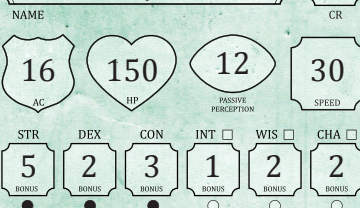


Arena Champion, M

8



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

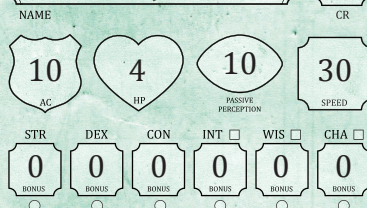
Spear: 20/60, +8, 3d6+5p/3d8+5p 2-hands

Shield Bash: +8, 3d4+5b, <L DC 15 Str save or prone

Parry (react): +3 AC vs melee

Commoner, M

0



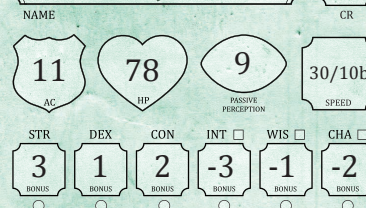
SKILLS / TRAITS

ACTIONS

Club: +2, 1d4b

Eternal Scion, M

2



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

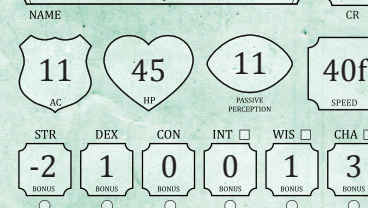
Multiattack: 2 claws

Bite: +5, 2d6+3p

Claws: +2, 1d8+3s

Ghost, M

4



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

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

Horrible 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



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*

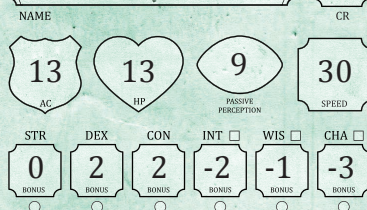
2

ACTIONS

Mace: +2, 1d6b

Skeleton, M

1/4



SKILLS / TRAITS

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

2

ACTIONS

Shortsword: +4, 1d6+2p

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

Veteran, M

3



SKILLS / TRAITS

Athletics +5, Perception +2

2

ACTIONS

Multiattack: 2 longsword, 1 shortsword

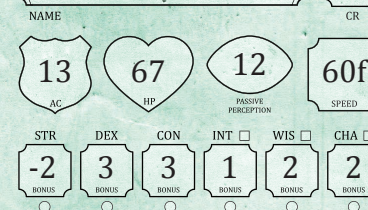
Longsword: +5, 1d8+3s/1d10+3s 2-hands

Shortsword: +5, 1d6+3p

Heavy Crossbow: 100/400, +3, 1d10+1p

Wraith, M

5



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)