TREASURE HUNTER

Small or Medium • Humanoid • Any Alignment



Armor Class 15
Initiative +3 (13)
Hit Points 58 (9d8 + 18)
Speed 30 ft., climb 20 ft.

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

Saving Throws Dex +5
Skills Acrobatics +5, History +7, Investigation +7, Perception +4, Religion +5
Gear pistol, studded leather, whip
Senses passive Perception 14
Languages Common plus three other languages
CR 3 (XP 700; PB +2)

Dungeon Delver. The treasure hunter has advantage on saving throws forced by traps.

Evasion. If the treasure hunter is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the treasure hunter instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it is incapacitated.

ACTIONS

Multiattack. The treasure hunter makes two attacks, using Whip or Pistol in any combination.

Whip. *Melee Weapon Attack:* +5, reach 10 ft. Hit: 8 (2d4 + 3) slashing damage, and the target suffers one of the following effects of the treasure hunter's choice (a target can only be affected once per turn):

- The target is knocked prone.
- The target is pulled up to 5 feet toward the treasure hunter.
- The target is disarmed of an object is carrying in their hands.

Pistol. *Ranged Weapon Attack:* +5, range 30/90 ft. Hit: 12 (2d8 + 3) piercing damage.

Spellcasting. The treasure hunter casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 13):

At will: *comprehend language, detect magic, mage hand*

BONUS ACTIONS

Quick Hands. The treasure hunter takes the use object action.

REACTIONS

Roll With It. *Trigger:* The treasure hunter is hit by an attack roll. *Response:* The treasure hunter moves up to 10 feet without provoking opportunity attacks.

TREASURE HUNTER — WEAKER



Armor Class 14
Initiative +2 (12)
Hit Points 22 (4d8 + 4)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	14 (+2)	12 (+1)	10 (+0)

Saving Throws Dex +4
Skills Acrobatics +4, History +4, Investigation +4, Perception +3, Religion +4
Gear pistol, studded leather, whip
Senses passive Perception 13
Languages Common plus three other languages
CR 1/2 (XP 100; PB +2)

Dungeon Delver. The treasure hunter has advantage on saving throws forced by traps.

Evasion. If the treasure hunter is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the treasure hunter instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it is incapacitated.

ACTIONS

Whip. *Melee Weapon Attack:* +4, reach 10 ft. Hit: 4 (1d4 + 2) slashing damage, and the target suffers one of the following effects of the treasure hunter's choice (a target can only be affected once per turn):

- The target is knocked prone.
- The target is pulled up to 5 feet toward the treasure hunter.
- The target is disarmed of an object is carrying in their hands.

Pistol. *Ranged Weapon Attack:* +4, range 30/90 ft. Hit: 6 (1d8 + 2) piercing damage.

Spellcasting. The treasure hunter casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 13):

At will: *comprehend language, detect magic, mage hand*

BONUS ACTIONS

Quick Hands. The treasure hunter takes the use object action.

REACTIONS

Roll With It. *Trigger:* The treasure hunter is hit by an attack roll. *Response:* The treasure hunter moves up to 10 feet without provoking opportunity attacks.

TREASURE HUNTER — STRONGER



Armor Class 16 **Initiative** +4 (14)
Hit Points 105 (14d8 + 42)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	16 (+3)	18 (+4)	16 (+3)	14 (+2)

Saving Throws Dex +7
Skills Acrobatics +7, History +10, Investigation +10, Perception +6, Religion +7
Gear pistol, studded leather, whip
Senses passive Perception 16
Languages Common plus three other languages
CR 6 (XP 2,300; PB +3)

Dungeon Delver. The treasure hunter has advantage on saving throws forced by traps.

Evasion. If the treasure hunter is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the treasure hunter instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it is incapacitated.

ACTIONS

Multiattack. The treasure hunter makes three attacks, using Whip or Pistol in any combination.

Whip. *Melee Weapon Attack:* +5, reach 10 ft. Hit: 9 (2d4 + 4) slashing damage, and the target suffers one of the following effects of the treasure hunter's choice (a target can only be affected once per turn):

- The target is knocked prone.
- The target is pulled up to 5 feet toward the treasure hunter.
- The target is disarmed of an object is carrying in their hands.

Pistol. *Ranged Weapon Attack:* +5, range 30/90 ft. Hit: 13 (2d8 + 4) piercing damage.

Spellcasting. The treasure hunter casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 13):

At will: *comprehend language, detect magic, mage hand*

BONUS ACTIONS

Quick Hands. The treasure hunter takes the use object action.

REACTIONS

Roll With It. *Trigger:* The treasure hunter is hit by an attack roll. *Response:* The treasure hunter moves up to 10 feet without provoking opportunity attacks.