

35 VERSATILE NPCs



35 customizable humanoids of
varying challenge ratings



NOTICE:

This is the “Printer-Friendly” version of Versatile NPCs. The full version, which includes the work of many talented artists can be found here:

<https://drive.google.com/file/d/0BwKOfP0ILMsLTUdrQkhlamVyZIU/view?usp=sharing>

Easily customize NPCs for flavor

- See Chapter 9 of the Dungeon Master’s Guide to apply the racial traits to your NPCs, and the Monster Manual for those traits’ descriptions.
 - For example, an **outland veteran** can be used as a human tribal warrior, or orc plunderer.
 - If you want to be more careful in preserving the challenge rating of the NPC, you can consider the ability modifier to be minimum requirements rather than alterations to the stats. For example, an ability modifier of +2 Dexterity can also mean the NPC you select should have a minimum Dexterity of 12.
- Other attributes can be applied which do not affect Challenge Rating, such as proficiency in a skill.
- None of the NPCs in this document teeter on the edge of being of a higher or lower Challenge rating, so minor alterations, even ones such as a +1 to a primary ability score, likely will not make a statistically significant difference in Challenge Rating, though you still might notice a difference in combat effectiveness in such cases.

Other than that, the NPC statblocks have been left intentionally ‘vanilla’ so they can fulfill any number of roles.

NPCs that are not included are: the Abjurer, Archdruid, Bard, Chapmion, Conjurer, Diviner, Enchanter, Evoker, Illusionist, Martial Arts Adept, Master Thief, Necromancer, Transmuter, War Priest, Warlock of the Archfey, Warlock of the Fiend, Warlock of the Great Old One, and the Warlord.

These are great NPCs I would have added, but are already part of Volo’s Guide to Monsters. I recommend that supplement.

AGILE FIGHTER

Medium humanoid, any alignment

Armor Class 15 (studded leather)
Hit Points 22 (5d8 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	11 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages Any one language (usually common)
Challenge 1 (200 XP)

Swift Strike. If the fighter makes a dash action in a direct line toward a creature, it may make a single melee attack against it.

ACTIONS

Multiattack. The fighter makes two weapon attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

DROW RAIDER

Medium elf, neutral evil

Armor Class 15 (studded leather)
Hit Points 22 (5d8 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	11 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +2, Stealth +5
Senses darkvision 120 ft., passive Perception 12
Languages Elvish, Undercommon
Challenge 1 (200 XP)

Fey Ancestry. The drow raider has advantage on saving throws against being charmed, and magic can’t put the drow raider to sleep.

Innate Spellcasting. The drow raider’s innate spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: dancing lights
3/day: darkness, false life

Sunlight Sensitivity. While in sunlight, the drow raider has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Swift Strike. If the fighter makes a dash action in a direct line toward a creature, it may make a single melee attack against it.

ACTIONS

Multiattack. The fighter makes two weapon attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

AGILE FIGHTER

Medium humanoid, any alignment

Armor Class 15 (studded leather)

Hit Points 22 (5d8 + 0)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	11 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Any one language (usually common)

Challenge 1 (200 XP)

Swift Strike. If the fighter makes a dash action in a direct line toward a creature, it may make a single melee attack against it.

ACTIONS

Multiattack. The fighter makes two weapon attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

ARCANE TRICKSTER

Medium humanoid, any alignment

Armor Class 13 (leather)

Hit Points 36 (8d8 + 0)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	13 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Performance +5, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 12

Languages Any one language (usually common)

Challenge 1 (200 XP)

Nimble Escape. The arcane trickster can take the Disengage or Hide action as a bonus action on each of its turns.

Sneak Attack (1/turn). The trickster deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the trickster that isn't incapacitated and the trickster doesn't have disadvantage on the attack roll.

Spellcasting. The trickster is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The trickster has the following bard spells prepared:

Cantrip (at will): *mage hand, vicious mockery*

1st level (4 slots): *charm person, sleep*

2nd level (2 slots): *invisibility*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage in melee, or 4 (1d4 + 2) piercing damage at range, plus 3 (1d6) poison damage.

