

VERSATILE NPCs II



Over 60 NPCs and stat blocks to prepare
a DM for any situation



VERSATILE NPCs II



5E

Credits

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Introduction

Despite the array of non-player character (NPC) stat blocks in the *Monster Manual*, and the additional ones in *Volo's Guide to Monsters*, any DM who uses only those NPCs will find their options vastly limited. For example, the only soldier-type NPCs are the CR $\frac{1}{8}$ **guard** and the CR 3 **veteran**, with nothing in between or greater. The purpose of *Versatile NPCs II* is to fill those situational and CR gaps, so that a DM can be prepared for any situation.

CUSTOMIZING NPCS

The NPC stat blocks in this supplement are designed to be applicable to a wide variety of character types. To illustrate this point, and to give DMs inspiration for their own campaigns, vignettes have been written for every type of NPC. If there is one takeaway that I hope for my readers to get from these vignettes, it is that the stat block for the **bandit** is not only for thieving brigands, but potentially any low-level NPC whose primary ability score is Dexterity. In other words, the use of these NPCs is defined not by their labels, but by their abilities.

The NPCs in this supplement are designed to be customized. Appendix B of the *Monster Manual* offers some suggestions on going about this, and chapter 9 of the *Dungeon Master's Guide* describes a list of racial traits that can be applied to NPCs. The challenge rating of the NPCs in this supplement will, in most cases, not change when racial modifiers are applied. If you are concerned with maintaining the precise balance of the NPCs in this supplement, consider the racial modifiers a prerequisite for the primary ability scores of the NPC you are choosing. For example, if you were looking to create an orc NPC, you might only pick an NPC that has a Strength score of 12 or higher. If Strength were not a primary ability score of that NPC, however, raising the Strength to 12 will have no effect on the NPC's combat efficacy, and thus will not affect game balance.

In addition to race, the NPCs in this supplement were designed to support a wide array of backgrounds and personalities. While some NPCs'

stat blocks are more likely to support some alignments than others, most can be of any alignment. If you want to add more flavor to your NPCs, you can also apply the backgrounds from the *Player's Handbook* or other sources to them, which will color not only their personalities, but also offer additional skills.

If you wish to push the envelope even further, you can use the NPC stat blocks in this supplement to create new variants of the monsters in the *Monster Manual*, provided they have the necessary physical traits to support the stat block's abilities. For example, you probably won't have much luck with a **gelatinous cube** NPC, but maybe a **drider spellsword** sounds interesting to you. The supplement, *Monstrous Races*, by Tyler Kamstra, is a useful resource if you want to create these monstrous NPCs.

XANATHAR'S GUIDE TO EVERYTHING

Some of the NPCs in this document use spells from *Xanathar's Guide to Everything* because they were deemed to be thematically appropriate for the NPC. However, the book is not necessary for you to use the NPCs. If you have no other means of accessing the spells, such as using the *Elemental Evil Player's Companion* or Unearthed Arcana articles, then they can be replaced with spells from the *Player's Handbook* without altering the challenge rating of the NPCs.

- *Toll the dead*, used by the **grave cleric**, **dark priest**, and **mysterious wanderer**, can be replaced with *sacred flame*. If you want to preserve some of the flavor, you can change the damage type of *sacred flame* to necrotic.
- The **monk of the four elements'** innate spellcasting includes *earth tremor*. This can simply be removed.
- The **oneiromancer** uses the *catnap* spell. This can be replaced with *remove curse*.
- The **pain master** uses the spell, *mind spike*. This can be replaced with *phantasmal force*.
- The **wyrd sorcerer** uses the *chaos bolt* spell. This can be replaced with *shatter*.

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ALCHEMIST

Alchemists are individuals adept at brewing potions. They have an academic knowledge of magic, if not some arcane talent of their own. Alchemists tend to brew a variety of potions, some of which can be deadly in combat. However, most alchemists make their living as merchants, though some are adventurers or villains.

SAMPLE ALCHEMIST NPC

Johar was in a panic after last night's theft. The intruders had taken some of his most valuable and dangerous potions from his shop, The Bubbling Bottle. He was already in dire financial straits and could not afford to lose the elixirs. People depended on his shop for life-saving healing potions. Not only that, but he could not let the dangerous potions fall into the wrong hands. While a one-time (and small-time) adventurer himself, he knew he could not deal with this problem alone. He would seek the help of the capable-looking travelers that just came into town.

SAMPLE ALCHEMIST NPC

Snoblo was a clever little kobold. Nobody he knew of in his small tribe's history had been able to master the art of alchemy. Now he had come up with the most potent brew of his lifetime. His chief told him to use it on a group of intruders, but he also saw the benefits in using it on his rivals. He decided he would have to play it by ear, see how much of a threat these intruders were, and determine if that could be turned to his advantage.

ALCHEMIST

Medium humanoid, any alignment

Armor Class 14 (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

Senses Passive Perception 12

Languages Any two languages

Challenge 2 (450 XP)

ACTIONS

Alchemical Acid (3/Day). The alchemist throws a vial of acid at a creature or object up to 30 feet away. Creatures within 5 feet of the target must succeed on a DC 14 Dexterity saving throw, taking 14 (3d6) acid damage on a failed save, or half as much on a successful one.

Flash Bomb (2/Day). The alchemist throws a ceramic bottle at a creature or object up to 30 feet away. Creatures within 5 feet of the target must succeed on a DC 14 Constitution saving throw or be blinded until the end of the alchemist's next turn.

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



Variant: Artificer Alchemist

Alchemists are a common type of artificer. As such, if you wish to give an alchemist NPC the traits of other artificers, add the following in their repertoire:

- The Infuse Magic ability, identical to that of the artificer gunsmith and artificer machinist.
- Spellcasting abilities identical to those of the artificer machinist, with the same DC, attack bonus, and level.
- The Multiattack action, wherein it can make two attacks with its rapier.

These changes increase the alchemist's challenge rating to 3.

things easy. A little spell here, some distraction from a well-paid urchin there, and the man himself would be entirely unaware that his keys were missing until morning. In fact, he might even put them back if he had time. He thought about it and decided to make a point of dropping the keys off. That would make this next trick even more impressive. With a teleport spell at the ready in case he needed to retreat, Darrow set out to a long night's work of stealing everything of value in the house, all without leaving a trace, and the house entirely locked up and undisturbed. Another masterful crime in the making if he did say so himself.

ARCANE TRICKSTER

Arcane tricksters are rogues who have learned magic to augment their stealthy craft. They can be deceptive, quick, and always seem to have another trick up their sleeve when they find themselves in trouble. Not all arcane tricksters are criminals. Some are spies, while others only use their talents for their own amusement.

SAMPLE ARCANE TRICKSTER NPC

As she surveyed the lord's estate she giggled into her scarf. Her calling card had been delivered a few weeks ago, and the nobleman had certainly managed to beef up his security. He'd even had some band of wanderers brought in. They looked a bit more capable than the locals, but she wasn't going to fight them. A fire here, a few illusions there, a sleeping potion in the guard's water barrel. All in good fun. Shara didn't really need to steal, but the drow loved the chaos of it all as one of her carefully laid plans unfolded. This lord had challenged her directly after all, so she just had to put on a good show.

SAMPLE ARCANE TRICKSTER NPC

He hummed to himself briefly, a little ditty stuck in his head from scouting earlier. His mark was a good one this time. A local lord who liked to slum made



ARCANE TRICKSTER

Medium humanoid, any alignment

Armor Class 14 (studded leather)

Hit points 36 (8d8)

Speed 30 ft.

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

Saving Throws Dex +7, Int +5

Skills Deception +7, Insight +4, Persuasion +5, Sleight of Hand +5, Stealth +7

Senses passive Perception 12

Languages Any one language (usually Common)

Challenge 2 (450 XP)

Cunning Action. The trickster can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

Sneak Attack (1/Turn). The trickster deals an extra 14 (4d6) 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 Intelligence (spell save DC 14, +6 to hit with spell attacks). The trickster has the following Wizard spells prepared:

Cantrips (at will): *friends*, *mage hand**, *message*
1st level (4 slots): *charm person*, *disguise self*, *hideous laughter*, *sleep*

2nd level (2 slots): *invisibility*, *misty step*

*The trickster's *mage hand* is invisible.

ACTIONS

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

ARTIFICER

Artificers are cunning inventors who use their knowledge of the arcane to augment their inventions and go beyond what was previously thought possible. One of the things that distinguishes artificers from other mages is that they can infuse magic into items far more readily.

Most artificers specialize in a single craft. A common variety of artificers are special alchemists who create exotic and specialized brews. Unlike other alchemists, artificer alchemists are more likely to lead a life of adventure. There are also artificers who dabble in the art of creating magical firearms, which are typically so specialized only the artificer themselves can use them. A third type of artificer, which tends to be among the most awe-inspiring, are those that create mechanical automatons powered by arcane energy sources. While these marvels usually have the same intelligence of an animal, they are reliable servants to their creators.

SAMPLE ARTIFICER NPC

Wondrous Widgets was the name of the shop Ariza ran. The affable gnome sold everything from healing potions to clockwork insects. Her best products combined her magical gift with her mechanical talents, resulting in technological marvels, like a device that could capture the sounds from around it, and then play them back again. Naturally, her exotic wares attracted the attention of many would-be thieves. The last one to attempt to steal from her was hurled over thirty feet from the mechanical monstrosity – her loyal servant – she had named “Torb.”

SAMPLE ARTIFICER NPC

“Ah done told ya! Get thee out. Ye can have my products when ye can pay for'em, and not a bloody copper sooner!” Tane the dwarven smith hated nobles, of any species really. Always so eager to bargain or barter when his prices were cleanly listed, be it a quote for custom work or rack items. His finely crafted wears could knock holes in walls, and lay siege to castles, at a large enough size. Kings knew to at least be polite, and then these noble fops

had the gall to threaten him? HIM? Well, he'd see about that. He knew of one class of individual who loved his wares and had issues with his prices. A discount and some gold would probably get him some adventurers in short order. He ordered the lead machine of his Iron Legion defense units to watch the shop and headed towards the tavern in the Lower Quarter. Time to strike a deal.

ARTIFICER GUNSMITH

Medium humanoid, any alignment

Armor Class 15 (chain shirt)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	17 (+3)	14 (+2)	10 (+0)

Skills Arcana +5, History +5, Investigation +5

Senses passive Perception 12

Languages Any two languages

Challenge 3 (700 XP)

Spellcasting. The artificer is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 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*, *glyph of warding*

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 can 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.

ARTIFICER MACHINIST

Medium humanoid, any alignment

Armor Class 14 (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 two languages

Challenge 3 (700 XP)



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 can 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.

Mechanical Servant. Commands a mechanical servant. The servant obeys the master's commands as best as it can, and takes its turn on the master's initiative order.

One of its turns, the artificer can verbally command the servant where to move (with no action required on the artificer's part). In place of one of its weapon attacks, the artificer can command the beast to take the Attack action. The artificer has advantage on attacks it is commanded to make.

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

A mechanical servant has the same statistics as a beast chosen by the DM from the Monster Manual, with the following modifications:

- It is a construct instead of a beast.
- It can't be charmed.
- It is immune to poison damage and the poisoned condition.
- It gains darkvision with a range of 60 feet if it doesn't have it already.
- It understands the languages you can speak when you create it, but it can't speak.

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

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

2nd level (3 slots): *blur*, *enlarge/reduce*, *magic weapon*

3rd level (3 slots): *blink*, *glyph of warding*

ACTIONS

Multiattack. The artificer makes two melee or two ranged attacks.

Repeating Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

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

Repeating Crossbows

Repeating crossbows function like their typical crossbow counterparts except that, instead of the loading quality, they have the reload (5) quality as described in chapter 9 of the *Dungeon Master's Guide*.

If you don't wish to include repeating crossbows in your game, you can allow the NPC to ignore the reload quality on the weapon.

BANDIT LORD

Although the title of “bandit lord” is usually associated with the heads of criminal organizations, there are individuals with the same skill sets that do not fall under this category. Examples may include a guerilla commander, or a noble that is particularly skilled and swift in combat. The distinguishing qualities of bandit lords are that they are leaders and formidable fighters that prefer to use their speed over strength.

BANDIT LORD

Medium humanoid, any alignment

Armor Class 16 (studded leather)

Hit Points 104 (19d8 + 19)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	13 (+1)	15 (+2)	14 (+2)	16 (+3)

Saving Throws Dex +7, Wis +5, Cha +6

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

Senses passive Perception 15

Languages Any two languages

Challenge 6 (2300 XP)

Disarming Attack (2/Day). When the bandit hits a creature with a melee attack, the bandit can force the target to make a DC 15 Strength saving throw or drop one item of the bandit’s choice that the target is holding, which lands at its feet.

Deadly Attacks. The bandit deals one extra die of damage when it hits with a weapon attack (included in the attack).

ACTIONS

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

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

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the bandit 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 bandit. A creature can benefit from only one Leadership die at a time. This effect ends if the bandit is incapacitated.

REACTIONS

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



SAMPLE BANDIT LORD NPC

Cinder was growing desperate. The fire genasi crime lord had tried everything to lift this dreadful curse from himself, spending a dragon's hoard of wealth on magical cures and services. Still, every day he felt weaker. At first, Cinder thought the curse was a result of his grandfather, who twisted Cinder's wish to be resurrected into a nightmare, but Cinder found others who were resurrected suffering similar ailments. He had only one hope remaining: one of his agents had heard tell of an artifact that shields the soul from magic. In a last-ditch attempt to stave off this curse, he had dispatched his agents to retrieve the artifact, and deal with any who stood in his way.

SAMPLE BANDIT LORD NPC

Vircan had thought his fighting days were behind him. The noble sun elf had lived over four hundred years, and it was over a century since he had drawn his blade in an act of violence, which was how he liked it. With the recent and unexplained incursions of the undead, however, the land was at risk, and the lords and ladies needed every fighter they could muster to protect their home. Vircan and his free company of scouts were among the best. Throughout their adventures, Vircan had come to know each of his comrades as a dear friend and could muster them all once again. But he was reluctant to involve himself, especially with the non-elves that his lord had requested he assist. Such outsiders always spelled trouble. At the same time, Vircan remembered his duty to his people, no matter how long ago it had been.

SAMPLE BANDIT LORD NPC

She ruled with an iron fist. The half-orc woman was massive, strong by orcish standards and whip smart. Her blade was sharp and her fists heavy as stone. Still she craved more. She craved recognition. She had built an army out of wanderers and bandits. Now she wanted to rule with it; to be respected, to make that handsome princeling notice her, and, with the help of these adventurers her sergeant-at-arms had brought her, she knew just how to do it. Gar'rah Skullsplitter was going to take the local barony by

storm. Whether it would be by force or by making her debut as a noble, that was another question altogether. She wondered to herself, "Which twin-bladed axe would go best with this dress?"

BEAST MASTER

Many can say that they have found an animal to be their companion, but a beast master's connection with their animal is far more profound. A beast master can communicate with their companion with unnatural ease. The beast is unerringly loyal to its master and will fight to protect them. A beast master and their animal companion make a formidable team.

SAMPLE BEAST MASTER NPC

At first, Ulkra did not believe the signs, but the tracks were clear as day. A frost giant had come to settle in the frigid northern lands where Ulkra and Felto, her bear companion, had lived for years. The two had kept each other alive through harsh winters and fierce battles. The frost giant would ravage the local wildlife and disrupt the ecosystem. If she didn't want to starve, she couldn't let the giant live. She was no fool, though. She knew that she and Felto were not enough to take on this foe. She would have to recruit the travelers she had been keeping an eye on for a couple days.

SAMPLE BEAST MASTER NPC

Sovouc watched as Fang, his dire wolf companion, sniffed the forest ground before them. The trail was fresh, the bounty hunter could tell. He had followed this group for three days. Sovouc wasn't sure about the integrity of his employer, but they paid upfront, and a job was a job. He would apprehend these dangerous individuals with the many tricks he had up his sleeve. Sovouc heard a noise from the bushes beyond and readied his bow, but with a low growl, and a bearing of his massive teeth, Fang sent whatever made the noise scurrying away in a hurry. Sovouc reached over and scratched Fang behind his ears. "Who's a good boy?" he said to the wolf. Fang wagged his tail contentedly.

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 master can have a bond with one or more beasts from the *Monster Manual*, as determined by the DM. The beast or beasts obey the master's commands to the best of their ability, and takes their turns on the master's initiative order.

On its turn, the master can verbally command one of its beasts to move (with no action required on the master's part). In place of one of its weapon attacks, the 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 master can command the beast to take the Dash, Disengage, Dodge, or Help action. The beast takes opportunity attacks and other reactions without command.

