

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	
0	1	2	-2	0	-2	
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			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	
2	1	2	-2	0	-2	
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			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	
4	1	3	-2	1	-1	
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						
	2 PROF					
ACTIONS						
Multiattack: 1 bite, 2 claws						
Bite: +6, 2d4+4p						
Claws: +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	
0	3	2	-1	2	4	
SKILLS / TRAITS						
Blindsight 60', Intimidation +7, Perception +3, Stealth +9, immune: lightning						
Death Burst: On death, DC 13 Dex save or 2d6 lightning within 10', save half						
Innate Spellcasting: 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>						
	3 PROF					
ACTIONS						
Multiattack: 2 claws						
Claws: +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	
0	2	0	1	2	3	
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			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	
2	3	2	2	0	2	
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			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	
2	0	2	0	0	0	
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			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	
3	3	3	3	3	3	
SKILLS / TRAITS						
	2 PROF					
ACTIONS						
Scimitar: +3, 1d6+1s						
Light Crossbow: 80/320, +3, 1d8+1p						