ARTIFICER ALCHEMIST

Medium humanoid, any alignment

Armor Class 15 (+1 studded leather)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	18 (+4)	14 (+2)	10 (+0)

Skills Arcana +6, History +6, Investigation +6

Senses passive Perception 12

Languages Any three languages

Challenge 2 (450 XP)

Spellcasting. The alchemist is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The alchemist has the following artificer spells prepared:

1st level (4 slots): *alarm, cure wounds, disguise self*

2nd level (3 slots): *blur, lesser restoration, magic weapon*

3rd level (2 slots): *blink*

ACTIONS

Infuse Magic (2/day). The alchemist can spend 1 minute infusing an item with one of the spells it knows, provided the spell has a casting time of one action. A creature with an Intelligence score of 6 or higher thereafter may activate the spell as an action.

The spellcasting save DC and modifier of the activated item is the same as the alchemist's. If the spell targets more than one creature, the creature that activates the item selects the additional targets. If the spell has an area of effect, it is centered on the item. If the spell's range is self, it targets the creature that activates the item. If the spell requires concentration, the creature that activates the item maintains the concentration as if they had cast the spell.

An infused item remains so for 8 hours, after which point, the magic fades.

Alchemical Acid (3/day). The alchemist throws a vial of acid at a creature or object up to 30 feet away. Creatures within a 5-foot radius must make a Dexterity saving throw, taking 3d6 acid damage on a failed save, or half as much on a successful one.

Flash bomb (2/day). The alchemist throws a ceramic bomb at a point on the ground up to 30 feet away. Each creature within a 10-foot radius of the impact must make a DC 14 Constitution saving throw or be blinded until the end of the alchemist's next turn.

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

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.

ARTIFICER GUNSMITH

Medium humanoid, any alignment

Armor Class 15 (chain shirt)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	18 (+4)	14 (+2)	10 (+0)

Skills Arcana +6, History +6, Investigation +6

Senses passive Perception 12

Languages Any three languages

Challenge 2 (450 XP)

Spellcasting. The artificer gunsmith is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The artificer gunsmith has the following artificer spells prepared:

1st level (4 slots): *expeditious retreat*, *longstrider*

2nd level (3 slots): *blur*, *magic weapon*, *see invisibility*

3rd level (2 slots): *blink*

Infuse Magic (2/day). The artificer can spend 1 minute infusing an item with one of the spells it knows, provided the spell has a casting time of one action. A creature with an Intelligence score of 6 or higher thereafter may activate the spell as an action

The spellcasting save DC and modifier of the activated item is the same as the artificer's. If the spell targets more than one creature, the creature that activates the item selects the additional targets. If the spell has an area of effect, it is centered on the item. If the spell's range is self, it targets the creature that activates the item. If the spell requires concentration, the creature that activates the item maintains the concentration as if they had cast the spell.

An infused item remains so for 8 hours, after which point, the magic fades.

ACTIONS

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

Thundercannon. *Ranged Weapon Attack:* +5 to hit, range 150/300 ft., one creature. *Hit:* 17 (4d6 + 3) thunder damage.

BASTION

Medium humanoid, any alignment

Armor Class 20 (plate, shield)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Str +7, Con +7

Skills Athletics +7, Intimidation +3

Senses passive Perception 12

Languages Any one language (usually common)

Challenge 7 (2900 XP)

Brute. A melee weapon deals one extra die of its damage when the bastion hits with it (included in the attack).

Shelter. Allies within 5 feet of the bastion gain a +2 bonus to their AC, if the Bastion is not prone or incapacitated.

Shield Charge. If the bastion moves at least 10 feet straight toward a target and then hits it with its flail on the same turn, the target takes an extra 13 (3d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The bastion makes two weapon attacks.

Flail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage in melee, or 11 (2d6 + 4) piercing damage at range.

REACTIONS

Block. The bastion adds +3 AC against an attack that would normally hit it. To do so, the bastion must see the attacker and be wielding a shield.

BRAWLER

Medium humanoid, any alignment

Armor Class 12 (leather)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

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

Skills Athletics +4
Senses passive Perception 10
Languages Any one language (usually common)
Challenge 1/2 (100 XP)

Still Standing. If the brawler has 10 or fewer hit points remaining, it has advantage on attack rolls.

ACTIONS

Multiaction. The brawler makes two unarmed strikes or one greatclub attack

Greatclub. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) bludgeoning damage.

