

Arena Champion, M 8

NAME CR

16 AC 150 HP 12 PASSIVE PERCEPTION 30 SPEED

STR 5 BONUS DEX 2 BONUS CON 3 BONUS INT 1 BONUS WIS 2 BONUS CHA 2 BONUS

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

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 0

NAME CR

10 AC 4 HP 10 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS

ACTIONS
Club: +2, 1d4b

Eternal Scion, M 2

NAME CR

11 AC 78 HP 9 PASSIVE PERCEPTION 30/10b SPEED

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

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 4

NAME CR

11 AC 45 HP 11 PASSIVE PERCEPTION 40f SPEED

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

SKILLS / TRAITS
 Darkvision 60', resist: acid, fire, lightning, thunder, bps nonmagic, immune: charmed, cold, exhaust, fright, grapple, necrotic, paralyze, petrify, poison, prone, restrain
Ethereal Sight: See 60' into Ethereal Plane 2
Incorporeal Movement: Creatures/objects difficult terrain. 1d10 force if end in object

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 2

NAME CR

13 AC 27 HP 13 PASSIVE PERCEPTION 25 SPEED

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

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 2
Spellcasting: See spell card*

ACTIONS
Mace: +2, 1d6b

Skeleton, M 1/4

NAME CR

13 AC 13 HP 9 PASSIVE PERCEPTION 30 SPEED

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

SKILLS / TRAITS
 Darkvision 60', vuln: b, immune: exhaust, poison

ACTIONS
Shortsword: +4, 1d6+2p
Shortbow: 80/320, +4, 1d6+2p

Veteran, M 3

NAME CR

17 AC 58 HP 12 PASSIVE PERCEPTION 30 SPEED

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

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 5

NAME CR

13 AC 67 HP 12 PASSIVE PERCEPTION 60f SPEED

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

SKILLS / TRAITS
 Darkvision 60', resist: acid, cold, fire, lightning, thunder, bps nonmagic/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 14 Con save or HP max reduced by damage (die 0), long rest ends
Create Specter: Violently dead human 10', create specter, wraith controls (7 max)