

Nargle Nightbane

Filthreaper  Level: 1

Traits

Str
+1

Dex
+3

Con
+0

Int
-4

Wis + O

Cha + O

Stats

Up

Max
10

Atk
+4

Def +1

Dmg
d10

Notoriety

Minions

Gold:

Equipment, Loot, and Notes

Bonus:

Penalty:

Abilities

Locksmith

Add +2 to all rolls to bypass or open a lock.

Pickpocket

When you Pickpocket: Gain d6 in gold. (see pickpocket rules)

Nimble

Once per Page: Reroll any d20 + Dexterity roll and take the new result.

Twist the Blade

Once per Page: Reroll a Damage roll and take the new result if it is higher.

Nargle Nightbane

Filthreaper ♀ Level: 2

Filthreaper Level: 2

Traits

Str

Dex

Con

Int

Wis

Cha



Notoriety

Minions

Gold:

Equipment, Loot, and Notes

**Equipment,
Loot, and Notes**

Stats

Up

Max
14

Atk
+5

Def

+2

Dmg

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Abilities

Locksmith

Add +2 to all rolls to bypass or open a lock.

Survivalist

Add +2 to all rolls to endure long journeys.

Stealthy

Add +2 to all rolls to sneak and remain hidden.

Pickpocket

When you Pickpocket: Gain d6 in gold. (see pickpocket rules)

Nimble

Once per Page: Reroll any d20 + Dexterity roll and take the new result.

Twist the Blade

Once per Page: Reroll a Damage roll and take the new result if it is higher.

Gang of Thieves

Sacrifice a Minion to add +2 to a single defense roll.

Bonus:

Penalty:

Nargle Nightbane

Filthreaper  Level: 3

Traits



Stats



Notoriety



Minions



Gold:

Equipment, Loot, and Notes

This image shows a single sheet of white paper with horizontal ruling lines. The paper is framed by a dark brown, ornate border featuring intricate scrollwork and floral motifs at the corners and midpoints. There are 20 horizontal lines in total, evenly spaced across the page.

Bonus:

Penalty:

Abilities

Locksmith



Add +2 to all rolls to bypass or open a lock.

Survivalist



Add +2 to all rolls to endure long journeys.

Stealthy



Add +2 to all rolls to sneak and remain hidden.

Investigator



Add +2 to all rolls to search and investigate.

Pickpocket



When you Pickpocket: Gain d6 in gold. (see pickpocket rules)

Nimble



Once per Page: Reroll any d20 + Dexterity roll and take the new result.

Twist the Blade



Once per Page: Reroll a Damage roll and take the new result if it is higher.

Gang of Thieves



Sacrifice a Minion to add +2 to a single defense roll.

Backstab



Once per Rest: Add +d4 to all Damage rolls on the Page.

Sneak Attack



Once per Rest: Add +d4 to all Attack rolls on the Page.

Nargle Nightbane

Filthreaper Level: 6

Traits



Stats

Str **Dex** **Con** **Int** **Wis** **Cha**

Hp **Max** **31** **Atk** **+11** **Dmg** **2D12** **Def** **+6**

Notoriety



Minions



Gold:

Equipment, Loot, and Notes

Bonus:

Penalty:

Abilities

Locksmith

Add +2 to all rolls to bypass or open a lock.

Survivalist

Add +2 to all rolls to endure long journeys.

Stealthy

Add +2 to all rolls to sneak and remain hidden.

Investigator

Add +2 to all rolls to search and investigate.

Pickpocket

When you Pickpocket: Gain d6 in gold. (see pickpocket rules)

Nimble

Twice per Page: Reroll any d20 + Dexterity roll and take the new result.

Twist the Blade

Twice per Page: Reroll a Damage roll and take the new result if it is higher.

Gang of Thieves

Sacrifice a Minion to add +2 to a single defense roll.

Backstab

Twice per Rest: Add +d6 to all Damage rolls on the Page.

Sneak Attack

Once per Rest: Add +d4 to all Attack rolls on the Page.

Pack Tactics

Once per Page: Sacrifice a Minion to negate all damage from a single source.

Ambush

Once per Page: Add your Dexterity Modifier to a single Attack and Damage roll.