CAVALRY SPECIALIST

Medium humanoid, any alignment

Armor Class 17 (chain shirt, shield)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

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

Skills Animal Handling +3
Senses passive Perception 11
Languages Any one language (usually common)
Challenge 2 (450 XP)

Skilled Rider. Attack rolls made against the cavalry specialist's mount have disadvantage.

Thundering Charge (1/Turn). If the cavalry specialist's mount moves at least 20 feet straight toward a target and the specialist hits it with a spear attack on the same turn, the target takes an extra 7 (2d6) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

ACTIONS

Multiaction. The cavalry specialist makes two weapon attacks.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage in melee, or 6 (1d6 + 3) piercing damage at range, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage in melee, or 6 (1d6 + 3) piercing damage at range.

BEAST MASTER

Medium humanoid, any alignment

Armor Class 15 (studded leather)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	13 (+1)	16 (+3)	14 (+2)

Skills Animal Handling +5, Nature +3, Survival +5
Senses passive Perception 13
Languages Any languages
Challenge 1 (200 XP)

Exceptional Training. The beast master can have a bond with one or more beasts from the *Monster Manual*, as determined by the DM. The beast obeys the master's commands as best as it can, and takes its turn on the master's initiative order.

One it's turn, the beast master can verbally command the beast where to move (with no action required on the master's part). In place of one of its weapon attacks, the beast master can command the beast to take the Attack action. The beast has

advantage on attacks it is commanded to make.

As a bonus action, the beast master can command the beast to take the Dash, Disengage, Dodge, or Help action. It takes attacks of opportunity and other reactions without needing the beast master's command.

Spellcasting. The beast master is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The beast master has the following ranger spells prepared:

1st level (2 slots): *animal friendship*, *speak with animals*

ACTIONS

Multiaction. The beast master makes two weapon attacks.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) slashing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

DEFENDER

Medium humanoid, any alignment

Armor Class 19 (splint, shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

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

Senses passive Perception 10

Languages Any one language (usually common)

Challenge 1 (200 XP)

ACTIONS

Warhammer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage, or 7 (1d10 + 2) bludgeoning damage if used with two hands to make a melee attack.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage in melee, or 5 (1d6 + 2) piercing damage at range.

Goading Attack (Recharge 5-6). The defender makes an attack which, if it hits, imposes disadvantage on the target if it attacks any creature but the defender. The defender's attack also deals an additional 4 (1d8) damage.

REACTIONS

Block. The defender adds +2 AC against an attack that would normally hit it. To do so, the defender must see the attacker and be wielding a shield.

DUELIST

Medium humanoid, any alignment

Armor Class 15

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	12 (+1)	12 (+1)	14 (+2)

Skills Perception +3

Senses passive Perception 13

Languages Any one language (usually common)

Challenge 1 (200 XP)

ACTIONS

Multiattack. The duelist makes two rapier attacks.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

Suave Defense. While the duelist is wearing light armor or no armor and is not wielding a shield, its AC includes its Charisma modifier.

REACTIONS

Parry. The duelist adds +2 AC against an attack that would normally hit it. To do so, the duelist must see the attacker and be wielding a melee weapon.

ETERNAL HUNTER

Medium humanoid, any alignment

Armor Class 17 (studded leather)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	14 (+2)	18 (+4)	12 (+1)

Saving Throws Dex +8, Int +5, Cha +4

Skills Acrobatics +8, Athletics +5, Nature +5, Perception +7, Stealth +8, Survival +7

Senses passive Perception 17

Languages Any one language (usually common)

Challenge 7 (2900 XP)

Ethereal Strike (Recharge 5-6). In place of one of its weapon attacks, the hunter, as a bonus action, can teleport to an unoccupied space within 30 feet that it can see, and within 5 feet of a creature against which the hunter makes a shortsword attack that does an additional 13 (3d8) force damage.

Piercing Arrows. When the hunter hits a creature with its longbow, it can make an additional longbow attack against another creature in a straight line up to 30 feet away from the first target. The hunter's arrows are also magical and do an additional 4 (1d8) force damage (included in the attack).

ACTIONS

Multiattack. The hunter makes three weapon attacks.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one creature. *Hit:* 14 (2d8 + 5) force damage.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) piercing damage.

REACTIONS

Uncanny Dodge. The hunter halves the damage from an attack that hits it. The hunter must be able to see the attacker.