Spellcasting. The master is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The master knows the following ranger spells:

1st level (3 slots): *animal friendship*, *speak with animals*

ACTIONS

Multiattack. The master makes two melee or two ranged attacks

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

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



BRUISER

Bruisers are fist-fighters who prefer brass knuckles to more blatant weapons like swords. Usually having learned their technique from bare-knuckle fights over the years, they know how to take a hit, and will hit right back. These talents make bruisers desirable thugs, but they might also be champions of legal boxing clubs, rough sailors, or hardened tavern brawlers.

SAMPLE BRUISER NPC

The half-orc, Kalogar, was the undisputed champion of the city's fight club for over four years. Most who entered the brutal competitions would end their career within a few months, after receiving some injury that prevented them from fighting. Not Kalogar. No bruise or broken cheek bone was going to stop him from defending his title. Even the most recent challenger, a massive human barbarian, did not intimidate him. The barbarian came from out of town with a group of friends and looked like he might put up more of a fight than most. He had never thrown down with Kalogar before, though, and the half-orc was determined to wipe the smirk from the cocky barbarian's face.

SAMPLE BRUISER NPC

The halfling looked on in dismay as the the thug, Suntha, smashed another one of his prized possessions with her fists. The halfling begged and pleaded, but Suntha showed no signs of pity, taunting him. He had brought this on himself, she had said; the damage visited upon his possessions and his body was his own doing, a consequence of short-changing the city's most notorious crime lord. The halfling, literally backed into a corner, seemed convinced he was going to die. In truth, Suntha felt no desire to hurt the little fellow, and she had no intention of killing him like her boss had suggested; but a job is a job. Better this than living as a beggar or working in the mines. In a desperate move, the halfling shouted out the window for help. Suntha winced. If any do-gooders heard that cry, things might get messy.

BRUISER

Medium humanoid, any alignment

Armor Class 11 (leather)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	9 (–1)	10 (+0)	12 (+1)

Saving Throws Con +4

Skills Intimidation +3

Senses passive Perception 10

Languages Any one language (usually Common)

Challenge 2 (450 XP)

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

ACTIONS

Multiattack. The bruiser makes two melee attacks.

Brass Knuckles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

REACTIONS

Unbridled Fury. In response to being hit by a melee attack, the bruiser can make a melee attack against a creature within 5 feet.

BRUTE

When one needs someone with a lot of muscle who can take a lot of punishment, one seeks the services of a brute. Brutes do not utilize keen battle tactics, fancy tricks, or expensive armor, but in terms of sheer strength and durability, they outshine the average warrior. The label of “brute” can describe a wide array of individuals. A few examples include: thugs, mercenaries, tribal champions, veteran blacksmiths, and adventurers.

SAMPLE BRUTE NPC

Watch the box, that was Drog's job. “What was so special about this box?” the half orc wondered as he peered across the room at the unremarkable wooden chest. Drog had always been good at making sure people didn't touch or hurt things he didn't want

them to. That's why he had a job, even though everyone called him ugly or bad. This town really didn't like him. His boss had made him move to the basement of the inn. If only someone could see how good he was, maybe he would even let them look in the box

SAMPLE BRUTE NPC

Arla was uneasy with the sarge's decision to take on this job for an individual she pegged as too shady, even for her company. The dwarf woman was a mercenary though, and it wasn't her call to make. Arla would do it. She had one rule: no civilians. The sarge had just broken that rule, killing a nobleman and his wife when they were only supposed to get through his guards and rob him. Arla wanted to smash his head in on the spot; she may be shorter than the sarge, but her sturdy build gave her a distinct advantage. She held back though, when she noticed the approach of some armed individuals, probably some do-gooders. "Just wonderful," she sarcastically thought.

BRUTE

Medium humanoid, any alignment

Armor Class 12 (studded leather)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	9 (–1)	10 (+0)	10 (+0)

Saving Throws Con +4

Skills Intimidation +2

Senses passive Perception 10

Languages Any one language (usually Common)

Challenge 3 (450 XP)

ACTIONS

Multiattack. The brute makes two melee attacks.

Maul. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Handaxe. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

CRY SOME MORE.



CAVALIER

Cavaliers are specialists in mounted combat. Usually, cavaliers ride horses, but they can use many different beasts as mounts depending on their background. A noble warrior may speed into battle on an armored warhorse, while in the Underdark, drow patrols may utilize riding lizards. While most cavaliers prefer one type of mount to another, they can adapt to different ones. In any case, a cavalier's most powerful tactic is running down their enemies with a thundering charge.

SAMPLE CAVALIER NPC

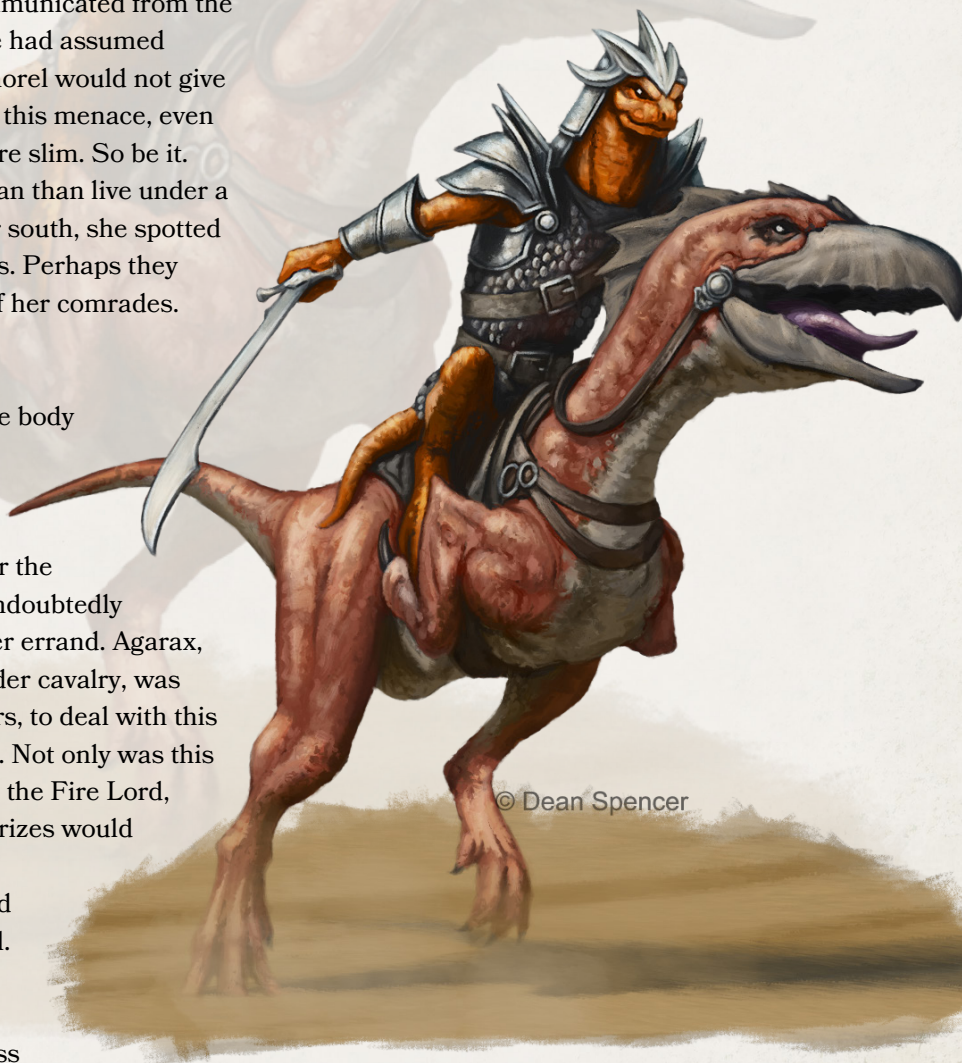
Alimorel rode south in search of those warriors still loyal to her. She had been excommunicated from the lord's court when a corrupt noble had assumed power in her homeland. But Alimorel would not give up so easily. She would drive out this menace, even though her chances of victory were slim. So be it. She would rather die a free woman than live under a tyrant. As her trail led her further south, she spotted a group of well-equipped travelers. Perhaps they knew more of the whereabouts of her comrades.

SAMPLE CAVALIER NPC

Hot with both furor and his innate body heat, Agarax bolted through his clan's volcanic tunnels atop his strider mount. Word had come of intruders from the surface near the settlement's sacred lava pools, undoubtedly seeking treasure or on some other errand. Agarax, one of the firenewts' revered strider cavalry, was dispatched, along with his soldiers, to deal with this threat, and he was eager to do so. Not only was this because of their defiance of Imix, the Fire Lord, but also because he knew what prizes would come of the victory, which was imminent to Agarax, who believed that his god would not let him fail. Indeed, Imix would have his sacrifices, but not before the intruders lived out their usefulness as slaves.

SAMPLE CAVALIER NPC

Jess sat up in her saddle and stretched. The dawn had just broken over the mountains to the north. The first rays of sunlight felt good on the half-elf's tired face. This saddle was her home, and delivery her charge. In a world of magic and flight, some still relied upon people like herself to deliver packages and letters. She loved the freedom it bought her, the people she met, and the money wasn't too bad either. This package was of special importance, given to her by a prominent wizard. He hadn't said much, just that it had to be given to the woman who owned a stall that sold custom wood signs. A curious job, but as always, her word was her bond. She would deliver the package.



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CAVALIER

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 cavalier's mount have disadvantage.

Thundering Charge (1/Turn). If the cavalier's mount moves at least 20 feet straight toward a target and the cavalier 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

Multiattack. The cavalier makes two melee attacks.

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

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

CLERIC, GRAVE

Clerics who align with the grave domain follow gods who are adamant about life and death being a fundamental part of the multiverse. To these warrior-priests, necromancy and desecration of death is an abomination. Grave domain clerics seek to lay wayward souls to rest and allow creatures to die naturally. These clerics follow gods such as Kelemvor and others worshiped in different planes.

SAMPLE GRAVE CLERIC NPC

"Could I get you anything?" The barkeep looked askance at Baldrin. It pained the priest a little, knowing that he was turning to drink where the gods should suffice, but he supposed even they could use a little help every now and then. And what else could he do? He was Baldrin, the mighty hero who had sent countless undead back to their graves who had bested wights and brought peace to revenants. But now he was stuck. All of his senses screamed that there was a powerful vampire somewhere nearby, but each new lead or rumor led at best to a cold trail, and at worst... well, he'd been here a full year already and accomplished absolutely nothing. Was this all a waste of time? Baldrin shook himself back to the present. He had to do this; the mere existence of a vampire was an affront to the natural order, an insult to the gods. He just needed help for once. He'd put up notices for investigators today, as much as it hurt his pride to do so. Someone would help, they'd have to. "You alright, sir?" the barkeep added, sounding concerned. "Yeah, sorry. Just get me the usual."

SAMPLE GRAVE CLERIC NPC

It was a trap. Sarka and her brothers and sisters of the holy order had followed a lead to where they believed the necromancer would be vulnerable, but the whole thing had been a ruse. A horde of undead sprang from the ground and began to overwhelm Sarka and her comrades. After hours of valiant struggle, all of them except her, their leader, lay dead or dying. As Sarka fought with the last of her strength, all she could do was pray to her god either for aid, or for her soul to be protected against the dark magic. Her prayers were answered.

CLERIC, GRAVE

Medium humanoid, any alignment

Armor Class 17 (scale mail, shield)

Hit Points 117 (18d8 + 36)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	11 (+0)	16 (+3)	13 (+1)

Saving Throws Wis +6, Cha +4

Skills Arcana +3, Religion +3

Senses passive Perception 13

Languages Any two languages

Challenge 5 (1800 XP)

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

Cantrips (at will): *light, spare the dying, toll the dead*

1st level (4 slots): *cure wounds, false life, protection from evil and good*

2nd level (3 slots): *gentle repose, lesser restoration, ray of enfeeblement*

3rd level (3 slots): *dispel magic, daylight, revivify*

4th level (3 slots): *banishment, blight, death ward*

5th level (1 slots): *mass cure wounds, raise dead*

ACTIONS

Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Destroy/Turn Undead (Recharges After a Short or Long Rest). Each undead that can see or hear the cleric within 30 feet of it must make a Wisdom saving throw. If the creature fails its saving throw, it is destroyed if it is CR 1 or lower. If it is CR 2 or higher, it is turned.

A turned creature must spend its turns trying to move as far away from the cleric as it can, and it can't willingly move into a space within 40 feet of the cleric. It also can't take reactions. For its action, it can only use the Dash action or try to escape from an effect that prevents it from moving. If there is nowhere to move, the creature uses the Dodge action.

Eyes to the Grave (3/Day). Until the end of the cleric's next turn, it knows the location of undead within 60 feet of it that aren't behind total cover and that aren't protected from divination magic.

Path to the Grave (Recharges After a Short or Long Rest). The cleric chooses a creature within 30 feet that it

can see, bestowing a curse upon it until the end of the cleric's next turn. The next time the cleric or one its allies hits the cursed creature with an attack, the creature has vulnerability to the attack's damage, and the curse ends.



DARK PRIEST

The term “dark priest” evokes images of infernal cult leaders and monstrous clerics of evil gods. Those certainly fall within the purview of the label, however, there are clerics with similar abilities that are of different dispositions. For example, a “gray” priestess may worship a neutral-aligned god, but be apostates from the church itself, allowing them to utilize unconventional powers. Dark priests can be potent spellcasters with the ability to call forth a mighty font of divine flame, or even raise the dead.

SAMPLE DARK PRIEST NPC

The priestess was a kind, humble woman to her flock, and they adored her for it. She spoke for the gods after all, and the gods showed their favor with the power she could wield. But the gods were thirsty, and the red-scaled dragonborn would bathe their sacrifices in holy flame! Some would suffer, briefly, but many would benefit from the favor of the gods. It didn’t hurt that roast human was rather tasty after she killed them with her fiery breath.

SAMPLE DARK PRIEST NPC

Vartook inhaled the salty sea-air through the ruined remains of his nose. The scar across his face that marked him a heretic had healed, but the fury of his anger was as fresh as the day he had been betrayed. No other half-orc had ever had visions of the Sea Mother, but his prophecies of blood and floating, bloated bodies upon the waves were at odds with the message expected by the clergy. It no longer mattered. Vartook had taken a ship by splitting the skull of its former captain and gathered a crew that would be happy to watch the world drown. Now his ship was in sight of the capital and his vengeance within his reach.

SAMPLE DARK PRIEST NPC

If the travelers had come to Garent, they must have already exhausted all of their other options. He was known in the city as a dangerous blasphemer. He had questioned the narrow interpretations of divine dictates of his church. Garent still remained a true cleric of Lathander, as evidenced by his power, but

was outcast so as not to upset the status quo within the church. The situation had drained Garent of his confidence, however. Ragged and nearly defeated, Garent was not sure if he could help these travelers, but it was in the darkest hour when the Morning Lord showed the light.



DARK PRIEST

Medium humanoid, any alignment

Armor Class 15 (breastplate)

Hit Points 84 (12d9 + 24)

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 6 (2300 XP)

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

Cantrip (at will): *guidance, thaumaturgy, toll the dead*
 1st level (4 slots): *command, inflict wounds, cure wounds*
 2nd level (3 slots): *augury, silence, spiritual weapon*
 3rd level (3 slots): *bestow curse, speak with dead, spirit guardians*
 4th level (3 slots): *divination, guardian of faith, locate creature*
 5th level (2 slots): *flame strike, raise dead*

ACTIONS

Multiattack. The priest makes two melee attacks.

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

Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

DEFENDER

Defenders are steadfast fighters that use their strength, shields, and heavy armor to hold off enemy attacks. With their defensive tactics, they often serve the role of guards or fight on the front lines of a battlefield formation. Other defenders may be gladiators or knights.

SAMPLE DEFENDER NPC

The two bow-wielding guards protecting the dutchess did not intimidate the meddlers who stood before her in the private audience hall. The dutchess knew the meeting was likely a trap, but she was confident enough to attend anyways. The meddlers knew their trap had backfired as soon as they sprung it. Out came a behemoth of a man whom the duchess called “Jacre,” though in truth, the meddlers did not know if he was human. Standing over six and a half feet tall, clad in thick plate mail, and bearing a massive steel shield, he must have weighed over four hundred pounds. Jacre knew it was not his place to question what the meddlers might be doing. His ward, the duchess, was in danger, and having saved him from a life of slavery, he owed her everything. Onward Jacre rushed, projectiles aimed for the dutchess deflected harmlessly by Jacre’s armor. The meddlers were so focused on the charging behemoth that they forgot about the archers, who opened fire on them. Jacre felt good about his odds in this battle, but even if they turned against him he would make sure the fight was not a short one; giving the duchess time to escape.

SAMPLE DEFENDER NPC

“Shields up!” the dwarven commander called across the ranks. The call came just as Bremorel and her comrades locked their great shields in a tight wall, deflecting the arrows harmlessly to the side. Something was driving these goblins to make nearly suicidal charges against the dwarven ranks; the clansfolk sent agents to investigate the force behind it. In the meantime, it was up to her and her soldiers to hold the line. The goblins rushed forward and broke upon Bremorel’s shield like a tide on a cliff. “Delzune, advance!” Bremorel grinned as she and

her comrades moved forward in synchronicity, ready to crush all those before her.

