action Dash, Disengage, or Hide <b>Sneak Attack</b> (1/turn): +2d6 when adv or target within 5' of ally							2 PROF
ACTIONS <b>Multiattack:</b> 2 melee  <b>Shortsword:</b> +4, 1d6+2p <b>Hand Crossbow:</b> 30/120, +4, 1d6+2p							

<b>Bandit Captain, M</b>							2
NAME							CR
15 AC	65 HP	10 PASSIVE PERCEPTION	30 SPEED				
STR 2 BONUS	DEX 3 BONUS	CON 2 BONUS	INT 2 BONUS	WIS 0 BONUS	CHA 2 BONUS		
SKILLS / TRAITS Athletics +4, Deception +4							2 PROF
ACTIONS <b>Multiattack:</b> 2 scimitar, 1 dagger or 2 ranged dagger <b>Scimitar:</b> +5, 1d6+3s <b>Dagger:</b> 20/60, +5, 1d4+3p <b>Parry</b> (react): +2 AC vs melee							

<b>Thug, M</b>							1/2
NAME							CR
11 AC	32 HP	10 PASSIVE PERCEPTION	30 SPEED				
STR 2 BONUS	DEX 0 BONUS	CON 2 BONUS	INT 0 BONUS	WIS 0 BONUS	CHA 0 BONUS		
SKILLS / TRAITS Intimidation +2  <b>Pack Tactics:</b> Adv on attacks if ally within 5' of target							2 PROF
ACTIONS <b>Multiattack:</b> 2 melee  <b>Mace:</b> +4, 1d6+2b <b>Heavy Crossbow:</b> 100/400, +2, 1d10p							

<b>Bandit, M</b>							1/8
NAME							CR
12 AC	11 HP	10 PASSIVE PERCEPTION	30 SPEED				
STR 3 BONUS	DEX 3 BONUS	CON 3 BONUS	INT 3 BONUS	WIS 3 BONUS	CHA 3 BONUS		
SKILLS / TRAITS							2 PROF
ACTIONS <b>Scimitar:</b> +3, 1d6+1s <b>Light Crossbow:</b> 80/320, +3, 1d8+1p							