HETERODOX PRIEST

Medium humanoid, any alignment

Armor Class 15 (breastplate)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	13 (+1)	16 (+3)	14 (+2)

Saving Throws Wis +6

Skills Religion +4

Senses passive Perception 13

Languages Any three languages

Challenge 5 (1800 XP)

Spellcasting. The heterodox priest is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The heterodox priest has the following cleric spells prepared:

Cantrip (at will): *guidance, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, cure wounds*

2nd level (3 slots): *augury, hold person, spiritual weapon*

3rd level (3 slots): *bestow curse, speak with dead, sending*

4th level (3 slots): *divination, freedom of movement, locate creature*

5th level (2 slots): *flame strike, mass cure wounds*

ACTIONS

Multiattack. The heterodox priest makes two weapon attacks.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage in melee, or 5 (1d4 + 3) piercing damage at range.

Morningstar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

HONOR-BOUND FIGHTER

Medium humanoid, any alignment

Armor Class 17 (splint)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	13 (+1)	15 (+2)	14 (+2)

Saving Throws Cha +5, Str +6, Wis +5

Skills Athletics +6

Senses passive Perception 12

Languages Any one language (usually common)

Challenge 5 (1800 XP)

Death Before Dishonor. The honor-bound fighter has advantage on saving throws against being charmed or frightened.

Still Standing. While it has 20 hit points or fewer, the fighter has advantage on attack rolls.

ACTIONS

Multiattack. The fighter makes three weapon attacks.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

INQUISITOR

Medium humanoid, any alignment

Armor Class 16 (studded leather)

Hit Points 104 (16d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	15 (+2)	16 (+3)	14 (+2)

Saving Throws Wis +6

Skills Insight +6, Intimidation +5, Investigation +5, Perception +6

Senses passive Perception 16

Languages Any two languages

Challenge 5 (1800 XP)

Stern Resolve. The inquisitor has advantage on saving throws against being charmed or frightened.

Spellcasting. The inquisitor is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The inquisitor has the following cleric spells prepared:

Cantrip (at will): *guidance, thaumaturgy*

1st level (4 slots): *bane, detect evil and good, protection from evil and good*

2nd level (3 slots): *hold person, lesser restoration, zone of truth*

3rd level (2 slots): *dispel magic, remove curse*

ACTIONS

Multiattack. The inquisitor makes three melee attacks or two ranged attacks. The inquisitor ignores the loading quality on the hand crossbow.

Crossbow, hand. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage, plus 3 (1d6) fire damage.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage in melee, or 6 (1d4 + 4) piercing damage at range.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage.

REACTIONS

Parry. The inquisitor adds +3 AC against an attack that would normally hit it. To do so, the inquisitor must see the attacker and be wielding a melee weapon.

JOURNEYMAN MAGE

Medium humanoid, any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 31 (7d8 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	16 (+3)	12 (+1)	11 (+0)

Skills Arcana +5
Senses passive Perception 11
Languages Any three languages
Challenge 3 (700 XP)

Spellcasting. The journeyman mage is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The journeyman wizard has the following wizard spells prepared:

Cantrip (at will): *minor illusion*, *fire bolt*, *mending*
1st level (4 slots): *mage armor**, *jump*, *shield*
2nd level (3 slots): *alter self*, *aganzzar's scorcher*
3rd level (2 slots): *counterspell*, *lightning bolt*

*The wizard casts these spells on itself before combat.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) bludgeoning damage.

MARTIAL COMMANDER

Medium humanoid, any alignment

Armor Class 19 (half plate, shield)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

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

Skills Intimidation +4, Athletics +5
Senses passive Perception 11
Languages Any two languages
Challenge 4 (1100 XP)

ACTIONS

Multiaction. The martial commander makes three longsword or two javelin attacks

Leadership (Recharges after a Short or Long rest). For 1 minute, the martial commander can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or saving throw. The creature can add a d4 to its roll provided it can hear and understand the commander. A creature can benefit from only one Leadership die at a time. This effect ends if the commander is incapacitated.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands to make a melee attack.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage in melee, or 6 (1d6 + 3) piercing damage at range.

REACTIONS

Parry. The martial commander adds +2 AC against an attack that would normally hit it. To do so, the commander must see the attacker and be wielding a melee weapon.