DEFENDER

Medium humanoid, any alignment

Armor Class 18 (chain mail, shield; 20 with Forward Defense)

Hit Points 39 (6d8 + 12)

Speed 25 ft.

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

Senses passive Perception 10

Languages Any one language (usually Common)

Challenge 1 (200 XP)

Forward Defense. The defender has a +2 bonus to its AC against attacks so long as it can see the attacker and the attacker has no conscious allies within 5 feet of the defender.

ACTIONS

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands.

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

REACTIONS

Intercept Attack. In response to another creature within 5 feet of it being hit by an attack roll, the defender gives that creature a +4 bonus against the attack, potentially causing it to miss. To use this ability, the defender must be able to see the creature and the attacker.

DEFENDER, ELITE

Medium humanoid, any alignment

Armor Class 20 (plate, shield; 23 with Forward Defense)

Hit Points 136 (16d8 + 64)

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 defender hits with it (included in the attack).

Forward Defense. The defender has a +3 bonus to its AC against attacks so long as it can see the attacker and the attacker has no conscious allies within 5 feet of the defender.

Shield Charge. If the defender 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 defender makes two weapon attacks.

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

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

REACTIONS

Intercept Attack. In response to another creature within 5 feet of it being hit by an attack roll, the defender gives that creature a +5 bonus against the attack, potentially causing it to miss. To use this ability, the defender must be able to see the creature and the attacker.

DELVER

Delvers are individuals who brave the depths of deep places like dark caves and forgotten tombs. Sometimes they do so in search of treasure, while other delvers may be Underdark miners. Others still are intrepid explorers or guides. The deep places delvers enter are almost always filled with danger, so delvers are ever-vigilant with eyes adjusted to the darkness, and always make sure to bring multiple tools for the job.

SAMPLE DELVER NPC

Humans were difficult for Gerbo. Not being able to see in the dark was the first and foremost problem. The second was that humans tended to get uncomfortable in gnome-sized tunnels. "Come, come!" he repeated, hoping that the wizard would keep the light out long enough for them to avoid

detection. Gerbo reached into his pack and produced a piece of chalk that he used to draw a crude landmark. Someone whimpered in the dark behind him. He sighed again. Humans.

SAMPLE DELVER NPC

"I swear, I ain't never stolen from the bossman, this must be one of the other boys setting me up, they've alwa-" his scrawny halfling miner's protests came to a sudden stop as he was slammed down into the wall of his hovel, dishes falling off the shelves. Kalimac Mender was not a proud man, nor a large one.

"Shut your fool mouth man, we're not here about any thieving, we're here to offer you a job. We know you aren't really mining when you go into the pits, that you've found an entrance to the Underdark that you haven't told anyone about. And we know you've hidden a king's ransom in gold around this fleabitten worthless town."



Kalimac looked up, his wide eyes becoming a guarded squint; "If I'm so rich, why would I take a job from your lot?"

"We reckon that you need something down there more than treasure, and we'll help you find it. But only if you guide us where we're headed first."

Kalimac Mender's dirty hand thrust out, offering to shake the hand of the thuggish dwarf that had been holding him seconds before. "Deal. But I get to keep a double share of anything good we find."

DELVER

Medium humanoid, any alignment

Armor Class 14 (studded leather)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Saving Throws Dex +4

Skills Perception +6, Stealth +4

Senses darkvision 60 ft., passive Perception 16

Languages Any one language (usually common)

Challenge 1 (200 XP)

Wary. The delver cannot be surprised while it is conscious.

ACTIONS

Multiattack. The delver makes two melee attacks.

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

Molotov (3/Day). The delver chooses a point up to 30 feet away. Creatures within 5 feet must make a DC 12 Dexterity saving throw, taking 5 (2d4) fire damage on a failed save, or half as much on a successful one.

Variant: Deep Miner

Some workers delve into the darkest of tunnels and caverns to extract precious natural resources from the earth. Examples include duergar and deep gnomes. Any miner who dares the depths of the Underdark should be as ready for danger as if they were an adventurer.

You can modify the **delver** statistics to fit the abilities of a miner by making the following changes:

- Its Strength score increases to 14 (+2).
- Replace its rapier attack with a pickaxe: **Pickaxe.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

DIPLOMAT

Diplomats are silver-tongued mediators, negotiators, and speakers. Some use their talent with words to further a career in politics or to raise their prestige within a noble court, while others use it to broker black market deals. Diplomats know what to say and when to say it to sway the minds of kings and sow distrust among enemies.

SAMPLE DIPLOMAT NPC

Armed only with a silver tongue, Willem has been brokering deals his whole life. Recently, it's been less with merchants and more with criminals. The pay is much greater, but so is the chance of getting stabbed. Having made enough coin, Willem was hoping to return to brokering trade agreements, but his new employers weren't so keen to let him go easily.

SAMPLE DIPLOMAT NPC

The travelers glared disdainfully at Orifyr as the half-elf whispered into the king's ear. Orifyr knew the king was clinging on to his every word, as the man nodded to each of his statements. He also knew that the travelers understood that Orifyr was poisoning the amenable king's thoughts, but Orifyr had committed no crime. He had not even used magic. In fact, if the travellers tried to do anything about it, he knew that the king's lawmen would be quick to

intercede against the travelers. This is what true power felt like.

DIPLOMAT

Medium humanoid, any alignment

Armor Class 11

Hit Points 18 (4d8)

Speed 30 ft.

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

Skills Deception +7, Insight +3, Persuasion +7

Senses passive Perception 11

Languages Any two languages

Challenge 1/8 (25 XP)

Instill Doubt (3/Day). The diplomat can use a bonus action to target one creature within 30 feet of it. If the target can hear the diplomat, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the diplomat's next turn.

Inspire (3/Day). The diplomat can use a bonus action to target one creature within 30 feet of it. Once within the next 10 minutes, the creature can roll a d6 and add the number rolled to one ability check, attack roll, or saving throw. A creature can have only one inspiration die at a time.

ACTIONS

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

DUELIST

Duelists are specialists in the art of graceful sword fighting. Some find work as fencing tutors, while others may be well-trained nobles. Sometimes, an individual will become a duelist out of the necessity to survive on the streets.

SAMPLE DUELIST NPC

It had only been weeks since Mauric's brother had died, and his heart was bursting with pain and anger. His brother had not led a perfect life— he had fallen in with a band of thugs out of desperation, but he was not cruel. He did not deserve to die at the hands of these would-be vigilantes. Mauric had sworn to avenge his fallen brother by tracking down his brother's killer and confronting them in an honorable duel.



SAMPLE DUELIST NPC

“Avast, rascalions!”, cried Danvelumo with a flourish of his bright cape. “Thou hath insulted the decency of mine beloved, and as penalty for thine misdeeds, thou shalt face me in a struggle of honor.” Danvelumo drew his rapier, but the foreigners he was addressing merely looked upon him with confusion. “Not an answer? Thee of no honor must answer to me, Danvelumo, second son of the house of Terume. I will defeat thee and henceforth my beloved shall be mine to cherish for the rest of time.” One of the foreigners chuckled as the group started to walk past. Danvelumo’s face reddened. “Hear me! I shall not let these transgressions go unanswered!” He stepped closer, weapon drawn, but began to regret it as soon as the largest one with a massive weapon strapped to his back turned to look at him.

DUELIST

Medium humanoid, any alignment

Armor Class 15

Hit Points 38 (7d8 + 7)

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 2 (450 XP)

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

ACTIONS

Multiattack. The duelist makes two melee attacks.

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

Deft Strike (1/Turn). If the duelist makes an attack against a single creature and no other hostile creatures are within 5 feet of the duelist, the duelist deals an additional 7 (2d6) damage. The duelist can also gain this benefit if the duelist has at least 1 ally within 5 feet that is not incapacitated.

REACTIONS

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

GUERRILLA

Guerillas are agility-based fighters who use hit-and-run tactics to wear down enemy forces. Fighting a guerilla force is like fighting the wind; they are always shifting, and never easy to pin down, preferring to engage at a distance. Guerillas are sometimes regarded as cowards for not facing their enemies directly in battle. Regardless, their motives can differ drastically; some being bandits, while others are freedom fighters, terrorists, or scouts.

SAMPLE GUERRILLA NPC

Liawynn and her band of wood elves had been battling the invading orcs non-stop for three weeks. Every orc patrol they eliminated was one less that would plague their home. She and her team would hit the orcs with arrows and a swift charge, then disappear into the woods before the orcs could regroup, leaving the survivors to die from their wounds. The orcs, being slow to adapt, had not found a counter to her tactics yet, but she and her comrades were exhausted from the constant fighting. She could only hope that her people’s call for help had been heard by outsiders who could offer her some relief.

SAMPLE GUERRILLA NPC

Any who survived Ulai and her goblin ambush party remarked that she and her band were “faster than any goblin had the right to be.” Their superior speed and ambush skills gave them an edge in the fights they picked, and they were tougher than most other goblins. This is why their boss had assigned them to pick off a particularly bothersome band of travellers that had already destroyed multiple goblin outposts. Ulai and her band would make their first shots count and, should the battle turn against them, would flee back into the safety of the crags.

GUERRILLA

Medium humanoid, any alignment

Armor Class 14 (leather)

Hit Points 22 (5d8)

Speed 35 ft.

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

Skills Stealth +5, Survival +3

Senses passive Perception 11

Languages Any one language (usually Common)

Challenge 1/2 (100 XP)

Ambusher. In the first round of combat, the guerrilla has advantage on attack rolls against any creature it has surprised.

Tactical Withdrawal. The guerrilla can take the Disengage action as a bonus action.

ACTIONS

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

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

HONOR-BOUND FIGHTER

The motivations of a warrior can differ tremendously depending on the individual. Some may only seek coin, while others seek salvation for a civilization. Some fighters are driven by a code or call of honor to which they are bound. The most prevalent real-world examples of this are a knight's chivalry and a samurai's Bushido code. Honor-bound fighters are experts in combat, specializing in a variety of weapons, and are often seen with heavy weapons and armor. What makes them even more dangerous is that, where other warriors crumble in defeat, an honor-bound fighter will strike back in a defiant last stand.

SAMPLE HONOR-BOUND FIGHTER NPC

"M'lady, orders?"

"...The usual of course." It was a strange question. Her adopted father's band of warriors held a very strict code. When they raided a settlement, they killed every man-at-arms who didn't pose much of a challenge, and every coward who fled. The dangerous ones were bound and brought to the center of town. They were untied one after another and could challenge or be challenged by any member of the band. If they survived they could go free or join the band. They usually didn't survive. Why would you even concern yourself with unarmed women and children? With those infirm with age and illness? With the weak? They were not worthy of notice. She shook out her mane of fiery red hair and donned her helmet. Tanna had been like them once. She would never be again. "Kill all who resist...and bring me the choice warriors. I need a challenge."



SAMPLE HONOR-BOUND FIGHTER NPC

The ring of swords clashing echoed from the other room. Yasuo stood ready at his post. His shogun had told him the intruders were there to murder him because they coveted the shogun's wealth, but Yasuo had seen first-hand evidence of the shady dealings his shogun was involved in. Yasuo had sworn an oath, though, to defend the shogun to his last, dying breath, and he would not forsake his duty. He would fight what was going to be a losing battle against these intruders, even as his shogun fled.

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 Str +6, Wis +5, Cha +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 melee or three ranged attacks.

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

Warbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Warbows

Warbows are a type of large bow with a high draw weight. The stronger the wielder, the steadier they can hold the bow while firing. It is a martial weapon with a range of 150/600 that deals 1d10 piercing damage and has the ammunition, heavy, and two-handed properties. When you make an attack with a warbow, you add your Strength modifier rather than Dexterity for attack and damage rolls.

If you don't wish to include warbows in your campaign, you can substitute it with the longbow without changing the theme or challenge rating of the **honor-bound fighter**.



HORIZON WALKER

Horizon walkers are special types of rangers who act as interplanar guardians and warriors. Usually, they seek to neutralize otherworldly threats like aberrations. Sometimes, however, they take on other roles, such as that of an interplanar bounty hunter. Because horizon walkers often move between the planes, they tend to make friends and enemies across all corners of the multiverse. In battle, horizon walkers use magic and teleportation to augment their attacks and mobility.

SAMPLE HORIZON WALKER NPC

Desyk looked out across an alien landscape with furrowed brow. Only moments ago she was defending the steading of her dwarven kin from an incursion of aberrations, and now she was... somewhere else. The air tasted wrong, the sky was ever so slightly brighter than it should have been, and the stones beneath her feet were too soft. She had learned enough of planar cosmology from her instructors at the citadel to know that she was going to need help and some powerful magic to return home.

SAMPLE HORIZON WALKER NPC

Llewein took three steps. With the first one, he emerged onto a different plane. The bow came up with the next step, and the arrow struck home with the last. Crossing through time and space and a room behind the mark, the arrow pierced the back of the target's head and emerged out through his face. The elf sniffed the air as he steadied himself and checked his work. He had been fighting across the planes for centuries, if not longer now. He had never had this many interlopers in such a short amount of time. Llewein considered his tactical situation. There were other horizon walkers to call in, but if it was truly a critical situation in which one walker couldn't handle the gods, and the planes themselves would provide. Even as he thought those words, a flash of light deposited a confused looking band of individuals in a pile at the center of the clearing. Things were about to get interesting.

HORIZON WALKER

Medium humanoid, any alignment

Armor Class 16 (studded leather)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

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

Saving Throws Dex +7, Wis +6

Skills Acrobatics +7, Arcana +5, Perception +6, Stealth +7

Senses passive Perception 16

Languages Any two languages

Challenge 7 (2900 XP)

Distant Strike (1/Turn). When the walker takes the Attack action, it can teleport up to 15 before an attack to an unoccupied space it can see within 5 feet of the creature it attacks.

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

Supernatural Attacks. The walker's attacks are magical and deal additional force damage (included in the attack).

Innate Spellcasting. The horizon walker's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day: detect magic, misty step

2/day: haste

1/day: etherealness

ACTIONS

Multiattack. The walker makes two melee or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) force damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 15 (2d10 + 4) force damage.

INFILTRATOR

Infiltrators are spies, courtiers, and schemers who act as covert agents within an organization or society. Although sometimes an infiltrator will not assume a false identity, their uncanny ability to impersonate others opens many doors for them. While infiltrators prefer to avoid physical conflict, using secrets and intrigue as their true weapons, they are adept at stealth and usually hide a blade on them at all times.

SAMPLE INFILTRATOR NPC

Masquerade balls were Seranith's favorite events to work. The attendees were always drunk and oblivious, and the masks made her disguise-making even easier. In the mask, people never second-guessed her supposed identity, though they almost never did, even without it. Tonight, Seranith was the count's daughter with a simple mission: learn the password to the count's vault. Appearing as a trusted member of the court would make this an easy job indeed. She just had to avoid unwanted attention from keen outsiders.

SAMPLE INFILTRATOR NPC

"Right this way, sirs and ma'ams." Yrceren motioned to the guests as they entered the keep. Playing the part of one of the serving staff, Yrceren was background scenery to the guests, and kept up the image by only acting how the guests expected him to act. Soon, they were in the audience hall, discussing defense strategies with the lord and commanding officer of the guard. A mere fly on the wall, Yrceren was all but unseen and unheard, but Yrceren heard everything. Every word would be captured in his mind and would shape his plans going forward.



INFILTRATOR

Medium humanoid, any alignment

Armor Class 14 (leather)

Hit Points 49 (11d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	15 (+2)	13 (+1)	18 (+4)

Skills Deception +8, Insight +3, Persuasion +8, Sleight of Hand +5, Stealth +5

Senses passive Perception 11

Languages Any three languages

Challenge 4 (1100 XP)

Ambusher. In the first round of combat, the infiltrator has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If the infiltrator surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Imposter. The infiltrator can unerringly mimic another person's speech, writing, and mannerisms. To do so, it must spend at least 3 hours studying the person's behavior. The infiltrator's ruse is indiscernible to the casual observer. If a creature suspects something is amiss, the infiltrator has advantage on any Charisma (Deception) checks made to avoid detection

ACTIONS

Multiattack. The infiltrator makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, plus 7 (2d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, plus 7 (2d6) poison damage.

REACTIONS

Redirect Attack. When a creature the infiltrator can see targets it with an attack, the infiltrator chooses another creature within 5 feet of it, which must make a DC 14 Dexterity saving throw. On a failure, the infiltrator and the creature swap places, and the chosen creature becomes the target of the attack.

MAGE

Mages are spellcasters who specialize in the study of magic. Almost all mages begin as apprentices with only a spark of talent. Some grow to become the stuff of legends, capable of wielding magic that can destroy entire cities.

