

Vark's Thugs act as smugglers, part of **Soller Vark's** smuggling crew aboard the Blue Nixie.

During the day, two are located on the Main Deck, one stands watch on the Quarterdeck, two rest in the Officer's Quarters, one stands guard in the Hold and the last one, a foul-mouthed woman named Ketrana, rests with Soller Vark in the Captain's Quarters.

VARC'S THUGS

Medium humanoid (human), chaotic neutral

Armor Class 12 (leather armor)

Hit points 11 (2d8 +2)

Speed 30 ft.

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

Senses passive Perception 10

Languages common

Challenge 1/8 (25 xp)

ACTIONS

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 +1) piercing damage.

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



Ben Wooten

SOLLER VARK

Medium humanoid (human), chaotic neutral

Armor Class 14 (studded leather armor)

Hit points 52 (8d8 +16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	10 (+0)	8 (-1)	13 (+1)

Senses passive Perception 9

Languages common

Challenge 1 (200 xp)

ACTIONS

Multiattack. Soller Vark makes two melee attacks with his rapier.

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 +2) piercing damage.

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