MASTER SWORDSMAN

Medium humanoid, any alignment

Armor Class 17 (studded leather)
Hit Points 121 (22d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	12 (+1)	14 (+2)	14 (+2)	14 (+2)

Skills Acrobatics +8, Insight +5, Perception +5, Persuasion +5, Sleight of Hand +8
Senses passive Perception 15
Languages Any two languages
Challenge 7 (2900 XP)

Cold Steel. The master swordsman gains +1 to its damage with its longsword while wielding it and no other weapon or shield (included in the attack).

Form Over Force. The master swordsman can use its Dexterity score when making attacks with its longsword.

Hard Target (Recharge 5-6). The master swordsman can take the Dodge action as a bonus action.

ACTIONS

Multiaction. The Master Swordsman makes three longsword attacks

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 10 (1d8 + 6) slashing damage, or 11 (1d10 + 6) slashing damage if used with two hands to make a melee attack.

REACTIONS

Parry. The master swordsman adds +3 AC against an attack that would normally hit it. To do so, the master swordsman must see the attacker and be wielding a melee weapon.

Riposte (Recharge 5-6). The master swordsman makes a weapon attack against a creature that missed it with a melee attack.

MYSTIC

Medium humanoid, any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 54 (12d8 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	16 (+3)	16 (+3)	9 (−1)

Saving Throws Int +6, Wis +6
Skills Arcana +6, Insight +6
Senses passive Perception 13
Languages Any three languages
Challenge 3 (700 XP)

Spellcasting/Psionics. The mystic is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Many mystics practice psionics. Such mystics require no verbal, somatic, or material requirements for their abilities. In either case, the mystic effectively has the following wizard spells prepared:

Cantrip (at will): *friends*, *message*, *thunderclap*
1st level (4 slots): *charm person*, *disguise self*, *mage armor**
2nd level (3 slots): *blur**, *detect thoughts*, *locate object*
3rd level (3 slots): *clairvoyance*, *lightning bolt*, *tongues*
4th level (3 slots): *arcane eye*, *dimension door*, *locate creature*
5th level (1 slots): *legend lore*, *rary's telepathic bond*

*The mystic casts these spells on itself before combat.

Strength of Mind (Recharges after a Short or Long Rest). If the mystic is required to make a saving throw it is not proficient in, it may use its Wisdom save modifiers instead.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage in melee, or 4 (1d4 + 2) piercing damage at range.

NINJA

Medium humanoid, any alignment

Armor Class 17

Hit Points 65 (10d8 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Dex +10, Wis +6

Skills Acrobatics +7, Deception +3, Sleight of Hand +7, Stealth +7

Senses passive Perception 13

Languages Any one language (usually common)

Challenge 6 (2300 XP)

Evasion. If the ninja is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the ninja instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Shadow Stealth. While in dim light or darkness, the ninja can take the Hide action as a bonus action.

Unarmored Defense. While the ninja is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The ninja makes two weapon attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage, plus 7 (2d6) poison damage.

Dart. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage, plus 7 (2d6) poison damage.

Smoke Bomb (1/Day). The ninja throws a smoke bomb at a point up 60 feet away. The area within a 5-foot radius of the impact immediately becomes heavily obscured. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in one round. Otherwise, the smoke dissipates after 1 minute.

REACTIONS

Deflect Missile. In response to being hit by a ranged weapon, the ninja deflects the missile. The damage it takes from the attack is reduced by 1d10 + 4. If the damage is reduced to 0, the ninja catches the missile if it's small enough to hold in one hand and the ninja has a free hand.

OUTLAND VETERAN

Medium humanoid, any alignment

Armor Class 15 (hide, shield)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Senses passive Perception 11

Languages Any one language (usually common)

Challenge 2 (450 XP)

Ferocious Attacks. The veteran rolls two damage dice for its weapon attacks (included by default in the attack description).

Pack Tactics. The veteran has advantage on an attack roll against a creature if at least one of the veteran's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The veteran makes two weapon attacks.

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 9 (2d6 + 2) slashing damage in melee, or 9 (2d6 + 2) slashing damage at range.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage in melee, or 9 (2d6 + 2) piercing damage at range, or 11 (2d8 + 2) piercing damage if used with two hands to make a melee attack.