SAMPLE MAGE NPC

The mountain of books, scrolls, and papers collapsed, causing Elacan to slip and fall on his rump. Elacan sighed. Ever since his master's absence, the young elf had struggled to piece together the myriad formulae and theorems required to learn new spells. A final book fell from the shelf, landing atop Elacan's head. At that exact moment, a knock sounded on the door. He figured it was another traveller, seeking his master's knowledge, but his master was gone. All Elacan had were books, including that one his master commanded him to never, under any circumstances, touch.

SAMPLE MAGE NPC

The yuan-ti was massive for her kind, a titanoboa in all but name. Power radiated off her scales, corporeal and arcane. Rather than harness magic from the Weave, she seemed to draw it in from around her. The room became a vortex of magical energy. Her kind was not known for their kindness and generosity, but she had learned the value of the carrot as well as the lash, and, as her desires for arcane knowledge grew, she needed ever more able agents to send forth. Her soldiers and mages were all capable, but some tasks took a more subtle hand. Adventurers might not always be exactly subtle, but they drew less attention than a single yuan-ti. The group she had captured last night were being fed a lavish meal at the moment, then they would be brought to her. They would know she meant them no harm, and the meal was something of an apology for the rather abrupt method of bringing them to her. She had a great deal of work for them to do, and little time to do it. They would serve, and if they served well she would give them rewards mortals could barely imagine. Once she ruled these lands it would be easy after all, and as for some of her hands,

they would be well placed in her new society. There would be time for that later; now she needed the grimoire.

SAMPLE MAGE NPC

The gates were almost open. Soon, a reckoning would be upon the realm. Trileia grew frustrated with the slow process as the heroes made their way ever-nearer. She could not allow them to interfere, so she ordered all of her followers, save for her personal guard, to raze the nearby town. She knew these would-be heroes would not watch as innocents died, which gave her the time she needed to complete her task.

MAGE, JOURNEYMAN

Medium humanoid, any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 31 (7d8)

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 2 (450 XP)

Spellcasting. The mage is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *minor illusion*, *prestidigitation*
 1st level (4 slots): *mage armor*, *magic missile*, *shield*
 2nd level (3 slots): *misty step*, *scorching ray*

ACTIONS

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



MAGE, LEGENDARY

Medium humanoid, any alignment

Armor Class 13 (16 with *mage armor*)

Hit Points 171 (38d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	20 (+5)	10 (+0)	10 (+0)

Saving Throws Int +11, Wis +6, Con +6

Skills Arcana +11, History +11

Senses passive Perception 10

Languages Any six languages

Challenge 19 (22000 XP)

damage die for a spell it cast, it can reroll the die and must use the new roll.

Magic Resistance. The mage has advantage on saving throws against spells and other magical effects.

Spellcasting. The mage is a 20th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *mage hand, prestidigitation, ray of frost*

1st level (4 slots): *detect magic, mage armor, magic missile, shield*

2nd level (3 slots): *detect thoughts, invisibility, mirror image, scorching ray*

3rd level (3 slots): *counterspell, dispel magic, fireball, fly*

4th level (3 slots): *blight, dimension door*

5th level (2 slots): *cloudkill, scrying*

6th level (1 slots): *disintegrate, globe of invulnerability*

7th level (1 slots): *prismatic spray, teleport*

8th level (1 slots): *dominate monster, power word: stun*

9th level (1 slots): *soulfire*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

LEGENDARY ACTIONS

The mage can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The mage regains spent legendary actions at the start of its turn.

Cantrip. The mage casts a cantrip.

Cast a Spell (Costs 1-3 Actions). The mage uses a spell slot to cast a 1st, 2nd, or 3rd-level spell that it has prepared. Doing so costs 1 legendary action per level of the spell.

Soulfire

9th-level evocation (cleric, sorcerer, wizard)

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (a glass eyeball)

Duration: Concentration, up to 1 minute

A burst of overwhelming energy pours from your outstretched hands, powered by your soul's essence in a 60-foot cone. When the cone appears, each creature in the area must make a Constitution saving throw. A creature takes 11d8 damage on a failed save, or half as much on a successful one. A creature takes the same damage when it enters the cone for the first time or ends its turn there.

The type of damage is determined by your alignment. If you are good or neutral, it deals radiant damage. If you are evil, it deals necrotic damage.

On each of your turns after you cast this spell, you can use your action to shift the cone's direction.

MARINER

Mariners are salty sailors who know their way around a ship and a fight. They're the rank and file of a ship's crew, ready to defend a ship against pirates, if they're not the ones doing the pirating. Some mariners have been in both positions, while others are soldiers who took to a life at sea.

SAMPLE MARINER NPC

From the moment the travelers stepped aboard the merchant ship, the Merrow's Consort, Gloison, knew the crew was in for trouble. As such, the crusty sailor was not surprised when he saw the ship flying the black flag, moving to intercept the Merrow's Consort. He had seen fights before, from drunken brawls in seedy taverns to deadly struggles against pirates. Whatever was coming his way, he would face it with the dignity befitting of a lifelong seaman.

SAMPLE MARINER NPC

Seti Cuervo nervously touched the amulet in his pocket, his fingers tracing out the face of Selûne on the splintered wood. His calling as a travelling priest had brought him to many strange places. He joined reputable crews and pirate bands alike in his travels and sought to ward them from danger. His faith had always kept him and his flock safe before, but to face a kraken in a ship this badly damaged?

"Hey, Old Joe, I figure you'll have a new tattoo at the end of this one. Maybe you could have them put this squid in a dress to remember me!" shouted the scarred orc mercenary as she hefted her axe. "You've probably killed a dozen of these ugly mothers before!"

Rather than lie, Joe looked down to his crossbow and cranked a bolt into position as he muttered a prayer for the brave fool.

MARINER

Medium humanoid, any alignment

Armor Class 13 (leather)

Hit Points 18 (4d8)

Speed 30 ft., climb 30 ft., swim, 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages Any one language (usually Common)

Challenge 1/4 (50 XP)

ACTIONS

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

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

REACTIONS

Sea Legs. When hit by a weapon attack, the mariner reduces the damage by 3. To do so, the mariner must be able to see the attacker.

MARINER, SALTY

Medium humanoid, any alignment

Armor Class 15 (studded leather)

Hit Points 58 (9d8 + 18)

Speed 30 ft., climb 30 ft., swim, 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	13 (+1)

Skills Athletics +3, Perception +3

Senses passive Perception 13

Languages Any one language (usually Common)

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The mariner makes two melee or two ranged attacks.

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

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

REACTIONS

Uncanny Dodge. When hit by a weapon attack, the mariner reduces the damage by half. To do so, the mariner must be able to see the attacker.



MARTIAL COMMANDER

Martial commanders are leaders with soldierly prowess. The exact nature of their force depends on the individual. Many are captains in an army, but a martial commander can also be a disgraced lieutenant who has rallied some thugs to do her bidding. In combat, martial commanders utilize traditional military fighting styles with a strong sword arm and sturdy armor.

SAMPLE MARTIAL COMMANDER NPC

The town's thin, northern wall crumbled beneath the third volley of the catapults. "First and second squads, move into position!" Toulgak ordered his hobgoblin soldiers. The town's defenders were not to be taken lightly, so Toulgak had not yet order a full attack. With the walls collapsed and a host of attackers moving toward the town, the bulk of the town's guards would rush to defend the breach. However, by this point, Toulgak's bugbear scouts would have already snuck their way into the town, and, seeing the defenders move away from their fortified positions, would wreak havoc behind the front lines, cutting off support. Toulgak could still feel the wound from his last battle and swore to his bloodthirsty god, Maglubiyet, that victory would be his.

MARTIAL COMMANDER

Medium humanoid, any alignment

Armor Class 19 (splint, shield)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Skills Athletics +5, Intimidation +4

Senses passive Perception 11

Languages Any two languages

Challenge 4 (1100 XP)

ACTIONS

Multiattack. The martial commander makes three melee or two ranged attacks.

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

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

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.

REACTIONS

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



MASTER SWORDSMAN

There are some for whom swordsmanship is more than a skill. For them, it is a life's pursuit. Few are the people who can claim the label of master swordsman without many years of hard and constant practice. A true master never stops learning, but at the height of their prowess, few others are more capable of incredible precision and grace with a blade.

SAMPLE MASTER SWORDSMAN NPC

The torchlight allowed the four adventurers to read the flowing script carved into the reflective black surface of the mausoleum's door. It described the exploits of Astrid Orrynsdottir, a gifted human shield maiden of the far north who was honored by the elves for her bravery and skill at arms. Her weapons were crafted by Moradin himself in the dawn of time, and she used them masterfully, righting wrongs and destroying abominations. The tale completed with the explanation that the warrior and her weapons were sealed within this obsidian tomb, eternally protecting her reputation as one of the finest warriors ever known.

"May as well crack it open then, see what we've got!" cried out the dwarf, shattering the quiet of the tomb. "We need the shield to face the Storm King, and no harm in using the rest, now that she's gone".

The sound of hammers on chisels and splintering rock rang out down the cobwebbed halls, and the door finally collapsed into a pile of rubble. The ragtag four hardly had a moment to celebrate before a broad-shouldered human with a single spear launched out of the darkness of the mausoleum, her chilling, joyful laughter revealing her vampiric fangs. Within moments the four were limp piles on the floor, and Astrid began a feast she'd waited hundreds of years for. She was finally free.

SAMPLE MASTER SWORDSMAN NPC

Knight Captain Bernard Du Morne was a simple man. Or so he'd thought. When he was a boy, he'd been lucky to live near a retired knight, and as a peasant son of a poor blacksmith, began to learn the

way of the blade in trade for work. Cooking meals, cleaning floors, pulling weeds, building additions or new out buildings around his home; all the hard work and harder training had made a lanky youth grow up into an iron muscled young warrior. It was then that the childless old knight had given him his final gift. Adopted and made his heir, he was sent to the capital as the scion of house Du Morne with full expectation that he honor his father. Years later, he was now a leader of the king's knights and a swordsman without peer.

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, Athletics +5

Senses passive Perception 12

Languages Any two languages

Challenge 7 (2900 XP)

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

Form Over Force. The swordsman can add its Dexterity modifier to attack and damage when making attacks with its longsword.

Keen Defense. While the swordsman is wearing no armor or light armor, and not wielding a shield, its AC includes its Wisdom modifier (included in the description).

ACTIONS

Multiattack. The swordsman makes three attacks with its longsword.

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

REACTIONS

Riposte. The swordsman makes a melee weapon attack against a creature that missed it with a melee attack.

MEDIC

Medics are healers who tend to the sick and wounded. Their position varies depending on the society they live in: one medic may be a doctor that runs a clinic, while another may be a tribe's medicine man. The distinguishing quality of all medics is that they can effectively treat the infirm through nonmagical means.

SAMPLE MEDIC NPC

Arabella was dismayed when her wounded assistant was carried into her clinic. The young man was sent to retrieve herbs that were a key ingredient to the remedy she was trying to produce. Many townsfolk had been afflicted by a disease, and Arabella suspected it was being spread intentionally. She knew the task of retrieving the herbs would be dangerous. In a moment of desperation, she turned to the travelers who had brought back her assistant and asked for their help.

MEDIC

Medium humanoid, any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Medicine +4

Senses passive Perception 11

Languages Any two languages

Challenge 1/8 (25 XP)

Healer (5/Day). When the medic uses a healer's kit to stabilize a dying creature, that creature also regains 1 hit point.

Medkit (5/Day). The healer can spend 1 minute tending to a creature, restoring a number of hit points equal to the creature's Constitution modifier (minimum 0) + a number of d6s equal to half the creature's number of Hit Dice, rounded up. The creature can't regain hit points from this feature again until it finishes a long rest.

ACTIONS

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



MONK

Monks are individuals who harness a spiritual energy called ki, a type of magic that suffuses the multiverse. Monks use their ki energy in battle to augment their martial arts but can often apply those same abilities to more peaceful endeavors like meditation.

Monks come from a variety of monastic traditions. One example is The Way of the Four Elements, which teaches control over the forces of air, earth, fire, and water. Another is The Way of the Kensei, where practitioners train themselves in the mastery of weapons, wielding a sword like an extension of their body.

SAMPLE MONK NPC

After learning the spy in the capital had several strong allies ready to come to his aid, Meili realized that her mission to thwart the spy had become far more dangerous. A couple years ago, Meili would have charged in by herself, but after many harsh lessons, she had learned to tame the fire within her. Her mastery of the elements made her formidable, but Meili knew she would need allies of her own for this task. She had no plans to make friends; the ever-stoic monk was used to being alone, though she would respect and work with the people she had in mind, if they proved to be trustworthy and strong of heart.

SAMPLE MONK NPC

The orc rose early, as was his custom, stroking his beard into a semblance of order with his fingers before donning his martial uniform and heading to the exercise yard. There he trained. It was like this every morning, in the quiet before the day and as dawn came, his most faithful disciples would come and join him, one by one, until the order was assembled, and together they trained in harmony. Then, a light

meal. Followed by long hours of meditation and study. The orc wandered from room to room when not attending to his own affairs, correcting, chastising and encouraging as needed, the raw ki coming from his aging body gave a boost to struggling junior monks. Today however there was a change in schedule as visitors from afar approached. The old man changed into his robes and went to welcome their guests. "Greetings far wanderers. I am Shak-Tijin, the abbot of this monastery. Do you seek shelter? Or perhaps wisdom? We have both, and you are welcome in this place."



MONK OF THE FOUR ELEMENTS

Medium humanoid, any alignment

Armor Class 17

Hit Points 63 (8d8 + 16)

Speed 40 ft.

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

Saving Throws Dex +6, Wis +5

Skills Acrobatics +6, Athletics +3, Stealth +6

Senses passive Perception 13

Languages Any one language (usually Common)

Challenge 4 (1100 XP)

Innate Spellcasting. The monk's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The monk can innately cast the following spells, requiring no components. All spells are cast at 2nd level:

3/day: *burning hands*, *earth tremor*, *ensnaring strike**, *jump*

*The "vines" in this spell are replaced with water tendrils that deal bludgeoning damage instead of piercing damage.

Patient Defense (Recharge 5-6). The monk takes the Dodge action as a bonus action

Unarmored Defense. While not wearing armor or wielding a shield, the monk's AC includes its Wisdom modifier (included in the description).

ACTIONS

Multiattack. The monk makes three melee attacks, two with its quarterstaff, and one unarmed strike.

Quarterstaff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage if used with two hands.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Stillness of Mind. The monk ends any effect causing it to be charmed or frightened.

REACTIONS

Deflect Missiles. In response to being hit by a ranged weapon, the monk deflects the missile. The damage it takes from the attack is reduced by 9. If the damage is reduced to 0, the monk catches the missile if it's small enough to hold in one hand and the monk has a free hand.

MONK, GRANDMASTER

Medium humanoid, any alignment

Armor Class 20

Hit Points 221 (34d8 + 68)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	15 (+2)	13 (+1)	18 (+4)	11 (+0)

Saving Throws Dex +12, Con +8, Wis +10

Skills Acrobatics +12, Insight +10, Medicine +10, Stealth +12

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses passive Perception 14

Languages Speaks any two languages, understands all spoken languages

Challenge 17 (18000 XP)

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

Patient Defense (Recharge 5-6). The monk can take the Dodge action as a bonus action

Stunning Strike (1/Turn). When the monk hits a creature with an unarmed strike, the monk can use its bonus action to force the target to make a DC 18 Constitution saving throw. On a failure, the creature is stunned until the end of the monk's next turn.

Unarmored Defense. While wearing no armor and not wielding a shield, the monk's AC includes its Wisdom modifier (included in the description).

Ki-Empowered Strikes. The monk's unarmed strikes are magical and deal an extra 5 (1d10) force damage (included in the attack).

ACTIONS

Multiattack. The monk makes three unarmed strike attacks or three dart attacks.

Unarmed Strike. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) bludgeoning damage, plus 5 (1d10) force damage.

Dart. *Ranged Weapon Attack:* +12 to hit, range 20/60 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.

Quivering Palm (1/Day). The monk targets a creature that it can touch. The creature makes a DC 18 Constitution saving throw at the end of the creature's next turn. On a failed save, it drops to 0 hit points. On a successful one, it takes 55 (10d10) necrotic damage.

REACTIONS

Deflect Missiles. In response to being hit by a ranged weapon, the monk deflects the missile. The damage it takes from the attack is reduced by 13. If the damage is reduced to 0, the monk catches the missile if it's small enough to hold in one hand and the monk has a free hand.

Redirect Force. In response to being hit by a melee weapon attack that would hit it, the monk can add 5 to its AC. If the attack misses, the attacker must make a DC 18 Dexterity saving throw or fall prone.

LEGENDARY ACTIONS

The monk can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The monk regains spent legendary actions at the start of its turn.

Unarmed Strike. The monk makes an unarmed strike attack.

Dart. The monk makes a dart attack.

