



ADAPTABLE NPCs

**A host of new NPCs for Dungeon Masters to use for any purpose:
Adventurers, Clergymen, Royal Guards, Scouts and Wizards; friends & foes alike!
Created for the world's greatest roleplaying game**

ADAPTABLE NPCs

CREDITS

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Asylum & Sleeper Island communities!

ON THE COVER

Kingkostas depicts a brave sun knight, standing as a symbol
of righteousness ready to face off against the wicked and
unholy.



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ABOUT THIS PRODUCT

Adaptable NPCs is a supplement created for *Dungeon Masters*, introducing 70 unique non-player characters they can use to populate their worlds. The ultimate goal is to present a repertoire of quest givers and companions that can accompany players on their adventures; being diverse enough to add to immersion without introducing unwanted complexity.

Additionally, eight short quest hooks with detailed maps (both DM & Player versions) have been included at the end of this book. Dubbed *Pathways to Adventure*, these short adventures serve to give *Dungeon Masters* a resource to introduce many *Adaptable NPCs* to their players in unique ways. Alternatively, the battle maps can serve as standalone assets, usable in any manner a *Dungeon Master* can imagine.



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ADAPTABLE NON-PLAYER CHARACTER LIST

Do your players seek the healing powers of a cleric found within a temple, or maybe the services of a stealthy rogue to guide them through a dark catacomb? The NPCs found within this supplement are a mix of various alignments and motivations, but be certain that more than a few will be suitable for use in any type of campaign you are running.

These NPCs can be used as traditional non-player characters by the dungeon masters or controlled by your players as mercenaries for hire. Alternatively, DMs may wish to run these NPCs as adventuring companions, accompanying your players for a short time.

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THE ANCESTRAL BARBARIAN

Embracing the profound intuition inherited from ancestors dating back eons, these barbarians are granted the insight needed to protect their tribe. Many seek to strengthen their connection with these spirits by brandishing tribalistic tattoos and piercings on their bodies to celebrate the deeds of generations past.

Ancestral Guidance. In times of conflict, ancestral barbarians call upon their ancestors to join them on the battlefield, disorienting and overwhelming foes by manifesting as spiritual warriors ready to protect their brethren.

Should ancestral barbarians fall on the battlefield, they are comforted with the knowledge that their spirits will live on in the afterlife, guiding future generations.

ANCESTRAL BARBARIAN

Medium humanoid (any race), any alignment

Armor Class 15 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	8 (-1)	14 (+2)	11 (0)

Saving Throws Con +6

Skills Athletics +6, History +5, Survival +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Innate Spellcasting. The barbarian's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can cast the following spells innately:

1/day each: *augury*, *clairvoyance*

Spirit Protectors. The souls of the barbarian's ancestors watch over it during battle. The first time the barbarian hits a creature with a melee weapon attack on its turn, that creature becomes surrounded by ancestral spirits, hindering its attacks. The target has disadvantage on attacks rolls until the start of the barbarian's next turn.

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

Actions

Multiattack. The barbarian makes three greatsword attacks.

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

APOTHECARY

Medium humanoid (any race), any alignment

Armor Class 12 (padded)

Hit Points 19 (3d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	16 (+3)	16 (+3)	12 (+1)

Skills Investigation +5, Medicine +5, Perception +5

Senses passive Perception 15

Languages Common, Dwarvish, Elvish, Gnomish

Challenge 1/8 (25 XP)

Administer Concoction. The apothecary can drink or administer a potion using its bonus action.

Tool Proficiency. The apothecary has double proficiency with Alchemist's supplies. Also, it can add both its Intelligence and Wisdom modifiers to skill checks made while using them.

Trial and Error. When the apothecary rolls a 1 on the D20 for an Attack roll, ability check, or saving throw, it can reroll the die and must use the new roll.

Actions

Staff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage.

Alchemist's Fire. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* The target is covered in flaming adhesive, and takes 2 (1d4) fire damage at the start of each of its turns. A creature can end this effect by using its action to make a DC 10 Dexterity check to extinguish the flames.

Acid Vial (Recharge 6). *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 7 (2d6) acid damage.

THE APOTHECARY

Apothecaries have studied the many ailments that plague the realm and have concocted treatments to help those in need... *usually for a price!* Most own small shops packed to the brim with reagents and potions for sale.

Calculating and Deliberate. Apothecaries are experts when identifying the medicinal properties of different herbs. However, as important as knowing what heals, is knowing that not all medicine is good for the body. As such, they are well studied in toxins that can inflict pain on an enemy. They are well practiced in manufacturing and refining all these products into transportable devices and make a living by allocating analeptics and toxicants to those in search of them.