OVERSEER

Medium humanoid, any alignment

Armor Class 15 (studded leather)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Skills Insight +4, Intimidation +4

Senses passive Perception 12

Languages Any one language (usually common)

Challenge 2 (450 XP)

Intimidating Glare. As a bonus action, the overseer can direct its gaze at a creature it can see. The creature must make a DC 13 Wisdom saving throw or be frightened for 1 minute. The creature may repeat this saving throw at the end of each of its turns. On a success, the creature is immune to the overseer's glare for 24 hours.

ACTIONS

Multiattack. The overseer makes three melee weapon attacks, or one sleep dart attack.

Leadership (Recharges after a Short or Long rest). For 1 minute, the overseer can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or saving throw. The creature can add a d4 to its roll provided it can hear and understand the overseer. A creature can benefit from only one Leadership die at a time. This effect ends if the overseer is incapacitated.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) slashing damage.

Whip (optional). *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 5 (1d4 + 3) slashing damage.

Sleep Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one creature. *Hit:* 4 1 piercing damage. The targeted creature must succeed on a DC 12 Constitution saving throw or fall asleep for 1 minute. The target awakens if it takes damage or another creature takes another action to wake it. This attack has no effect on constructs or undead.

PALADIN

Medium humanoid, any alignment

Armor Class 20 (plate, shield)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	11 (+0)	12 (+1)	16 (+3)

Skills Animal Handling +4, Religion +3
Condition Immunities diseased, frightened
Senses passive Perception 11
Languages Any one language (usually common)
Challenge 5 (1800 XP)

Divine Sense (4/day). Until the end of its next turn, the paladin knows the location of any celestial, fiend or undead within 60 feet that is not behind total cover.

Lay on Hands. As an action, the paladin can touch a creature and draw from its pool of 25 hit points to restore a number of hit points to that creature, up to the maximum remaining in its pool.

The paladin can, alternatively, can expend 5 hit points from its pool of healing to cure the target of one disease or neutralize one poison affecting it. It can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points seperately for each one.

This feature has no effect on undead or constructs.

Sacred Weapon (1/day). For 1 minute, the paladin adds its +3 to attack rolls made with its longsword. The longsword also emits a bright light in a 20-foot radius, and dim light 20 feet beyond that. The weapon attacks are considered magical.

Spellcasting. The paladin is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The paladin has the following paladin spells prepared:

1st level (4 slots): *compelled duel, protection from evil and good, shield of faith*
2nd level (2 slots): *lesser restoration, zone of truth*

ACTIONS

Multiattack. The paladin makes two longsword attacks

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands to make a melee attack, plus 4 (1d8) radiant damage.

PERFORMER

Medium humanoid, any alignment

Armor Class 16 (studded leather)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Dex +6
Skills Acrobatics +6, Performance +7, Sleight of Hand +6, Stealth +6
Senses passive Perception 12
Languages Any one language (usually common)
Challenge 3 (700 XP)

Evasion. If the performer is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the performer instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Light-footed. The performer can take the Dash or Disengage action as a bonus action.

Sneak Attack (1/turn). The performer deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the performer that isn't incapacitated and the performer doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Makes three melee or ranged weapon attacks.

Fire Breath (Recharge 5-6); optional. Creatures within a 15-foot cone of the performer must make a DC 14 Dexterity saving throw, taking 4d6 fire damage on failed save, or half as much on a successful one.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage in melee, or 6 (1d4 + 4) piercing damage at range.

Whip. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 6 (1d4 + 4) slashing damage.

RELENTLESS FIGHTER

Medium humanoid, any alignment

Armor Class 16 (chain shirt, shield)
Hit Points 37 (5d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	16 (+3)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Con +5
Skills Athletics +4
Senses passive Perception 10
Languages Any one language (usually common)
Challenge 1 (200 XP)

Warrior's Fortitude. If damage reduces the relentless fighter to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is from a critical hit. On a success, the relentless fighter drops to 1 hit point instead.

ACTIONS

Multiattack. The fighter makes two weapon attacks.

Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands to make a melee attack.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage in melee, or 5 (1d6 + 2) piercing damage at range.

RUGGED WARRIOR

Medium humanoid, any alignment

Armor Class 16 (chain shirt, shield)
Hit Points 19 (3d8 + 6)
Speed 30 ft.