Douse the Flames of War (Costs 2 Actions). The monk can temporarily extinguish a creature's violent impulses. It can touch a creature, and the creature must make a DC 18 Wisdom saving throw. If the target fails the saving throw, it can't attack for 1 minute. During that time, it also can't cast spells that deal damage or that force a creature to make a saving throw. The creature may repeat the saving throw at the end of each of its turns, ending the effect on a success. The effect also ends if the monk harms the creature.

MONK, KENSEI

Medium humanoid, any alignment

Armor Class 17

Hit Points 58 (12d8 + 24)

Speed 40 ft.

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

Saving Throws Dex +6, Wis +5

Skills Acrobatics +6, Athletics +3, Stealth +6

Senses passive Perception 13

Languages Any one language (usually Common)

Challenge 4 (1100 XP)

Kensei's Shot. The kensei deals an additional damage die with its longbow (included in the attack).

Unarmored Defense. While not wearing armor or wielding a shield, the kensei adds its Wisdom modifier to its AC (included in the description).

ACTIONS

Multiattack. The kensei makes three melee attacks; two with its longsword and one unarmed strike, or two longbow attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Unarmed strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

REACTIONS

Deflect Missiles. In response to being hit by a ranged weapon, the kensei deflects the missile. The damage it takes from the attack is reduced by 9. If the damage is reduced to 0, the kensei catches the missile if it's small enough to hold in one hand and the kensei has a free hand.

Parry. The kensei adds 2 to its AC against a melee attack that would hit it. To do so, the kensei must see the attacker and be wielding a melee weapon.

MONSTER SLAYER

Monster slayers are a type of ranger who dedicate themselves to hunting down and killing malicious creatures like dragons, fiends, undead, and evil fey. They tailor their spellcasting to counter the supernatural abilities of monsters and track them down should they attempt to flee.

SAMPLE MONSTER SLAYER NPC

Many schools of martial philosophy held that, when fighting fiends, one should maintain a dispassionate state of mind so as not to allow one's judgement to be impaired by emotion. Kaela adhered to none of those schools. Her rage and thirst for vengeance were fuel for her ferocity in battle. Thus, her frustration was only heightened when a group of adventurers had swooped in and stolen the kill of the creature she was battling, no doubt thinking they were "saving" her. She hoped that she could depart the situation without being interrogated by these adventurers; she didn't like talking to people and did not want help in stopping this ongoing menace. That was her way, the way of the lone killer. Killing monsters allowed her to feel again and brought some measure of satisfaction in the moment, but no matter how many bodies she piled, it could never fill the emptiness she felt in her heart.

SAMPLE MONSTER SLAYER NPC

Dr. Eiret studied the tuft of fur with his magnification lens. "Yep, that's werewolf hair alright," he said to the travelers. Eiret was a local legend, a man who had killed innumerable horrors, but those days were long gone. Today, he assisted new hunters with his knowledge. Although the travelers wanted him to come on their hunt, Eiret was not the young man he once was. Any such hunt might be his last. If he were to go out, the stakes would have to be high indeed.

I CARRY TWO SWORDS. ONE OF SILVER,
FOR KILLING FIENDS. THE OTHER OF
STEEL, FOR HUMANS. BOTH ARE FOR
MONSTERS.



MONSTER SLAYER

Medium humanoid, any alignment

Armor Class 16 (studded leather)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	15 (+2)	12 (+1)

Saving Throws Dex +7, Wis +5, Cha +4

Skills Arcana +5, Investigation +5, Perception +5, Religion +5, Stealth +7

Senses passive Perception 15

Languages Any two languages

Challenge 5 (1800 XP)

Crossbow Expert. The slayer ignores the reload property of crossbows. Also, hostile creatures within 5 feet do not impose disadvantage on ranged attacks.

Hunter's Mark (3/Day). The slayer can use a bonus action to mark a creature for up to 1 hour. The slayer deals an additional damage die with weapon attacks against a marked creature. Only one creature can be marked at a time. Additionally, the slayer has advantage on saving throws against a marked creature.

Marked For Death. Weapon attacks from the slayer count as magical for the purposes of overcoming damage resistance.

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

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

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

3rd level (2 slots): *counterspell*, *daylight*

ACTIONS

Multiattack. The slayer makes two shortsword attacks and one hand crossbow attack, or two hand crossbow attacks.

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

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

MYSTERIOUS WANDERER

Who is this enigmatic stranger? What do they want? Where do they get their power? These questions are often asked of certain wanderers, but are rarely they answered. Wanderers usually present themselves as plain commoners, but wield great power. The source of this power differs on from wanderer to wanderer. Some wanderers have given their souls to bring forth the terror of the Nine Hells, while others may be instruments for good-aligned gods.

SAMPLE MYSTERIOUS WANDERER NPC

The adventurers returned to town to lick their wounds after failing their mission to stem the undead hordes that grew ever closer. They sat at the tavern over drinks, brooding about their bleak prospects and sense of impotence when they were approached by a man. The man wore unassuming traveler's clothes, and had a face so ordinary one would never look at him twice in a crowd, and the tone of his voice was like friendly acquaintance. He saw the adventurer's plight and said he took pity and could help them. The man sparked the adventurers' interests, with their options so limited. The man said he knew the source of the undead and how to place wards to protect against the necromantic energy that empowered the creatures. In return, the man said he would need a favor. So eager to find solutions to their previous problem, the adventurers agreed without further question. The man smiled and snapped his fingers. Time stopped and reality began to ripple. It was at the moment that the adventurers realized they had no idea what they had gotten themselves into.

SAMPLE MYSTERIOUS WANDERER NPC

Bloody, broken, and defeated, the party's end was at hand. The fiends closed in all around them, blocking off their escape and going in for the kill. The area suddenly fell quiet and footsteps echoed in the chamber. The fiends parted to reveal a woman who, despite her dully colored and simple clothes, seemed nearly luminescent. The fiends snarled at her, but she raised her hand and the fiends shrieked as they began to clutch at their skulls and flee in terror. The

woman seemed to grow even brighter as the party members began to lose consciousness as she spoke, “Rest now. When you awaken, you will be safe.” And so it was.

MYSTERIOUS WANDERER

Medium humanoid, any alignment

Armor Class 15

Hit Points 180 (24d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	14 (+2)	20 (+5)	16 (+3)

Saving Throws Cha +7, Dex +9, Wis +9

Skills Deception +7, Perception +9, Stealth +11, Survival +9

Senses passive Perception 19

Languages Any three languages

Challenge 9 (5000 XP)

Dreadful Strike (1/Turn). When the wanderer hits a creature with a melee attack, the wanderer can use a bonus action force the target to make a DC 15 Wisdom saving throw. On a failure, the creature is frightened for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to its Dreadful Strike for the next 24 hours.

Innate Spellcasting. The mysterious wanderer's innate spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect thoughts*, *disguise self*, *nondetection* (self only), *toll the dead*

4/day: *hold person*, *phantasmal killer*, *silence*, *suggestion*

3/day: *confusion*, *disintegrate*, *speak with dead*, *true seeing*

1/day each: *geas*, *plane shift*, *raise dead*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage, or 9 (1d8 + 5) bludgeoning damage if used with two hands.

NINJA

Experts of stealth and spycraft, ninjas hide in the shadows or in plain sight. With exceptional martial arts training and deadly tools and poisons, they are capable of taking on even the most dangerous missions. Some prefer to work alone, but a cadre of ninjas can be a terrifying thing to behold, if they are ever seen at all.

SAMPLE NINJA NPC

She had forgotten her name. It changed so often after all. She changed names like she changed clothes. Identities acquired and discarded like they were cleaning rags. One day she was a bathhouse attendant, the next a courtier, the next a musician auditioning for a local lord, the next a poor farmer, then a poked beggar woman. Some nights however, like tonight, she got to be herself, and that night was almost always stained with blood. The slash of her sword, the soft kiss of a knife, poison, throwing darts, and her favorite new toy, a hand crossbow, they all served more direct methods of her work. Infiltration, assassination, and most importantly intelligence gathering for her clan's employers all behind the face and guise of another were easy, if slow, but sometimes more direct action was called for. Tonight, was that night. She was called Crow, and tonight she knew who she was. It was an interesting contract. A fascinating new order. Not to assassinate, but to defend, a noble who could afford the price, but a motley band of adventurers. They'd sleep well tonight and know no fear. In the morning, she would have a new face, and they would have a new friend and travelling companion.

SAMPLE NINJA NPC

Tabaxi can move quietly, that is undeniable. But it is also undeniable that none are stealthier than Quiet Pounce, especially under the cover of night. The first guard hadn't even noticed as she ran through the gate. The second had died without the chance to loosen his sword from its sheath; nothing but a flash of steel heralding his doom. The third had cried out, seeing the corpse of his comrade, but he too had died swiftly; a pair of shuriken embedded in his back.

Flicking her tail, Quiet remained still a moment longer, invisible in the scant moonlight. She knew that she had only faced lackey so far, and that the most recent group the owner of this complex hired were far more dangerous, but she had no qualms. Anything needing this much protection was certainly worth having! Besides, it didn't matter how capable this group would be; they would never know she was there.

NINJA

Medium humanoid, any alignment

Armor Class 17

Hit Points 71 (11d8 + 22)

Speed 40 ft.

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

Saving Throws Dex +7, Wis +6

Skills Acrobatics +7, Deception +5, 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 not wielding a shield, its AC includes its Wisdom modifier (included in the description).

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, and the target must make a DC 15 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much on a successful one.

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

target must make a DC 15 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much on a successful one.

Smoke Bomb (1/Day). The ninja throws a smoke bomb at a point up to 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 1 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 9. If the damage is reduced to 0, the ninja catches the missile if it's small enough to hold in one hand if the ninja has a free hand.



ONEIROMANCER

Oneiromancers are mages who specialize in reaching into the dreams of others. They have the ability to shape dreams and influence minds with their magic. However, oneiromancers are commonly known for their ability to see a person's future through their dreams.

SAMPLE ONEIROMANCER NPC

Morphea played her part of the enigmatic mystic well when she welcomed the travelers into her abode, her place of work. They sought her advertised services: prophetic dreaming. She would magically navigate their dreams as they slept, but she would read their past, not their future. When they awoke, Morphea would tell them the tale they wanted to hear, of a terrible danger closing in around them. They would leave satisfied with the services she provided, and she would be satisfied with the information she had gathered for her masters.

SAMPLE ONEIROMANCER NPC

Quite the odd gnome, Dagen had spent nearly a decade of his life studying dreams and how to access and interpret them. Despite having only practiced on small woodland animals, Dagen was looking for some actual people to test out his abilities. The pay he offered is more than fair, but few desire to risk an eccentric gnome examining their head.

ONEIROMANCER

Medium humanoid, any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

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

Saving Throws Int +5, Wis +3

Skills Arcana +5, Insight +3

Senses passive Perception 11

Languages Any two languages

Challenge 3 (700 XP)

Dream Weaver. A sleeping creature automatically fails any saving throws it has to make whenever the oneiromancer casts a divination, enchantment, or illusion spell on it. Additionally, if the oneiromancer targets the sleeping creature with its *modify memory* spell, the creature is affected as if the spell was cast using a 7th-level spell slot.

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

Cantrips (at will): *message*, *minor illusion*

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

2nd level (3 slots): *detect thoughts*, *invisibility*, *phantasmal force*

3rd level (3 slots): *catnap*, *dispel magic*, *sending*

4th level (3 slots): *phantasmal killer*, *prophetic dream*

5th level (1 slots): *dream*, *modify memory*

ACTIONS

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

Psychic Shock. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 11 (2d10) psychic damage, and the target can't take reactions until the start of its next turn.

Prophetic Dream

4th-level divination (ritual; bard, wizard)

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (a feather from a pillowcase and a small sundial)

Duration: Instantaneous

You attempt to interpret a creature's future through its dreams. Choose a sleeping creature that you can see. You witness significant events that will happen to the creature in the next 7 days in the form of images and other sensory stimuli. The signs can be literal or symbolic and appear in the order they will occur. For example, the creature wearing a wedding outfit in the dream can signify that the creature will be married. Unless the creature awakens before you finish casting the spell, the creature is unaware that the spell was cast upon it.

Alternatively, once cast, this spell can be used to read memories of what occurred in the past 7 days.

The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

If you cast the spell two or more times before finishing a long rest, there is a cumulative 25% chance for each casting after the first that you receive an incorrect random reading. The GM makes this roll in secret.

OUTLAND VETERAN

Hailing from less settled regions of the world, outland veterans may not be equipped with the most sophisticated equipment, but they are deadly fighters. The label of “outland veteran” can apply to a tribal warrior from the frozen north or a forest nomad. All outland veterans have some knowledge of how to survive nature’s harsher elements.

SAMPLE OUTLAND VETERAN NPC

Despite her isolation, Vrenna had come to feel comfortable in her forest home. She came to this after escaping her captors and fleeing into a place that they would not follow. From all she could tell,

though, leaving her home would only put her in greater danger. She had survived in the perilous woods for years, fighting off monsters with simple weapons and making do without the luxuries she once knew. At first, she thought her predicament would be the end of her, and that she would never again find joy in life. However, Vrenna soon adapted to her conditions, honing her skills to become a formidable fighter. When a small band of armed individuals blundered their way into her territory, she was conflicted on what to do. One on hand, they posed a potential threat. On the other, she had not spoken to another person in years. Either way, Vrenna promised she would never let herself be taken captive again.

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)	10 (+0)	12 (+1)	9 (–1)

Skills Survival +3

Senses passive Perception 11

Languages Any one language (usually Common)

Challenge 2 (450 XP)

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

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 target. *Hit:* 9 (2d6 + 2) slashing damage.

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



PAIN MASTER

Pain masters are sadists and masochists who use magic and traditional means to exact the greatest amount of pain possible from an individual. Pain masters are often torturers for an evil ruler, or worshippers of a cruel, otherworldly power like Loviatar. Other times, they have no agenda and are merely twisted individuals. Pain masters not only know how to deal pain but have become so resilient against it that injuries that would slow others are of little bother to them.

SAMPLE PAIN MASTER NPC

"It's pointless to struggle, you know," Erelre told the human prisoner. "I have already reached into the depths of your mind and plucked the knowledge of your plans from there. I will do you the courtesy of informing you ahead of time, that you have no chance of killing the Matron Mother." Erelre looked down at the man, bound to the bloody table, stripped from the waist up, and covered in precise cuts and swelling bruises. "Especially not in your condition."

"If you already know my intentions, drow, then why continue to torture me?" The man asked.

"Because, my innocent, little human, you wear a mask. A mask of stoicism and righteousness that hides your true beliefs, even from yourself," Erelre said, and the man could see the hunger begin to smolder in her eyes. "I am here to tear away that mask, with pain as my tool."



PAIN MASTER

Medium humanoid, any alignment

Armor Class 15 (studded leather)

Hit Points 70 (10d7 + 30)

Speed 30 ft.

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

Saving Throws Con +6, Wis +4, Cha +6

Skills Deception +6, Insight +4, Intimidation +9, Religion +6

Damage Resistances bludgeoning, piercing, slashing

Senses passive Perception 11

Languages Any two languages

Challenge 5 (1800 XP)

Spellcasting. The pain master is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The pain master has the following wizard spells prepared:

Cantrips (at will): *message*, *minor illusion*, *shocking grasp*

1st level (4 slots): *ray of sickness*, *Tasha's hideous laughter*, *unseen servant*

2nd level (3 slots): *blur*, *detect thoughts*, *mind spike*

3rd level (3 slots): *fear*, *lightning bolt*, *vampiric touch*

4th level (1 slots): *phantasmal killer*, *polymorph*

ACTIONS

Multiattack. The pain master makes two melee attacks.

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

Whip. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 3) slashing damage.

PALADIN

Paladins are holy warriors who crusade for righteous causes. There are different oaths paladins follow that emphasize certain virtues, but all are united by their quest to defend the world against evil. To many, a paladin appears as a knight in shining armor, but often, they take on the image of a more humble fighter who appears when others are in need.

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.

Holy Weapon. The paladin's longsword attacks deal an additional 9 (2d8) radiant damage (included in the attack) and are considered magical.

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.

Alternatively, the paladin 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 separately for each effect cured.

This feature has no effect on undead or constructs.

Sacred Weapon (1/Day). For 1 minute, the paladin adds 3 to attack rolls made with its longsword. The longsword

also emits bright light in a 20-foot radius, and dim light 20 feet beyond that.

Spellcasting. The paladin is a 6th-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 melee attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 4 (1d8) radiant damage, or 8 (1d10 + 3) slashing damage if used with two hands, plus 9 (2d8) radiant damage.



PERFORMER

Performers are professionals who awe crowds. They are commonly musicians, but others have more exotic backgrounds with skills such as acrobatics and knife-throwing. Many are entertainers who earn their pay at local taverns, while others work for touring circuses. These many-talented individuals tend to be quick and proficient with at least one kind of deadly weapon.

