

Eelfolk, M						1/2
NAME			CR			
15	19	10	HP	PASSIVE PERCEPTION	SPEED	
STR	DEX	CON	INT	WIS	CHA	
0	1	2	-2	0	-2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
15	19	10	30/40s			
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						
	<b>2 PROF</b>					
ACTIONS						
<b>Long Knife:</b> +3, 1d6+1p						

Eelfolk Hunter, M						1
NAME			CR			
13	39	12	HP	PASSIVE PERCEPTION	SPEED	
STR	DEX	CON	INT	WIS	CHA	
2	1	2	-2	0	-2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
13	39	12	30/40s			
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						
	<b>2 PROF</b>					
ACTIONS						
<b>Multiaattack:</b> 2 spear						
<b>Spear:</b> 20/60, +4, 1d8+2p						

Eelfolk Scourge, L						4
NAME			CR			
15	85	13	HP	PASSIVE PERCEPTION	SPEED	
STR	DEX	CON	INT	WIS	CHA	
4	1	3	-2	1	-1	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
15	85	13	30/40s			
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>2 PROF</b>					
ACTIONS						
<b>Multiaattack:</b> 1 bite, 2 claws						
<b>Bite:</b> +6, 2d4+4p						
<b>Claws:</b> +6, 2d6+4s						

Eelfolk Stormcaller, M						6
NAME			CR			
15	117	15	HP	PASSIVE PERCEPTION	SPEED	
STR	DEX	CON	INT	WIS	CHA	
0	3	2	-1	2	4	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
15	117	15	30/40s			
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</i> , <i>thunderwave</i> , 2/day each: <i>call lightning</i> , <i>fog cloud</i> , <i>lightning bolt</i>						
	<b>3 PROF</b>					
ACTIONS						
<b>Multiaattack:</b> 2 claws						
<b>Claws:</b> +6, 1d6+3s & 2d6 lightning						

Spy, M						1
NAME			CR			
12	27	16	HP	PASSIVE PERCEPTION	SPEED	
STR	DEX	CON	INT	WIS	CHA	
0	2	0	1	2	3	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
12	27	16	30			
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						
	<b>2 PROF</b>					
ACTIONS						
<b>Multiaattack:</b> 2 melee						
<b>Shortsword:</b> +4, 1d6+2p						
<b>Hand Crossbow:</b> 30/120, +4, 1d6+2p						

Bandit Captain, M						2
NAME			CR			
15	65	10	HP	PASSIVE PERCEPTION	SPEED	
STR	DEX	CON	INT	WIS	CHA	
2	3	2	2	0	2	
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS	
15	65	10	30			
SKILLS / TRAITS						
Athletics +4, Deception +4						
	<b>2 PROF</b>					
ACTIONS						
<b>Multiaattack:</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						

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

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