Eelfolk, *M*

NAME | CR: 1/2

AC	HP	PASSIVE PERCEPTION	SPEED
15	19	10	30/40s

STR	DEX	CON	INT ☐	WIS ☐	CHA ☐
0	1	2	-2	0	-2
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

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**

PROF: 2

ACTIONS

Long Knife: **+3, 1d6+1p**

Eelfolk Hunter, *M*

NAME | CR: 1

AC	HP	PASSIVE PERCEPTION	SPEED
13	39	12	30/40s

STR	DEX	CON	INT ☐	WIS ☐	CHA ☐
2	1	2	-2	0	-2
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

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**

PROF: 2

ACTIONS

Multiattack: 2 spear

Spear: 20/60, **+4, 1d8+2p**

Eelfolk Scourge, *L*

NAME | CR: 4

AC	HP	PASSIVE PERCEPTION	SPEED
15	85	13	30/40s

STR	DEX	CON	INT ☐	WIS ☐	CHA ☐
4	1	3	-2	1	-1
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

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**
Electrified Body: 1d10 lightning if hit/touch

PROF: 2

ACTIONS

Multiattack: 1 bite, 2 claws

Bite: **+6, 2d4+4p**
Claws: **+6, 2d6+4s**

Eelfolk Stormcaller, *M*

NAME | CR: 6

AC	HP	PASSIVE PERCEPTION	SPEED
15	117	15	30/40s

STR	DEX	CON	INT ☐	WIS ☐	CHA ■
0	3	2	-1	2	4
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Blindsight 60', Intimidation +7, Perception +3, Stealth +5, immune: lightning
Death Burst: On death, DC 13 Dex save or **2d6 lightning** within 10', save half
Innate Spellcasting: DC 15, at will: *detect magic, thunderwave*, 2/day each: *call lightning, fog cloud, lightning bolt*

PROF: 3

ACTIONS

Multiattack: 2 claws

Claws: **+6, 1d6+3s & 2d6 lightning**

Spy, *M*

NAME | CR: 1

AC	HP	PASSIVE PERCEPTION	SPEED
12	27	16	30

STR	DEX	CON	INT ☐	WIS ☐	CHA ☐
0	2	0	1	2	3
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

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

PROF: 2

ACTIONS

Multiattack: 2 melee

Shortsword: **+4, 1d6+2p**
Hand Crossbow: 30/120, **+4, 1d6+2p**

Bandit Captain, *M*

NAME | CR: 2

AC	HP	PASSIVE PERCEPTION	SPEED
15	65	10	30

STR	DEX	CON	INT ☐	WIS ☐	CHA ☐
2	3	2	2	0	2
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Athletics +4, Deception +4

PROF: 2

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*

NAME | CR: 1/2

AC	HP	PASSIVE PERCEPTION	SPEED
11	32	10	30

STR	DEX	CON	INT ☐	WIS ☐	CHA ☐
2	0	2	0	0	0
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

Intimidation +2

Pack Tactics: Adv on attacks if ally within 5' of target

PROF: 2

ACTIONS

Multiattack: 2 melee

Mace: **+4, 1d6+2b**
Heavy Crossbow: 100/400, **+2, 1d10p**

Bandit, *M*

NAME | CR: 1/8

AC	HP	PASSIVE PERCEPTION	SPEED
12	11	10	30

STR	DEX	CON	INT ☐	WIS ☐	CHA ☐
3	3	3	3	3	3
BONUS	BONUS	BONUS	BONUS	BONUS	BONUS

SKILLS / TRAITS

PROF: 2

ACTIONS

Scimitar: **+3, 1d6+1s**
Light Crossbow: 80/320, **+3, 1d8+1p**