SAMPLE PERFORMER NPC

Camilo was a jack of all trades. Gymnastics, fire-breathing, and even beast handling, he had acquired the skills to make him ready for any kind of performance the circus needed. On this day, his act had been interrupted by some fool who had set loose the griffon, which was now wreaking havoc on the attendees. Of course, a few folks who indubitably thought of themselves as heroes were trying to kill the griffon before it killed more people, but Camilo wasn't going to be upstaged by some haughty adventurers. It was time for him to put his skills to the test and ride the griffon.

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, Animal Handling +4, Performance +7, Sleight of Hand +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.

Variant: Fire-Breathing Performer

If you want to add extra flavor to your performer, you can give them the Fire Breath action. Fire Breath does not alter the performer's challenge rating and works as follows:

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



ACTIONS

Multiattack. The performer makes three melee or three ranged weapon attacks.

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

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

PRIEST, CHOSEN

A small number of priests have gained such favor with their gods that the powers they wield sometimes cause them to be mistaken for a demigod. Sometimes referred to as “Chosen,” folk seek these clerics so that they can fix whatever ails have befallen them or their community. Good-aligned chosen use their powers as a bulwark against great evils, while evil chosen ravage or tyrannize the land to advance their cruel god’s will.

SAMPLE CHOSEN PRIEST NPC

Zilnock Jibbergem’s illusions were so sharp that they could skewer a goblin at a hundred paces. But tonight, under the new moon, Zilnock’s cult undertook a very different geas: performing the ritual of the Cloaking to venerate the god who favored Zilnock. The new cult members, who had performed a favor for Zilnock, desired to see a Cloaking, and Zilnock could feel his god’s power stirring to give them an experience they would never forget.

PRIEST, CHOSEN

Medium humanoid, any alignment

Armor Class 19

Hit Points 195 (30d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	15 (+2)	22 (+6)	18 (+4)

Saving Throws Con +7, Int +7, Wis +11, Cha +9

Skills History +7, Insight +11, Medicine +11, Perception +11, Religion +12

Senses passive Perception 21

Languages Any three languages

Challenge 15 (13000 XP)

Divine Protection. While not wearing armor or wielding a shield, the priest’s AC includes its Wisdom modifier (included in the description).

Spellcasting. The priest is a 17th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *mending, sacred flame, thaumaturgy*

1st level (4 slots): *command, healing word, protection from evil and good*

2nd level (3 slots): *hold person, lesser restoration, silence*

3rd level (3 slots): *mass healing word, remove curse, speak with dead*

4th level (3 slots): *death ward, divination, locate creature*

5th level (3 slots): *flame strike, greater restoration, raise dead*

6th level (2 slots): *blade barrier, heal, true seeing*

7th level (1 slot): *regenerate*

8th level (1 slot): *antimagic field*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if used with two hands, plus 9 (2d8) radiant damage (if the priest is good or neutral) or 9 (2d8) necrotic damage (if the priest is evil).

LEGENDARY ACTIONS

The priest can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature’s turn. The priest regains spent legendary actions at the start of its turn.

Cantrip. The priest casts a cantrip.

Healing Touch (5/Day). The priest touches another creature. The creature regains 13 (3d6 + 3) hit points.

Blinding Blast (Costs 2 Actions). The priest targets one creature it can see within 30 feet of it. The target must succeed on a DC 16 Constitution saving throw or be blinded until the end of its next turn.

Psion

Psions are individuals who use the strength of their mind to unlock psionic powers, strange abilities that can seem like magic, but are actually an extension of the psion's will. Psions are exceedingly rare and prefer not to make themselves known, often living on the fringes of society, where their eccentric behaviors draw less attention.

SAMPLE PSION NPC

There are several psionic orders. Among them are the orders of the Awakened, the Immortal, and the Wu Jen. The Awakened specialize in maximizing their intellect and strength of mind, able to bend the thoughts of others. Followers of the Immortal discipline use psionics to alter their physical form to be capable of incredible feats, becoming living weapons and very difficult to kill. The order of the

Wu Jen hosts some of the most devoted psions, who shun the rest of the world in order to alter reality as they see fit. A Wu Jen psion is capable of incredible, and potentially destructive, manipulation of the elements of the natural world.

SAMPLE PSION NPC

Inasys was a seeker of forgotten knowledge. So, naturally, the elf's searches sometimes brought her to places that were forgotten to the world. Unfortunately, her vast knowledge made her a target for those seeking valuable information. A group of such individuals, experienced mercenaries, had cornered her in the library of an ancient burial lair. One of the mercenaries, a mage, sealed the door shut with magic so that Inasys could not escape. What the mercenaries did not consider, however, was that she was not trapped in a room with them. They were trapped in a room with her.

SAMPLE PSION NPC

Those who beheld Liao Ru's power from a distance might mistake him for a potent wizard, but any who spoke with the tight-lipped man could tell he was worlds apart. A great dragon had approached Liao Ru in his time of meditation in hopes of persuading or coercing him to go along with its agenda, but he wanted nothing to do with it. The enraged dragon attempted to destroy Liao Ru for his defiance, but he was a Wu Jen, and this was his domain, where reality bent before Liao Ru's will. It was not two days after he had driven off the dragon before a group of adventurers later came, also seeking his assistance. Would Liao Ru have to teach these thick-headed individuals a lesson as well?



PSION, AWAKENED

Medium humanoid, any alignment

Armor Class 14 (studded leather)

Hit points 38 (7d8 + 7)

Speed 30 ft

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

Saving Throws Int +6, Wis +5

Skills Insight +8, Investigation +6, Perception +5, Persuasion +3

Senses passive Perception 15

Languages Any two languages, telepathy 120 ft.

Challenge 5 (1800 XP)

Psionic Weapon. The psion's weapon attacks deal an additional 9 (2d8) force damage (included in the attack).

Psychic Defense. The psion has advantage on saving throws against enchantment and illusion magic.

Innate Spellcasting. The psion's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *minor illusion, vicious mockery*

4/day: *charm person, detect thoughts, dissonant whispers, shield*

3/day: *fear, phantasmal force, suggestion*

2/day: *confusion, phantasmal killer*

1/day: *legend lore*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 9 (2d8) force damage, or 6 (1d8 + 2) bludgeoning damage if used with two hands, plus 9 (2d8) force damage.

Psychic Assault (3/Day). The psion targets a creature it can see within 60 feet of it. The creature must succeed on a DC 14 Wisdom saving throw or take 27 (5d10) psychic damage and be stunned until the start of the psion's next turn.

PSION, IMMORTAL

Medium humanoid, any alignment

Armor Class 17 (studded leather)

Hit Points 52 (7d8 + 21)

Speed 40 ft.

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

Saving Throws Int +5, Wis +2

Skills Arcana +5

Senses passive Perception 10

Languages Any two languages, telepathy 120 ft.

Challenge 4 (1100 XP)

Focused Mind. The psion can cast a second concentration spell, even if it is already maintaining concentration on another spell. The psion can maintain concentration on up to 2 spells at a time.

Psionic Weapon. The psion's weapon attacks deal an additional 9 (2d8) force damage (included in the attack).

Psionic Defense. While wearing light or no armor and not wielding a shield, the psion can add its Intelligence modifier to its AC.

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

At will: *acid splash, resistance*

5/day: *alter self, armor of Agathys, vampiric touch*

3/day: *enlarge/reduce* (self only), *haste, stoneskin*

1/day: *death ward*

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 9 (2d8) force damage, or 6 (1d8 + 2) piercing damage plus 9 (2d8) force damage if used with two hands to make a melee attack.

PSION, WU JEN

Medium humanoid, any alignment

Armor Class 12

Hit Points 60 (11d8 + 11)

Speed 30 ft.

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

Saving Throws Int +6, Wis +5

Skills Arcana +6, History +6, Nature +6, Perception +5

Damage Resistances acid, cold, fire, lightning, thunder

Senses *passive* Perception 15

Languages Any two languages

Challenge 5 (1800 XP)

Psionic Weapon. The psion's weapon attacks deal an additional 9 (2d8) force damage (included in the attack).

Innate Spellcasting. The psion's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *control flames, shocking grasp*

5/day: *burning hands, feather fall, mage armor*

4/day: *gust of wind, heat metal, silence*

3/day: *call lightning, control water, erupting earth, fly*

2/day: *fire shield, stoneshape*

1/day: *cone of cold, wall of stone*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 9 (2d8) force damage, or 6 (1d8 + 2) bludgeoning damage plus 9 (2d8) force damage if used with two hands.

RANGER

Rangers are hunters who utilize spellcasting to neutralize their prey. Typically seasoned survivalists, rangers are expert trackers skilled in stealth. The common conception of a ranger is that of an independent warrior that lives on the wilds, guarding against threats to civilization. However, that is only one way a ranger may choose to live. Others use their talents to become bounty hunters and assassins.

SAMPLE RANGER NPC

Vorthis cursed the tenuous peace with the drow and the sun-bronzed surface-dwellers that had volunteered to assist the duergar against their mutual enemy, the mind flayers. Vorthis hated them all, but he dreamed of hunting a mind flayer himself, returning to his people, and living without the fear of having his brain slurped out. He had trained for years with his people for just such a chance. And maybe, in the fray, these strangers would have a very nasty accident.



SAMPLE RANGER NPC

The leaf was twisted with sickly growths. Gilnala, a wandering wood elf, knew that the blight that was being visited upon the forest was not natural. She had suspected fey corruption, and the aura of otherworldly magic seemed to confirm that. She recalled the travelers she had met earlier and realized that they were being led into a trap by the deceitful dryad. If she was going to warn them in time, she would have to hurry.

RANGER

Medium humanoid, any alignment

Armor Class 16 (studded leather)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

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

Saving Throws Dex +6

Skills Nature +3, Perception +4, Stealth +6, Survival +6

Senses passive Perception 14

Languages Any two languages

Challenge 3 (700 XP)

Escape the Horde. Opportunity attacks made against the ranger have disadvantage.

Primeval Awareness. The ranger expends a spell slot to sense whether there are any aberrations, celestials, dragons, elementals, fey, fiends, or undead within 1 mile.

Spellcasting. The ranger is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The ranger knows the following ranger spells:

1st level (4 slots): *cure wounds*, *fog cloud*, *hunter's mark*

2nd level (3 slots): *pass without trace*, *silence*

ACTIONS

Multiattack. The ranger makes two melee or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

RELENTLESS FIGHTER

Relentless fighters are warriors who have been hardened through battle or other physical hardships. They are tough and difficult to put down in a fight. Relentless fighters can find their place wherever there is need for a strong arm and a fighting spirit, be that within a company of veterans or the gladiatorial arena.

SAMPLE RELENTLESS FIGHTER NPC

The crowd watched in astonishment as the goliath stood up yet again after another blow that would have been fatal to a normal man, but Mauvhal was not going to die quietly. As soon as the local crime lord's thugs had approached Mauvhal a few minutes prior, he realized that he should have seen this coming. The crime lord did not take kindly to Mauvhal coming out on top of his rigged arena fights. The goliath found it pathetic that nobody in the crowd had the gall to intervene, but he would not be reduced to begging. He admitted some comrades would be helpful against the thugs surrounding him. The bodies of two already laid at his feet. Mauvhal wanted to see how many more he could fell before he drew his last breath



SAMPLE RELENTLESS FIGHTER NPC

Although Grukrog understood the practical necessity for all this sneaking about, it still went against his orcish sensibilities. The tribe's shaman insisted Grukrog and his band of seasoned warriors use strange magics to mask their approach as they advanced on the group of adventurers. Grukrog wanted nothing more than to rush into battle and cut them down in open combat for the glory of Gruumsh. He knew his time would come, though, so he forced himself to be patient.

RELENTLESS FIGHTER

Medium humanoid, any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Con +3

Skills Athletics +4

Senses passive Perception 10

Languages Any one language (usually Common)

Challenge 1 (200 XP)

Warrior's Fortitude (1/Turn). If damage reduces the 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 fighter drops to 1 hit point instead.

ACTIONS

Multiattack. The fighter makes two melee or two ranged attacks.

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

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

RUGGED WARRIOR

Rugged warriors are tougher and stronger than the average soldier or guard, having been given more training or having been brought up in a harsh environment. These warriors also know that working together increases one's odds of survival, and can utilize defensive tactics accordingly.

SAMPLE RUGGED WARRIOR NPC

Stealth was not a typical dwarven trait, but patience was. Klim and his clansfolk had waited under cover of darkness to take the orc patrol by surprise. The orcs were caught of their guard and Klim let out a ferocious war cry in the name of his clan and war god, Clangeddin, as his company charged, shields first into the horde. Several dwarves were downed by quickly-fired arrows, but the advance could not be stopped. Klim relished every orc he felled in revenge for his comrades that had given their lives to defend against this menace. The dwarves, not all splattered with blood, left no orc alive. The day was theirs, but the orcs were so numerous Klim knew that, even with his hearty folk, they would need reinforcements and a way to strike at the heart of the orc leadership.



SAMPLE RUGGED WARRIOR NPC

Fisherman and coastal-dwellers fled at the sight of Hel's longship. They knew that the warlike men and women were there for three things: to raid, kill, and plunder. Hel and her kin knew that their target had grown prosperous and ripe with spoils as traders had brought in priceless artifacts. Hel was in for a dangerous surprise when she found out that the town was occupied by powerful spellcasters and seasoned outsiders.

RUGGED WARRIOR

Medium humanoid, any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

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

Senses passive Perception 11

Languages Any one language (usually Common)

Challenge 1/2 (100 XP)

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

ACTIONS

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

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

SCHOLAR

Scholars are learned individuals who make themselves useful by calling upon their knowledge in their areas of expertise. Though strong of mind, scholars are not strong of sword. They might find employment as a researcher, teacher, archaeologist, historian, or other specialist.

SAMPLE SCHOLAR NPC

When the adventurers arrived, they found the gnome, Quenia, buried in heaps of books and scrolls.

She barely noticed the party enter. Quenia had been studying the riddle of petrification nonstop for the past two days, looking for clues on how to restore a person who had been turned to stone without powerful divine magic, to which nobody had access. The adventurers would not be pleased to learn that, from what she had uncovered thus far, she would need them to journey deep underground to harvest a basilisk gland.



SAMPLE SCHOLAR NPC

"Syler! Where did I leave my notebook?" The master snapped at the hunched, pale-skinned man.

"In your desk, m'lord," Syler quickly responded.

"Good, good. Also, before we start, tell me about erinyes."

"Erinyes are powerful devils, often taking the guise of a striking woman, or sometimes man, with feathered wings. They serve as enforcers for the archdevil, Asmodeus. Legend has it that they were originally fallen angels."

"Hmm," the master mused, "Might be important," Syler watched the master pace about as he decided on a plan of action. Syler might have well been a walking book to the master, but that made him useful, and therefore, alive.

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 +7, History +7

Senses passive Perception 11

Languages Any three languages

Challenge 1/8 (25 XP)

ACTIONS

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

REACTIONS

Faint-Hearted. The scholar moves up to 15 feet when an enemy comes within 5 feet of it. This movement does not provoke opportunity attacks.

SCOUNDREL

Scoundrels are run-of-the-mill troublemakers. While they are neither the strongest warriors or the most cunning scholars, they can usually talk their way out of (and sometimes into) bad situations. A sucker punch may be their only way to win a fight, so a scoundrel prefers to be the one who shoots first.

SAMPLE SCOUNDREL NPC

Ssulkiel slipped deftly among the other patrons at the ball, holding his talisman close and waiting for it to vibrate in his hand, telling him that he was within striking distance of the viscount. His masters, not kind in their best moments, would flay Ssulkiel alive even if he slithered back to them on his belly after failing. Just as he felt the pendant vibrate, Ssulkiel felt a tap on his shoulder, and four masked figures confronted him. "Ssulkiel, vassal of the Naga Cabal? Perhaps we should go somewhere to talk... privately."

SCOUNDREL

Medium humanoid, any alignment

Armor Class 13 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Surprise 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 target. *Hit:* 4 (1d4 + 2) piercing damage.

SCOUT RIDER

Scout riders are light and fast cavalry. They are experts in fast maneuvers with their mounts, making them very difficult to pin down while they pepper their enemies with arrows or swiftly cut down anyone who comes too close.

SAMPLE SCOUT RIDER NPC

Ogar and his fellow orcs had been out on the steppes and mountains of their tribe's territory, away from their brothers and sisters, for several months. In that time, Ogar had shadowed and slain many enemies of his people, from hapless goblin wanderers to disgusting human spies, all from the back of his trusty wyvern mount. Lately, Ogar and the rest of the warband had been tracking a suspicious group that drew close to one of the tribe's settlements. Only time would tell who these outsiders were and why they ventured so far into Ogar's territory.

