

BRAWLER

Small or Medium • Humanoid • Lawful Good

Armor Class 15

Initiative +2 (12)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Str +5, Dex +4, Con +5

Skills Acrobatics +4, Athletics +5, Intimidation +2

Senses passive Perception 11

Languages Common

CR 3 (XP 700; PB +2)



Grappler. The brawler has advantage on attack rolls against any creature grappled by it.

ACTIONS

Multiattack. The brawler makes two Jab attacks.

Jab. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 8 (2d4 + 3) bludgeoning damage, or 12 (2d8 + 3) bludgeoning damage if used with an improvised weapon. Once per turn, *Strength Saving Throw:* DC 13, the target. *Failure:* The brawler can inflict one of the following additional effects:

- The target is pushed 5 feet in a direction of the brawler's choice or knocked prone.
- The target is grappled (escape DC 13).
- The target is blinded or deafened (the brawler's choice) until the end of the target's next turn.

Throw Weapon. *Ranged Weapon Attack:* +5, range 20/60 ft. *Hit:* 7 (1d8 + 3) bludgeoning damage.

BRAWLER — WEAKER

Armor Class 13

Initiative +1 (11)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	9 (-1)	10 (+0)	10 (+0)

Skills Acrobatics +3, Athletics +4, Intimidation +2

Senses passive Perception 10

Languages Common

CR 1/2 (XP 100; PB +2)



Slam Down. *Constitution Saving Throw:* DC 13, one creature grappled by the brawler. *Failure:* 21 (4d8 + 3) bludgeoning damage, and the target is stunned until the end of its next turn. *Success:* Half damage. *Failure or Success:* The grapple ends, and the target is knocked prone.

BONUS ACTIONS

Taunt. *Wisdom Saving Throw:* DC 11, one creature within 30 feet of the brawler that can hear or see it. *Failure:* The target must use its reaction to move up to its speed toward the brawler. Additionally, all attacks against the target have advantage until the end of its next turn. *Success:* The target becomes immune to this effect for 1 hour.

REACTIONS

Skilled Fall. *Trigger:* The brawler is subjected to 10 or fewer fall damage. *Response:* The brawler takes no damage, and if the fall knocks the brawler prone, it can immediately stand up.

Grappler. The brawler has advantage on attack rolls against any creature grappled by it.

ACTIONS

Multiattack. The brawler makes two Jab attacks.

Jab. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) bludgeoning damage. Once per turn, *Strength Saving Throw:* DC 12, the target. *Failure:* The brawler can inflict one of the following additional effects:

- The target is pushed 5 feet in a direction of the brawler's choice or knocked prone.
- The target is grappled (escape DC 12).
- The target is blinded or deafened (the brawler's choice) until the end of the target's next turn.

Throw Weapon. *Ranged Weapon Attack:* +4, range 20/60 ft. *Hit:* 5 (1d6 + 2) bludgeoning damage.

BRAWLER — STRONGER

Armor Class 17

Hit Points 119 (14d8 + 56)

Speed 30 ft.

Initiative +6 (16)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	10 (+0)	14 (+2)	14 (+2)

Saving Throws Str +7, Dex +6, Con +7

Skills Acrobatics +6, Athletics +7, Intimidation +6

Senses passive Perception 12

Languages Common

CR 6 (XP 2,300, PB +3)



Grappler. The brawler has advantage on attack rolls against any creature grappled by it.

ACTIONS

Multiattack. The brawler makes two Jab attacks.

Jab. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 14 (3d6 + 4) bludgeoning damage, or 20 (3d10 + 4) bludgeoning damage if used with an improvised weapon. Once per turn, *Strength Saving Throw:* DC 15, the target. *Failure:* The brawler can inflict one of the following additional effects:

- The target is pushed 10 feet in a direction of the brawler's choice or knocked prone.
- The target is grappled (escape DC 15).
- The target is blinded or deafened (the brawler's choice) until the end of the target's next turn.

Throw Weapon. *Ranged Weapon Attack:* +5, range 20/60 ft. *Hit:* 17 (3d8 + 4) bludgeoning damage.

Slam Down. *Constitution Saving Throw:* DC 12, one creature grappled by the brawler. *Failure:* 9 (2d6 + 2) bludgeoning damage, and the target is stunned until the end of its next turn. *Success:* Half damage. *Failure or Success:* The grapple ends, and the target is knocked prone.

BONUS ACTIONS

Taunt. *Wisdom Saving Throw:* DC 10, one creature within 30 feet of the brawler that can hear or see it. *Failure:* The target must use its reaction to move up to its speed toward the brawler. *Success:* The target becomes immune to this effect for 1 hour.

REACTIONS

Skilled Fall. Trigger: The brawler is subjected to 5 or fewer fall damage. Response: The brawler takes no damage, and if the fall knocks the brawler prone, it can immediately stand up.

Slam Down. *Constitution Saving Throw:* DC 15, one creature grappled by the brawler. *Failure:* 36 (5d12 + 4) bludgeoning damage, and the target is stunned until the end of its next turn. *Success:* Half damage. *Failure or Success:* The grapple ends, and the target is knocked prone.

BONUS ACTIONS

Taunt. *Wisdom Saving Throw:* DC 13, one creature within 60 feet of the brawler that can hear or see it. *Failure:* The target must use its reaction to move up to its speed toward the brawler. Additionally, all attacks against the target have advantage until the end of its next turn. *Success:* The target becomes immune to this effect for 1 hour.

REACTIONS

Skilled Fall. Trigger: The brawler is subjected to 15 or fewer fall damage. Response: The brawler takes no damage, and if the fall knocks the brawler prone, it can immediately stand up.