

Arena Champion, M

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NAME

CR



SKILLS / TRAITS

Athletics +11, Intimidation +5, Performance +5

Brave: Adv on saves vs frightened**Ultimate Brute:** 2 extra damage dice
melee weapons (included)**Silver Laurel** (1/day): Pass a failed save

3

2

ACTIONS

Multiattack: 3 melee or 2 ranged**Iron Longsword:** +8, 3d8+5s/3d10+5s 2-hands**Spear:** 20/60, +8, 3d6+5p/3d8+5p 2-hands**Shield Bash:** +8, 3d4+5b, <L> DC 15 Str save or
prone**Parry** (react): +3 AC vs melee**Commoner, M**

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SKILLS / TRAITS

ACTIONS

Club: +2, 1d4b**Eternal Scion, M**

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SKILLS / TRAITS

Darkvision 60', resist: necrotic, immune: charm,
exhaust, poison**Pack Tactics:** Adv on attacks if ally within 5' of
target**Greedy:** If hit same target with 2 claws
same turn, bite target as Bonus action

2

ACTIONS

Multiattack: 2 claws**Bite:** +5, 2d6+3p**Claws:** +2, 1d8+3s**Ghost, M**

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SKILLS / TRAITS

Darkvision 60', resist: acid, fire, lightning, thunder,
bps nonmagc, immune: charmed, cold, exhaust,
fright, grapple, necrotic, paralyze, petrify, poison,
prone, restrain**Ethereal Sight:** See 60' into Ethereal Plane**Incorporeal Movement:** Creatures/objects
difficult terrain. 1d10 force if end in object

2

ACTIONS

Withering Touch: +5, 4d6+3 necrotic**Etherealness:** Enter/exit Ethereal Plane**Horrorific Visage:** 60', DC 13 Wis save or frightened
1min/until save, save immune. Fail >4, age 1d4x10**years, greater restoration** in 24 hours to reverse**Possession** (R 6): 5' DC 13 Cha save or controls target,
save immune. Unconscious/expell w/magic ends**Priest, M**

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SKILLS / TRAITS

Medicine +7, Persuasion +3, Religion +4

Divine Eminence: Bonus action, expend
spell slot, +3d6 radiant on melee until end
of turn. +1d6 for each lvl above 1st**Spellcasting:** See spell card*

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ACTIONS

Mace: +2, 1d6b**Skeleton, M**

1/4

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SKILLS / TRAITS

Darkvision 60', vuln: b, immune: exhaust,
poison

ACTIONS

Shortsword: +4, 1d6+2p**Shortbow:** 80/320, +4, 1d6+2p**Veteran, M**

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SKILLS / TRAITS

Athletics +5, Perception +2

ACTIONS

Multiattack: 2 longsword, 1 shortsword**Longsword:** +5, 1d8+3s/1d10+3s

2-hands

Shortsword: +5, 1d6+3p**Heavy Crossbow:** 100/400, +3, 1d10+1p**Wraith, M**

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SKILLS / TRAITS

Darkvision 60', resist: acid, cold, fire, lightning, thunder, bps
nonmagc/nonsilver, immune: charm, exhaust, grapple,
necrotic, paralyze, petrify, poison, prone, restrain**Incorporeal Movement:** Move through creatures & objects
as if difficult terrain, 1d10 force if end in object**Sunlight Sensitivity:** In sun, disadv on attacks &
Perception for sight

3

ACTIONS

Life Drain: +6, 4d8+3 necrotic, DC 14Con save or HP max reduced by damage
(die 0), long rest ends**Create Specter:** Violently dead human 10',
create specter, wraith controls (7 max)