SAMPLE SCOUT RIDER NPC

Tariq and his desert raiders lay in wait for their prey. His career in banditry had been quite lucrative, especially when wealthy travelers were the target. Travelers had once again fallen into the trap of being led down the wrong trail, right into the trap where the raiders would encircle their marks and sting them with arrows until they surrendered or fell.

SCOUT RIDER

Medium humanoid, any alignment

Armor Class 14 (leather)

Hit Points 27 (6d8)

Speed 30 ft.

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

Skills Animal Handling +3

Senses passive Perception 11

Languages Any one language (usually Common)

Challenge 1 (200 XP)

Moving Target. If the rider's mount moves at least 30 feet in a straight line, attacks against it and the rider have disadvantage.

ACTIONS

Multiattack. The rider makes two melee or two ranged attacks.

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

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



SHAMAN, NATURE

Nature shamans are spellcasters who use their connection with nature spirits to channel potent magics. They are among the most important members of a tribal society, granting healing, providing food, and protecting from supernatural forces. Unlike normal druids, a nature shaman's connection to the spirit world allows him or her a measure of divine power, manifesting in abilities such as the remove curse spell.

SAMPLE NATURE SHAMAN NPC

Most orc shamans that Garlud had known obtained their powers through the conventional worship of Gruumsh, the one-eyed orc god. Garlud was also a devotee of Gruumsh, but he had found his diety's primal energies within nature itself. This lead to some distrust from other worshipers, but the tribe could not argue with the power of his magic. Today, he would use his knowledge of and affinity for the land to lead a band of warriors to kill a party of troublesome adventurers that had proven a threat to the tribe.

SHAMAN, NATURE

Medium humanoid, any alignment

Armor Class 16 (barkskin)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

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

Skills Medicine +6, Nature +5, Perception +6, Survival +6

Senses passive Perception 16

Languages Any two languages

Challenge 5 (1800 XP)

Spellcasting. The shaman is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The shaman has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*

1st level (4 slots): *cure wounds*, *fog cloud*, *protection from evil and good*

2nd level (3 slots): *barkskin*, *heat metal*, *lesser restoration*

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

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

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

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +4 to hit (+5 to hit with *shillelagh*), reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage or 6 (1d8 + 2) bludgeoning damage if using two hands, or 7 (1d8 + 3) bludgeoning damage with *shillelagh*.



SKIRMISHER

Skirmishers are nimble fighters who are difficult to pin down. They use their speed to out-manuever enemies, usually before they get too close.

Skirmishers can fill any role that warrants a light step and a good shot. A few examples include: scouts, spies, mercenaries, assassins, and guerilla fighters.

SAMPLE SKIRMISHER NPC

Slinging her longbow roughly over her shoulder, Fianna slid her rapier out of its scabbard. The time for fighting from afar was through. Now, she and her sisters would draw their pursuers further and further into the pincer maneuver. She hoped against hope that they could fall back long enough for their own reinforcements to arrive.

SAMPLE SKIRMISHER NPC

As the patrol of human soldiers marched down the wide Underdark caverns, they held their lanterns high so they could see in the otherwise unlit expanse. Callimar knew enough of humans to know that targeting those lanterns would make the fight an easy one. And so it was. He and his drow scouts destroyed the lanterns, plunging the humans into darkness. Terror and chaos swelled in their ranks as, one by one, they fell to unseen arrows and swiped at shadows, only hitting air. When the killing was done, Callimar was pleased. He knew retrieving the humans' trinket would bring honor to his house. Callimar's keen eyes spotted movement in the distance. "More humans looking for a fight?" he thought to himself. He would certainly oblige.

SKIRMISHER

Medium humanoid, any alignment

Armor Class 15 (studded leather)

Hit Points 55 (10d8 + 10)

Speed 35 ft., climb 25 ft.

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

Saving Throws Dex +5

Skills Acrobatics +5, Perception +5

Senses passive Perception 15

Languages Any one language (usually Common)

Challenge 3 (700 XP)

Sneak Attack (1/Turn). The skirmisher deals an extra 10 (3d6) 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 skirmisher that isn't incapacitated and the skirmisher doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The skirmisher makes two melee or two ranged attacks.

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

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

REACTIONS

Evasive Step. The skirmisher moves up to 15 feet when an enemy comes within 5 feet of it. This movement does not provoke opportunity attacks.

SKYWARD FIGHTER

Skyward fighters are a peculiar brand of warriors who specialize in attacking from the air. It is most common for skyward fighters to attack from high ledges, using their wingsuits to guide their descent. Sometimes, however, they are deployed from airships. Skyward fighters avoid death from falling great distances by using a magical item enchanted with the feather fall spell to soften their landing.

SAMPLE SKYWARD FIGHTER NPC

Corvus Harrow snapped shut his spyglass and handed it to one of the many gnomes standing on the deck of the airship. As the wind whipped his hair, he pulled down his goggles and began adjusting the straps of his leather raiment. He took his helm from another gnome and stepped onto the railing of the vessel. With a nod and a grin cast back at the crew,

he turned and fell backwards into the sky. A moment later he pulled a crossbow from his back and found a target in a nearby gryphon-rider. As the quarrel stuck his foe, Corvus unfurled a set of leather wings and began a curling descent towards the battle below.

SAMPLE SKYWARD FIGHTER NPC

Lheskar and his team perched atop steeples, rooftops, and ledges like gargoyles, motionless amid the shadows of the night. His team never failed to carry out a hit, and nobody believed the few witnesses when they said winged humans swooped from the sky and killed someone by landing atop them, blade first. His employer would be satisfied with the brutality they would inflict tonight.

SKYWARD FIGHTER

Medium humanoid, any alignment

Armor Class 15 (studded leather)

Hit Points 27 (5d8 + 5)

Speed 30 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	10 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +5, Athletics +4

Senses passive Perception 11

Languages Any one language (usually Common)

Challenge 1 (200 XP)

Death From Above (1/Turn). If the fighter hits with a melee weapon attack immediately after falling at least 10 feet toward the target, it deals an extra 7 (2d6) damage.

Wingsuit. For every 10 feet the fighter falls, it can maneuver itself 5 feet horizontally.

ACTIONS

Multiattack. The fighter makes two melee attacks or two ranged attacks.

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

Repeating Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

REACTIONS

Trinket of Feather Fall (1/Day). If the fighter falls, it casts *feather fall* on itself, requiring no material components. It can dismiss the spell as a bonus action.

Slow Fall. The fighter reduces falling damage by 10.



SLAYER

Slayers are barbarian-champions of uncivilized lands. Slayers can gain a reputation from killing beast, monster, and man alike, and all have a talent for brute strength in combat.

SAMPLE SLAYER NPC

Nalgea waited until the frost giants had beaten the adventurers down to the point where they were no longer a threat. To the goliath barbarian, there was no honor in fighting the adventurers' battles for them, but she was not going to let the giants execute helpless opponents. Nalgea attacked, dispatching the giants by sheer blade and fury. The adventurers would live, but they would have to earn her respect before she would help them on their quest.

SLAYER

Medium humanoid, any alignment

Armor Class 16

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 damage when the bruiser 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 not wearing armor, its AC includes its Constitution modifier (included in the description).

ACTIONS

Multiattack. The slayer makes three melee attacks: two with its battleaxe and one with its handaxe, or two ranged attacks.

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

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

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 of it.



SOLDIER

Soldiers are individuals who compose a military fighting force. They are well-trained and disciplined. While the vast majority of soldiers serve in traditional armies, many heed the call of a mercenary's life.

SAMPLE SOLDIER NPC

Ivlom knew that he and his comrades were on a doomed mission before they set out. He cursed the captain for considering using his soldiers in such a way— a unit of hobgoblins was formidable against enemy armies, but against a small and experienced team of experts, Ivlom knew his soldier's usual tactics would work against them. Surely enough, Ivlom's enemies had used their speed, magic, and terrain to out-manuever and wreak havoc among the hobgoblins, which lacked the diversity of fighting types to counter the enemy moves. None of the hobgoblins survived but Ivlom and the captain, and Ivlom knew that it was time for a change in leadership.

SAMPLE SOLDIER NPC

The world blurred and warped before Sukriye's eyes. The desert heat was becoming a more powerful foe than the one she and her company had fled. That day, they drank the last of their water, and several soldiers had already died of dehydration. Up ahead, Sukriye thought she could see some figures in the distance. It was probably a mirage or the heat exhaustion toying with Sukriye's mind. Hope was a luxury she did not have.

SOLDIER

Medium humanoid, any alignment

Armor Class 18 (chain mail, shield)

Hit Points 27 (5d8 + 5)

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 target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

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



SORCERER

Sorcerers are spellcasters given magical abilities through bloodlines, otherworldly forces, or some other cosmic interference. Sorcerers are rare and their powers can be unpredictable. The lives they lead as a result of this anomalous influence can be equally tumultuous.

Sorcerers who draw magic from the forces of chaos that suffuse the multiverse are known as wild magic sorcerers. These spellcasters wield magic that is notoriously unstable, yet undeniably powerful. Individuals who have developed arcane abilities as a result of wild magic, but have not learned to tame them are known as hedge sorcerers. The destruction left in the wake of this untamed power often causes hedge sorcerers to be the object of witch hunts and persecution.

SAMPLE SORCERER NPC

Iriemorel was a tiefling, so she was used to curses and racial slurs like the ones being cast her way by the three disgruntled townsfolk. When they started throwing apple-sized rocks, however, they crossed a line. Iriemorel knew they hated her because they feared her, and were trying to scare her away. The three did not realize the irony that, were it not for their own actions, they would have nothing to fear. Iriemorel would give them something to fear. Raw, arcane power welled up within her. Her entire form began to glow as the energy built within her. The three troublemakers looked upon her only momentarily before fleeing in terror. Iriemorel let the power die down and felt a sense of satisfaction until she turned and saw a child regarding her with fearful eyes. “Witch!” The child shouted. “The devil lady is a witch! She’s gonna kill everyone!” The child ran, and Iriemorel sighed, knowing the lynch mob would not be long.

SAMPLE SORCERER NPC

“I’m right here. Courage, son,” Colrin’s father said in a tone that was as reassuring as he could manage, his hand gripping the boy’s shoulder. Colrin stood

before the tribunal, his hands bound and a burlap sack over his head.

“Da, I didn’t mean to do it. I didn’t mean to hurt those people,” Colrin whimpered.

“I know, son,” his father replied. “But people think you’re dangerous, and they’re afraid of you.” Looking at the stern faces of the council members, he knew there was little hope of convincing the counsel to forgo executing his Colrin for the way he used his magic. The father despaired at his inability to save his own son. Was there anyone who would stand up for him, he wondered.



SORCERER, WILD MAGIC

Medium humanoid, any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	14 (+2)	12 (+1)	12 (+1)	12 (+1)	17 (+3)

Saving Throws Con +4, Cha +6

Skills Arcana +4, Persuasion +6

Senses passive Perception 11

Languages Any one language (usually Common)

Challenge 7 (2900 XP)

Empowered Spell (5/Day). When the sorcerer rolls damage for a spell, it can reroll up to 3 damage dice. It must accept the new result.

Quickened Spell (5/Day). When the sorcerer casts a spell that has a casting time of 1 action, it can change the casting time to 1 bonus action for this casting.

Spellcasting. The sorcerer is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The sorcerer knows the following sorcerer spells:

Cantrips (at will): *fire bolt*, *mage hand*, *message*
 1st level (4 slots): *disguise self*, *mage armor*, *shield*, *thunderwave*
 2nd level (3 slots): *crown of madness*, *misty step*
 3rd level (3 slots): *counterspell*, *lightning bolt*, *slow*
 4th level (3 slots): *greater invisibility*, *polymorph*
 5th level (2 slots): *cone of cold*

Wild Magic Surge (1/Turn). Upon casting a spell, the sorcerer rolls a d20. On a result of a 4 or lower, the sorcerer rolls on the Wild Magic Surge table (page 104 of the *Player's Handbook*). If the effect is a spell, it is too wild to be affected by Empowered Spell or Quickened Spell, and if it normally requires concentration, it doesn't; the spell lasts for its full duration.

ACTIONS

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

SORCERER, WYRD

Medium humanoid, any alignment

Armor Class 12

Hit Points 40 (9d8)

Speed 30 ft.

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

Senses passive Perception 10

Languages Any one language (usually Common)

Challenge 4 (1100 XP)

Wild Magic Surge (1/Turn). Upon casting a spell, the sorcerer rolls a d20. On a result of a 7 or lower, the sorcerer rolls on the Wild Magic Surge table (page 104 of the *Player's Handbook*). If the spell normally requires concentration, it doesn't; the spell lasts for its full duration.

Tides of Chaos (1/Day). The sorcerer gains advantage on one ability check, attack roll, or saving throw.

Spellcasting. The sorcerer is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The sorcerer knows the following sorcerer spells:

Cantrips (at will): *fire bolt*, *mage hand*
 1st level (4 slots): *chaos bolt*, *charm person*, *shield*
 2nd level (3 slots): *misty step*, *shatter*
 3rd level (2 slots): *fireball*

ACTIONS

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

SPELLSWORD

Wizardry and true martial prowess are very different pursuits, both requiring a tremendous amount of investment to master. For this reason, adepts in both fields—spellswords, are rare. However, when both skills are used to complement one another, the result can be impressive in battle. Spellswords tend to lead lives of adventure, but are sometimes called to serve as esteemed guards or more nefarious pursuits.

SAMPLE SPELLSWORD NPC

It had been at least a week since Nadaar last bathed. As he entered the tavern, every nose in the room wrinkled at the fetid stench of arcane sulphur and demon bile. No one spoke as he crossed the room. The dragonborn had cultivated a reputation during his time in town as a hot-headed ruffian that wielded occult power. Nadaar pounded a few coins onto the bar top as he unbuckled the massive sword from his back and propped it next to the stool in front of the barkeep. The coins were collected nervously as the barkeep nodded to the stairs off to the left.

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 13, +5 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 target *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.



SPIRIT BARBARIAN

Barbarians who call upon the power of primal spirits to aid them in battle are aptly referred to as “spirit barbarians.” Like other barbarians, they are very strong and able to endure severe punishment, but they also have the added ability to summon the spirits of nature, their ancestors, or from another, otherworldly source, to aid them in combat. Spirit barbarians who live in a community are often honored members of a tribe, while others take up the call of adventure.

SAMPLE SPIRIT BARBARIAN NPC

Ulf was not an easy man to get along with. He drank as hard as he fought, and he was an unnaturally good fighter. Even in as brutal a land as the frozen North, he was considered hard and mean. His sword was sharp and his fists impacted like paving stones, but covered in totems and wolf skins, and with his unnatural lupine eyes, people whispered that he was more wolf than man. That he’d been born to a shewolf by the will of a war god. It wasn’t true, but his affinity to the pack brought him strength, and even allies. No wolf runs alone after all.

SAMPLE SPIRIT BARBARIAN NPC

Ragnar Bearclaw was a man of great appetites: treasure, wine, women, and battle. He did everything he loved with gusto, but under this warm persona, which put his subjects at ease, the Jarl was a fervent believer in the old ways of the land. When in battle, Ragnar succumbed to the Berserkerang, wearing his great bear pelt cloak. He became more bear than man, nature’s wrath personified on raids, or in war parties fighting for conquest and glory.

SPIRIT BARBARIAN

Medium humanoid, any alignment

Armor Class 14

Hit Points 105 (14d8 + 42)

Speed 30 ft.

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

Saving Throws Str +6, Con +6

Skills Athletics +6, Religion +3

Senses passive Perception 12

Languages Any one language (usually Common)

Challenge 5 (1800 XP)

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

Spirit Guardians (1/Day). The barbarian can use its bonus action to call upon ancient spirits. For 1 minute, the barbarian regains 10 hit points at the start of each of its turns if it has at least 1 hit point remaining.

Unarmored Defense. While the barbarian is not wearing armor or wielding a shield, its AC includes its Constitution modifier (included in the description).

Spirit Magic. The barbarian can innately cast *augury* or *clairvoyance*, requiring no material components. Its innate spellcasting modifier is Wisdom. The barbarian must finish a short or long rest before casting either spell again.

ACTIONS

Multiattack. The barbarian makes three melee attacks.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage, or 12 (2d8 + 3) piercing damage if used with two hands.



STALWART GUARD

Stalwart guards are a more reliable and strong breed of warrior, compared to the average town watchman. Despite the title, stalwart guards can be more than just sentinels. They are often called to serve on the front lines of an army or in mercenary companies. However, their strengths lie in their defensive capabilities. Vigilant and ever-ready to strike, stalwart guards can retaliate to threats with exceptional speed.

SAMPLE STALWART GUARD NPC

Vildjek could feel the color in his face. His family was sworn to the service of the Czar and his family, vowing not to let them come to harm, but the prince he was charged with guarding was a greedy fool, and the whole town knew it. He had been outraged when he finally believed the accusations. Now, standing guard while his lord squandered all his honor attempting to bribe and intimidate his way back into grace was the most disgraceful thing Vildjek had borne. Still, he resolved to defend the man with his life; he would not let his own honor fall with the prince's. He hoped it would never come to that, but still he tightened his grip on his weapon as a party of angry adventurers burst into the throne room.