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

Skills Survival +3
Senses passive Perception 11
Languages Any one language (usually common)
Challenge 1/2 (100 XP)

Defensive Formation. The warrior gains a +2 bonus to its AC if at least one of the warrior's allies with a shield is within 5 feet of the the warrior and the ally isn't incapacitated.

ACTIONS

Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands to make a melee attack.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

RULER - WARRIOR

Medium humanoid, any alignment

Armor Class 18 (plate)
Hit Points 149 (23d8 + 46)
Speed 30 ft.

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

Saving Throws Cha +6
Skills History +5, Insight +5, Intimidation +6, Persuasion +6
Senses passive Perception 12
Languages Any two languages
Challenge 7 (2900 XP)

Brave. The ruler-warrior has advantage on saving throws against being frightened.

Aura of Courage. Allied creatures that are within 30 and can see or hear the ruler-warrior have advantage on saving throws against being frightened

Ferocious Attacks. The ruler-warrior rolls double damage dice for its weapon attacks (included in the weapon attack descriptions).

ACTIONS

Multiattack. The ruler-warrior makes three longsword attacks or two heavy crossbow attacks (the ruler-warrior ignores the Loading quality).

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used with two hands to make a melee attack.

Crossbow, heavy. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one creature. *Hit:* 14 (2d10 + 3) piercing damage.

REACTIONS

Parry. The ruler-warrior adds +3 AC against an attack that would normally hit it. To do so, the ruler-warrior must see the attacker and be wielding a melee weapon.

SCHOLAR

Medium humanoid, any alignment

Armor Class 10
Hit Points 9 (2d8 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (+0)	10 (+0)	16 (+3)	12 (+1)	12 (+1)

Saving Throws Int +5
Skills Arcana +6, History +6
Senses passive Perception 11
Languages Any three languages
Challenge 1/8 (25 XP)

Faint-Hearted. If a creature makes an attack on the scholar, and the scholar is not incapacitated, it can move 10 feet away from the attacker as a reaction, not provoking attacks of opportunity.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 2 (1d4) piercing damage in melee, or 2 (1d4) piercing damage at range.

SCOUNDREL

Medium humanoid, any alignment

Armor Class 13 (leather)
Hit Points 9 (2d8 + 0)
Speed 30 ft.

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

Skills Deception +4, Persuasion +4, Sleight of Hand +4, Stealth +4
Senses passive Perception 10
Languages Any one language (usually common)
Challenge 1/4 (50 XP)

Suprise Attack. If the scoundrel surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 3 (1d6) damage from the attack.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage in melee, or 4 (1d4 + 2) piercing damage at range.

SEASONED HUNTER

Medium humanoid, any alignment

Armor Class 15 (studded leather)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	12 (+1)	16 (+3)	11 (+0)

Saving Throws Dex +6

Skills Acrobatics +6, Nature +4, Perception +6, Survival +9

Senses passive Perception 16

Languages Any two languages

Challenge 3 (700 XP)

Ambusher. The seasoned hunter has advantage on attack rolls against any creature it has surprised.

Evasion. If the seasoned hunter is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the seasoned hunter instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Evasive Fire. As a bonus action, the seasoned hunter may move up to half of its movement away from its target immediately after making an attack. This does not provoke an attack of opportunity from the target if it is within 5 feet, but it still has disadvantage on Evasive Attacks made with ranged weapons against enemies within 5 feet.

ACTIONS

Multiattack. The seasoned hunter makes two ranged or three shortsword attacks

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, plus 3 (1d6) poison damage.

SHAMAN

Medium humanoid, any alignment

Armor Class 12

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Skills Nature +4, Perception +5, Survival +5, Medicine +5

Senses passive Perception 15

Languages Any two languages

Challenge 3 (700 XP)

Spellcasting. The shaman is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The shaman has the following druid spells prepared:

Cantrip (at will): *druidcraft, shillelagh, produce flame*
1st level (4 slots): *absorb elements, cure wounds, fog cloud*

2nd level (3 slots): *barkskin, lesser restoration, locate object*

3rd level (3 slots): *call lightning, daylight, protection from energy*

4th level (3 slots): *blight, confusion, polymorph*

5th level (1 slot): *mass cure wounds*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage if using two hands or *shillelagh*.

