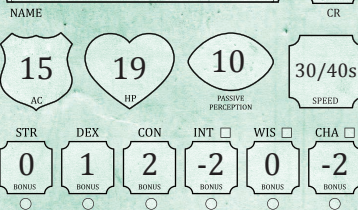


### Eelfolk, M

1/2



#### 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

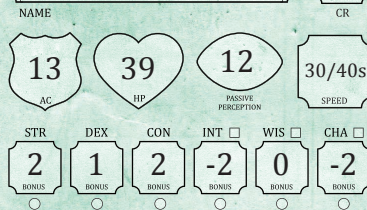
2  
PROF

#### ACTIONS

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

### Eelfolk Hunter, M

1



#### 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

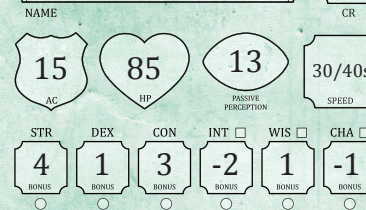
#### ACTIONS

**Multiattack:** 2 spear

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

### Eelfolk Scourge, L

4



#### 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

2  
PROF

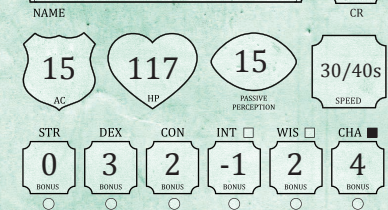
#### ACTIONS

**Multiattack:** 1 bite, 2 claws

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

### Eelfolk Stormcaller, M

6



#### 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*

3  
PROF

#### ACTIONS

**Multiattack:** 2 claws

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

### Spy, M

1



#### 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



#### SKILLS / TRAITS

Athletics +4, Deception +4

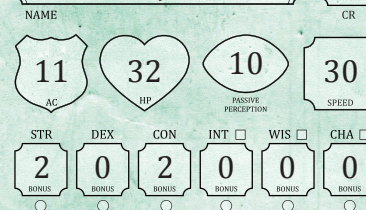
2  
PROF

#### 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



#### 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



#### SKILLS / TRAITS

2  
PROF

#### ACTIONS

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