SAMPLE STALWART GUARD NPC

Formerly a great competitor in gladiatorial combat, the goliath Inom joined with the guard in an attempt to rehabilitate the numerous injuries he suffered. Recently, Inom couldn't help but feel he was too many steps behind his colleagues to be useful. He had a lead on some criminal activity that he believes will earn him his colleague's respect, though he feared his injuries means he wouldn't be able to do it alone.

STALWART GUARD

Medium humanoid, any alignment

Armor Class 17 (scale mail, shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

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

Skills Perception +3

Senses passive Perception 13

Languages Any one language (usually Common)

Challenge 1 (200 XP)

ACTIONS

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

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

REACTIONS

Defensive Strike. When a creature moves into a space within 5 feet of the guard, the guard can make a melee attack if it can see the creature.

STORM HERALD

Storm Heralds are warriors who have learned to control primordial forces of the storm, creating a devastating aura around the herald. Typically a herald acquires these powers by learning to channel their inner fury into primal magic. Other times, it is an innate gift from their bloodline, or a power bestowed upon them by a powerful entity. In any case, storm heralds are usually driven on some sort of mission.

SAMPLE STORM HERALD NPC

The average storm giant would figure that most smallfolk would be pleased if they were granted the power of their majestic race. Itemar, a human born with the soul of a giant, however, was not pleased. True, his spiritual heritage had granted him power over the forces of nature itself, but Itemar found nowhere to call home. Storm giants did not consider him kin, and his unusual personality made it difficult for him to get along with humans. When he had heard about the giant uprisings, he had retreated to his sanctuary to meditate upon the news, recalling his considerable knowledge of giant lore. Even here,

the humans would not leave him alone. A group of them approached his dwelling. Perhaps they sought treasure, or maybe knowledge. Either way, Itemar was not pleased by the disturbance.

SAMPLE STORM HERALD NPC

The ritual was almost complete. Araatis had gathered the cult she had established and the living sacrifice for the occasion. It was time to show the land-born mortals the power of the primordial forces of the sea. It was time to release the kraken!

STORM HERALD

Medium humanoid, any alignment

Armor Class 18 (scale mail, shield)

Hit Points 105 (14d8 + 42)

Speed 30 ft., swim 30 ft.

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

Saving Throws Con +6

Skills Nature +3

Damage Resistances lightning

Senses passive Perception 12

Languages Any one language (usually Common)

Challenge 6 (2300 XP)

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

Storm Aura (1/Day). As a bonus action, the herald can call forth a storm to surround it. For one minute, each creature that enters or starts its turn within 10 feet of the herald must make a DC 13 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much on a successful one.

Storm Soul. The herald can breathe underwater.

ACTIONS

Multiattack. The herald makes three melee or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage in melee, or 6 (1d6 + 3) piercing damage

at range, or 12 (2d8 + 3) piercing damage if used with two hands to make a melee attack.

Lightning Javelin. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one creature. *Hit:* 12 (2d8 + 3) lightning damage.

Variant: Regional Storms

The effects of a storm herald's rage can differ based upon the energy of the region it channels. If you wish to represent this in a storm herald's statistics, simply replace its lightning resistance and damage type of its Storm Aura ability Lightning Javelin attack with fire for desert, or cold for tundra environments.



SWIFT FIGHTER

Swift fighters are individuals who use their dexterity as their primary asset in combat. They are swifter and more deadly than most fighters, and can use these skills in a number of ways, from being mercenaries to scouts in an army.

SAMPLE SWIFT FIGHTER NPC

Orders were to monitor the group and intervene only if it jeopardized the drow mercenary company's plans, and Vadal was glad for that. The motley crew of adventurers fascinated him. Having lived on the surface for so long as forward observer for the company, he had developed an appreciation for the tenacity and independence of many of these surface-dwellers, things he found sorely lacking in drow society. He would not, however, let them interfere with his company's business as they played both sides of the ongoing struggle. If it came down to it, perhaps diplomacy would be a more effective tactic. Failing that, he would not hesitate to cut them down.

SAMPLE SWIFT FIGHTER NPC

Frankly, Gale Flynn doesn't know much about the circumstances of her birth. The name of her mother, or her father, or if she had any siblings. She was found as a squalling kitten by her adoptive father, Flynn Senior in the teeth of a terrible storm. Abandoned? Hidden from some sort of threat? Lost? The truth of her origin is unknown, but a normal tabaxi Gale Flynn is not. Raised by a human amongst humans the young female feline is very "civilized" by many of her kind's standards, and she is, frankly, a dazzling swordswoman and possesses a ruthlessly sharp wit. Raised to have a strong moral compass, Gale set out to make her way in the world in her early 20s, returning home for family time every year or so when her work as a bounty hunter permitted. Specializing in noble targets, Gale uses her talents with a harp and her charming nature to pass in high society in one guise or another, though her nature as an exotic beauty makes her draw attention she'd rather not receive. Of course, that can be an opportunity all its own when working with a reliable accomplice or partner. She mostly seeks

noble targets for a few reasons. The pay's better for one, but they also squirm better than the general of street trash that have bounties on their heads. Plus they're more fun to toy with when it finally comes down to swordplay, and the tabaxi's dizzying rapier strikes blind the eye with flashing steel.



SWIFT CHAMPION

Medium humanoid, any alignment

Armor Class 17 (studded leather)

Hit Points 117 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	12 (+1)	16 (+3)	12 (+1)

Saving Throws Cha +4, Dex +8, Wis +6

Skills Acrobatics +8, Athletics +5, Perception +6

Senses passive Perception 16

Languages Any one language (usually Common)

Challenge 7 (2900 XP)

Deadly Attacks. A weapon deals an extra die of damage when the champion hits with it (included in the attack).

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

Swift Strike. If the fighter takes the Dash action, it can make a melee attack as a bonus action.

ACTIONS

Multiattack. The champion makes three melee or three ranged attacks.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

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

SWIFT FIGHTER

Medium humanoid, any alignment

Armor Class 15 (studded leather)

Hit Points 22 (5d8)

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 takes the Dash action, it can make a single melee attack as a bonus action.

ACTIONS

Multiattack. The fighter makes two melee or two ranged attacks.

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

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

SWIFT FIGHTER, LEGENDARY

Medium humanoid, any alignment

Armor Class 19 (studded leather)

Hit Points 165 (30d8 + 30)

Speed 30 ft.

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

Saving Throws Strength +6, Dex +10, Wis +7

Skills Acrobatics +10, Athletics +6, Deception +7,

Perception +7, Stealth +10

Senses passive Perception 17

Languages Any three languages

Challenge 13 (10000 XP)

Ambusher. In the first round of combat, the fighter has advantage on attack rolls against any creature it has surprised

Deadly Attacks. A weapon deals an extra die of damage when the fighter hits with it (included in the attack).

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

Iron Will. The fighter has advantage on saving throws against being charmed or frightened.

Keen Defense. If the fighter is wearing light or no armor and not wielding a shield, its AC includes its Wisdom modifier (included in the description).

ACTIONS

Multiattack. The fighter makes three attacks with its magical scimitar or two with its longbow

Scimitar, +1. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Longbow. *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

REACTIONS

Superior Riposte. If a creature makes a melee attack against the fighter and misses, the fighter can make an attack against it with advantage.

LEGENDARY ACTIONS

The fighter can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The fighter regains spent legendary actions at the start of its turn.

Move. The fighter moves up to its speed.

Attack. The fighter makes a weapon attack

Taunt (Costs 2 Actions). The fighter targets a creature that can hear it within 30 feet. The target must succeed on a DC 16 Wisdom saving throw or have disadvantage on attack rolls against the fighter until the end of its next turn.



THRALL

Thralls are individuals who have had their minds broken by the will of another. This is usually accomplished through magical means, but there are some who are broken by torture and trauma. Their masters are mages, fiends, evil fey, or cruel tyrants. The mental damage they have endured makes it difficult for them to remember who they once were, and their sense of self is eroded.

SAMPLE THRALL NPC

Lemilla's head swam as her broken awareness assembled itself for a few brief moments. She remembered seeing others in her master's house, ones who were not the master's servants. The house had eroded and decayed with the passage of so many years, but when Lemilla was under the master's sway, she saw the house as it once was: a beautiful manse deep in the marshes. Lemilla hoped that she could warn the strangers away from the house, but she knew that once she receded again, she might just as easily try to hack one of them to pieces.

THRALL

Medium humanoid, any alignment

Armor Class 11 (leather)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	6 (−2)	8 (−1)	4 (−3)

Condition Immunities charmed, frightened

Senses passive Perception 9

Languages Any one language (usually Common)

Challenge 1/4 (50 XP)

Compelled Fortitude (1/Turn). If damage reduces the thrall 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 thrall drops to 1 hit point instead.

ACTIONS

Greatclub. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

THUNDERER

Thunderers utilize the rare arquebus to blast their enemies. They are most effective given time to aim from a distance, delivering a deadly shot. Typically, they serve as a specialist unit in a military but sometimes occupy other roles such as a gun for hire.

SAMPLE THUNDERER NPC

He sucked in on the cigar slowly, the cherry glowing merrily in the night. The grizzled one-eyed dwarf known as Raq Ironwind was already having a good night, and he was thinking it was about to get better.

“Sir! They’re coming.” He waved off the runner with a thick gloved hand and turned to his makeshift squad of humans and dwarves. The humans were a bit lanky, but had trained up well, and they even got a third rank of firing troops out of it.

“Right lads, here we go! Try not to shoot those wanderers we got scouting for us eh?” Laughter. Good. They were ready. He lit the fuses tied in his beard, laughing like the darkest of demons. “No quarter. Gun ’em down!” The night erupted with thunder and light.

THUNDERER

Medium humanoid, any alignment

Armor Class 16 (breastplate)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

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

Skills Perception +3

Senses passive Perception 13

Languages Any one language (usually Common)

Challenge 2 (450 XP)

Careful Aim. At the start of its turn, the thunderer can reduce its movement speed to 0. Until the end of that turn, it gains advantage on attack rolls and deals an additional 6 (1d12) damage with its arquebus.

ACTIONS

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

Arquebus. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Variant: Arbalesters

Thunderers, by default, use arquebuses. Arquebuses have the same statistics as the musket, described in chapter 9 of the *Dungeon Master's Guide*, except that they have a normal range of 80 feet and a maximum range of 320 feet.

If you don't wish to include this technology in your games, you can turn your thunderers into arbalesters by replacing their arquebuses with heavy crossbows, which changes the attack to read as follows:

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

The new attack doesn't change the NPC's challenge rating.



TRIBAL ASSASSIN

Tribal assassins are deadly killers from untamed lands. They lurk in the shadows of jungles, blend in with the desert dunes, and camouflage with the snowy tundra. Once marked, they track prey mercilessly. Many of these assassins are part of tribes, but some are simply outlanders.

SAMPLE TRIBAL ASSASSIN NPC

Hakkila looked into the man's eyes, examining him. He was a strong man, with many battle-scars, and carried the longsword he had used to kill the first two hunters her tribe sent after him. She deemed him a worthy opponent, and she would honor him by consuming his heart. Hakkila grunted as she pushed the man onto his back, first retrieving the tiny dart lodged at the base of his neck and gingerly wrapping the poisoned weapon in a palm leaf. She was soon so engrossed in her task that she only had bare seconds to hide when she heard more interlopers advancing on her position, but it was all she needed. As the new group examined the ragged hole in the man's chest, Hakkila grimaced as she saw one of the arrivals pocket the sacred knife she had left with the kill. Raising her blowgun to her lips, she realized she had a long day of hunting ahead.

SAMPLE TRIBAL ASSASSIN NPC

Although folk from the city saw Rafiq as a dirty nomad, those who knew his exploits would never call him that, even behind Rafiq's back, for fear that he may be listening. When on the prowl, Rafiq seemed to almost melt into the sand. To those who did spot him, he seemed like a ghost in the desert winds; an imminent killer lurking on the edge of their awareness. He had a new contract on a band of travellers. Instead of a foolish all-out attack, he would pick them off, one by one, and relish their fear between kills.

TRIBAL ASSASSIN

Medium humanoid, any alignment

Armor Class 15 (leather)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	11 (+0)	15 (+2)	10 (+0)

Saving Throws Dex +7

Skills Nature +3, Perception +5, Stealth +7, Survival +5

Damage Resistances poison

Senses passive Perception 15

Languages Any one language (usually Common)

Challenge 6 (2300 XP)

Ambusher. In the first round of combat, the assassin has advantage on attack rolls against any creature it has surprised.

Cunning Action. The assassin can take the Dash, Disengage, or Hide action as a bonus action.

Sense Weakness. The assassin has advantage on Wisdom (Perception) and Wisdom (Survival) checks to track and notice creatures that are below half of their maximum hit points. The assassin also has advantage on attack rolls against creatures that are poisoned.

Sneak Attack (1/Turn). The assassin deals an extra 10 (3d6) 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 assassin that isn't incapacitated and the tribal assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The assassin makes two dagger attacks or one blowgun attack.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 4) piercing damage, plus 14 (4d6) poison damage.

Blowgun. *Ranged Weapon Attack:* +7 to hit, range 25/100 ft., one target. *Hit:* 1 piercing damage. The target must make a DC 15 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much on a successful one. A target that fails its save is also poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

TRIBAL ZEALOT

Tribal zealots are outland warriors who are fervently dedicated to their god, cause, or even simply battle itself. While their exotic weapons and armor do not require technologically advanced methods to craft, they are undeniably effective. These individuals are champions of remote tribes, devotees of savage gods, and wandering adventurers.

SAMPLE TRIBAL ZEALOT NPC

No outsider had ever defiled the grove before, and Leena Roralei wasn't going to let this drow raiding party come close enough to know what they'd almost stumbled upon. Soaring under the moon in the form of an owl, she saw her pitfalls and deadfalls claim

most of the party, leaving only two for her to handle personally. She attacked them from above, first as an owl, clawing at eyes and breaking straps, and then as a wood elf painted in woad, launching arrows through the moonlight with fatal precision. When she had finished dismembering and scattering the bodies in the woods to feed the eager scavengers, she calmly returned to the creche in the grove, to check on the young druids she was training in the ancient ways of their people.

SAMPLE TRIBAL ZEALOT NPC

Today was the day Tlaloc would prove his strength, honor, and dedication to the gods. He had been alone in the wilderness for two days, on his rite of passage into the ranks of the distinguished Lightning Claw warriors. Now, he had lured the wyvern into the open, where he would slay it. Before he could strike, however, a group of foreigners, stomping loudly with their heavy boots, drew the beast's attention. The foreigners, working as a group, slew the wyvern before Tlaloc could land a blow. Tlaloc would have some words with these people.

TRIBAL ZEALOT

Medium humanoid, any alignment

Armor Class 17 (hide, shield)

Hit Points 127 (17d8 + 51)

Speed 35 ft.

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

Skills Religion +3, Survival +4

Senses passive Perception 11

Languages Any one language (usually common)

Challenge 6 (2300 XP)

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

Devotion. The zealot has advantage on saving throws against being charmed or frightened.

Reckless. At the start of its turn, the zealot 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.



ACTIONS

Multiattack. The zealot makes three melee attacks or two ranged attacks.

Macuahuitl (Longsword). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) slashing damage if used with two hands.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

WARCHIEF

Warchiefs are leaders of a tribe, band, or other group of individuals disconnected from civilized places. Warchiefs have a great amount of martial prowess themselves (often this is how they attain their position), and are not afraid to be on the front lines of any battle.

SAMPLE WARCHIEF NPC

The bane of the local villages and ill-protected merchant wagons was Dreevil and his Demons. One look at his horns, red skin, and conniving grin was enough to send most common folk away screaming. If that was not enough though, his well-armed band of marauders, bearing helms that imitate their leader's horns, were more than happy to help people part with their belongings. Dreevil's Demons have been getting more aggressive, however, and were starting to attract more attention than Dreevil might appreciate.

SAMPLE WARCHIEF NPC

What other warchiefs dreamed of accomplishing, Varfu-Lok of the Iron Fur Tribe accomplished decades ago. Though it had been some time since the Iron Fur Tribe had been at war, they kept their martial abilities sharp by working as mercenaries. However, some dissidents within the tribe were tired of the peaceful nature Varfu-Lok has imposed. Rumors floated around of these orc dissidents looking for some assistance in "advancing the line of succession."

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 Wis +6 Cha +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 (included in the attack).

ACTIONS

Multiattack. The war chief makes two weapon attacks.

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

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

Battle Cry (1/Day). Each creature of the warchief's choice that is within 30 feet of it, can hear it, and are 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.

Whirlwind Attack (Recharge 5-6). The warchief makes a melee attack against creatures it chooses within 5 feet. Make a separate attack roll for each creature.