

## REBEL

Small or Medium • Humanoid • Any Alignment

**Armor Class** 13

**Initiative** +2 (12)

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	12 (+1)	13 (+1)	13 (+1)

**Skills** Perception +3, Persuasion +3, Stealth +4

**Gear** bomb, leather, light crossbow, scimitar

**Senses** passive Perception 13

**Languages** any two languages

**CR** 1 (XP 200, PB +2)



**Conviction (1/Day).** If damage reduces the rebel to 0 hit points, it drops to 1 hit point instead, unless the damage is from a critical hit.

### ACTIONS

**Multiattack.** The rebel makes two attacks, using Scimitar and Light Crossbow in any combination.

**Scimitar.** *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) slashing damage.

**Light Crossbow.** *Ranged Weapon Attack:* +4, range 80/320 ft. *Hit:* 6 (1d8 + 2) piercing damage.

## REBEL — WEAKER

**Armor Class** 12

**Initiative** +1 (11)

**Hit Points** 12 (3d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	10 (+0)	10 (+0)	11 (+0)	11 (+0)

**Skills** Perception +2, Persuasion +2, Stealth +3

**Gear** leather, light crossbow, scimitar

**Senses** passive Perception 13

**Languages** any two languages

**CR** 1/8 (XP 25, PB +2)



**Conviction (1/Day).** If damage reduces the rebel to 0 hit points, it drops to 1 hit point instead, unless the damage is from a critical hit.

### ACTIONS

**Scimitar.** *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) slashing damage.

**Light Crossbow.** *Ranged Weapon Attack:* +3, range 80/320 ft. *Hit:* 5 (1d8 + 1) piercing damage.

## REBEL — STRONGER

**Armor Class** 15

**Initiative** +3 (13)

**Hit Points** 91 (14d8 + 28)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	12 (+1)	15 (+2)	15 (+2)

**Saving Throws** Con +4, Wis +4, Cha +4

**Skills** Perception +4, Persuasion +4, Stealth +5

**Gear** bomb, light crossbow, scimitar, studded leather

**Senses** passive Perception 13

**Languages** any two languages

**CR** 4 (XP 1,100, PB +2)



**Smoke Bomb (1/Day).** The rebel throws a bomb at a point it can see within 30 feet. The area in a 10-foot-radius sphere centered on that point becomes heavily obscured by smoke for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it.

### REACTIONS

**Dirty Blow.** *Trigger:* The rebel hits a Medium or smaller creature with a melee attack. *Response - Strength Saving Throw:* DC 12, the hit creature. *Failure:* The target is pushed 5 feet and knocked prone.

**Light Crossbow.** *Ranged Weapon Attack:* +3, range 80/320 ft. *Hit:* 5 (1d8 + 1) piercing damage.

### REACTIONS

**Dirty Blow.** *Trigger:* The rebel hits a Medium or smaller creature with a melee attack. *Response - Strength Saving Throw:* DC 11, the hit creature. *Failure:* The target is knocked prone.

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**Conviction (1/Day).** If damage reduces the rebel to 0 hit points, it drops to 1 hit point instead, unless the damage is from a critical hit.

## ACTIONS

**Multiattack.** The rebel makes two attacks, using Scimitar and Light Crossbow in any combination.

**Scimitar.** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 13 (3d6 + 3) slashing damage.

**Light Crossbow.** *Ranged Weapon Attack:* +5, range 80/320 ft. *Hit:* 15 (3d8 + 3) piercing damage.

**Smoke Bomb (2/Day).** The rebel throws a bomb at a point it can see within 30 feet. The area in a 10-foot-radius sphere centered on that point becomes heavily obscured by smoke for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it.

## REACTIONS

**Dirty Blow.** *Trigger:* The rebel hits a Medium or smaller creature with a melee attack. *Response - Strength Saving Throw:* DC 12, the hit creature. *Failure:* The target is pushed 5 feet and knocked prone.

## REMARKS

When you use this creature, you can replace the Smoke Bomb action with one of the following abilities to switch up the encounters:

1. **Exploding Bomb (1/Day).** *Dexterity Saving Throw:* DC 13, each creature in a 5-foot-radius sphere centered on a point the rebel can see within 30 feet. *Failure:* 7 (2d6) force damage. *Success:* Half damage.
2. **Thunder Bomb (1/Day).** *Constitution Saving Throw:* DC 13, each creature in a 15-foot-radius sphere centered on a point the rebel can see within 30 feet. *Failure:* The target becomes deafened until the end of its next turn. While deafened this way, it also has disadvantage and saving throws.
3. **Disorienting Bomb (1/Day).** *Wisdom Saving Throw:* DC 13, each creature in a 10-foot-radius sphere centered on a point the rebel can see within 30 feet. *Failure:* The target becomes affected by the *confusion* spell until the end of its next turn.
4. **Pepper Bomb (1/Day).** *Constitution Saving Throw:* DC 13, each creature in a 15-foot-radius sphere centered on a point the rebel can see within 30 feet. *Failure:* The target becomes deafened and can't speak or form verbal components until the end of its next turn.