SOLDIER

Medium humanoid, any alignment

Armor Class 17 (breast plate, shield)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +4

Senses passive Perception 10

Languages Any one language (usually common)

Challenge 1 (200 XP)

Martial Advantage. Once per turn, the soldier can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

ACTIONS

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands to make a melee attack.

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

SPELLSWORD

Medium humanoid, any alignment

Armor Class 16 (breastplate)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

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

Skills Arcana +6

Senses passive Perception 11

Languages Any two languages

Challenge 4 (1100 XP)

War Magic. When the spellsword uses its action to cast a cantrip or 1st-level spell, it can make an attack with its longsword as a bonus action.

Spellcasting. The spellsword is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The spellsword has the following wizard spells prepared:

Cantrip (at will): *fire bolt*, *true strike*

1st level (4 slots): *grease*, *shield*, *thunderwave*

2nd level (3 slots): *flaming sphere*, *invisibility*

ACTIONS

Multiattack. The spellsword makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands to make a melee attack.

SLAYER

Medium humanoid, any alignment

Armor Class 16 (none)

Hit Points 161 (19d8 + 76)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	10 (+0)	14 (+2)	8 (-1)

Saving Throws Str +7, Con +7

Skills Athletics +7

Senses passive Perception 12

Languages Any one language (usually common)

Challenge 7 (2900 XP)

Brute. A melee weapon deals one extra die of its damage when the slayer hits with it (included in the attack).

Reckless. At the start of its turn, the slayer can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Unarmored Defense. While the slayer is wearing no armor, its AC includes its Constitution modifier.

ACTIONS

Multiattack. The slayer makes three weapon attacks, one with its battleaxe and two with its handaxe(s).

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) slashing damage if used with two hands to make a melee attack.

Handaxe. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 11 (2d6 + 4) slashing damage in melee, or 11 (2d6 + 4) slashing damage at range.

REACTIONS

Unbridled Fury (Recharge 4-6). In response to being hit by a melee attack, the slayer can make a battleaxe attack against a creature within 5 feet.

WARCHIEF

Medium humanoid, any alignment

Armor Class 14 (hide)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

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

Saving Throws Cha +6, Wis +6

Skills Insight +6, Perception +6

Senses passive Perception 16

Languages Any two languages

Challenge 5 (1800 XP)

Brute. A melee weapon deals one extra die of its damage when the warchief hits with it.

Sweeping Attack (Recharge 5-6). When the warchief makes a greataxe attack, it can make an additional greataxe attack, as a bonus action, on a creature within reach and 5 feet of the original target.

ACTIONS

Multiattack. The war chief makes two weapon attacks.

Battle Cry (1/Day). Each creature of the warchief's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls, until the start of the warchief's next turn. The warchief can then make one attack as a bonus action.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 16 (2d12 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage in melee, or 10 (2d6 + 3) piercing damage at range.

WARDEN

Medium humanoid, any alignment

Armor Class 15 (chain shirt)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

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

Skills Insight +4, Perception +4

Senses passive Perception 14

Languages Any one language (usually common)

Challenge 1 (200 XP)

ACTIONS

Multiattack. The warden makes two melee attacks or one hand crossbow attack.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Crossbow, hand. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or fall asleep for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This attack has no effect on constructs or undead.

Disarming Strike (1/Turn). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage, and the target must succeed on a DC 12 Strength saving throw or drop one item of the warden's choice that the target is holding. The object lands at the target's feet.

WHIRLING SWORDSMAN

Medium humanoid, any alignment

Armor Class 15 (leather)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	12 (+1)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Dex +7

Skills Acrobatics +7

Senses passive Perception 11

Languages Any one language (usually common)

Challenge 4 (1100 XP)

Ferocious Attacks. A melee weapon deals one extra die of its damage when the swordsman hits with it (included in the attack).

ACTIONS

Multiattack. The swordsman makes two attacks with its scimitars.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) slashing damage.

Whirlwind (Recharge 4-6). The swordsman moves up to 15 feet. Up The swordsman may make a scimitar attack on up to 5 creatures of the swordsman's choice that pass within 5 feet. Attacks of opportunity taken while the swordsman is using the Whirlwind action have disadvantage.

REACTIONS

Uncanny Dodge. The swordsman halves the damage from an attack that hits it. The swordsman must be able to see the attacker.