Medical Expertise. They also have training in identifying afflictions currently present in a host. One should always seek proper medical attention in a dire situation, but if that is not an option, you could do worse than visiting the local apothecary for help.



THE BATTLE ARCHER

Selected for their keen eye from a young age, battle archers are essential for defending the ramparts or providing crucial support afield. They have honed their craft through countless hours at the target range, and as a result can make shots normally reserved only for elite soldiers.

Battlefield Awareness. Battle archers are also well studied in battle tactics, so as to shift their required talents with the fluid nature of combat, be it forcing foot soldiers to take cover under a hail of arrows, halting cavalry charges in their tracks, or eliminating commanding officers with a single well placed arrow.

BATTLE ARCHER

Medium humanoid (any race), any alignment

Armor Class 14 (studded leather)

Hit Points 33 (6d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	15 (+2)	13 (+1)	8 (-1)	12 (+1)	8 (-1)

Saving Throws Dex +4

Skills Acrobatics +4, Perception +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1 (200 XP)

Deadeye. The archer's ranged weapon attacks score a critical hit on a roll of 19 or 20.

Keen Senses. The archer has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Tactical Positioning. The archer can move an additional 10 feet per round (included above). Also, when the archer reduces a creature to 0 hit points with a ranged weapon attack on its turn, it can use its bonus action to move up to half its movement speed.

Actions

Multiattack. The archer makes two attacks with its longbow.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

BATTLECHANTER

Medium humanoid (any race), any alignment

Armor Class 14 (ring mail)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	14 (+2)	8 (-1)	8 (-1)	16 (+3)

Skills Athletics +5, Intimidation +5, Performance +5

Senses passive Perception 9

Languages Common plus up to two other languages

Challenge 4 (1,100 XP)

Inspirational Chant (3/Day). As a reaction, the battlechanter can grant a creature it can see within 30 feet 10 (3d6) temporary hit points.

Warcry (1/Day). As a bonus action, the battlechanter grants itself and all allies within 30 feet that can hear it advantage on their next attack.

Actions

Multiattack. The battlechanter makes three greatsword attacks.

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

THE BATTLECHANTER

Battlechanters are tactical masters that command the frontline of combat while inspiring their allies and directing them to take superior positions than ones they might have employed on their own.

Inspirational Guidance. Although these warriors wield a greatsword with the ease that a rogue would a dagger, their main power stems from their voice through chants and war cries, bolstering the fighting abilities of their allies.

THE BATTLEMASTER

Battlemasters are selected at a young age for a singular purpose: to train for elite combat. As a result of their training, they are exceptional one-on-one combatants, excelling in the use of any weaponry. They are taught to be without mercy, and give no quarter in combat.

Merciless. Battlemasters have little care for the motivations of their opponents. Their sole purpose is to eliminate the foes placed before them. Toward this end, they will enlist any number of maneuvers; driving their opponent to the ground before dispatching them. Then, on to the next, until the field is theirs or death takes them at last.

BATTLEMASTER

Medium humanoid (any race), any alignment

Armor Class 16 (breastplate)

Hit Points 165 (22d8 + 66)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	13 (+1)	12 (+1)	15 (+2)

Saving Throws Str +7, Con +6

Skills Athletics +7, Perception +4

Senses passive Perception 14

Languages any one language (usually Common)

Challenge 7 (2,900 XP)

Action Surge (Recharges After a Short or Long Rest).

After taking an action on its turn, the battlemaster can take one additional action.

Combat Maneuvers (1/Turn). When the battlemaster makes a melee weapon attack against a creature on its turn, it can add one of the following effects to its attack:

- **Disarming Attack.** The target must succeed on a DC 15 Strength saving throw or drop an object it is holding of the battlemaster's choice. The object lands at the target's feet.
- **Sweeping Attack.** The battlemaster chooses another creature within 5 feet of its original target and within reach. If the original attack roll would hit the second creature, it takes damage equal the damage dealt to the initial target.
- **Trip Attack.** If the target is Large or smaller, it must succeed on a DC 15 Strength saving throw or fall prone.

Actions

Multiattack. The battlemaster makes three greatsword attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Reactions

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

BLADESINGER

Medium humanoid (any race), any alignment

Armor Class 17 (20 with mage armor)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	15 (+2)	19 (+4)	12 (+1)	12 (+1)

Saving Throws Dex +7, Int +8

Skills Arcana +8, Acrobatics +7, Performance +5

Senses passive Perception 11

Languages Common plus up to two other languages

Challenge 10 (5,900 XP)

Invocation Steel. The bladesinger's melee weapon attacks are magical, and it adds its Intelligence modifier to the weapon's damage (included in the attack).

Song of Blades. While the bladesinger isn't wearing Medium or Heavy armor or using a shield, its AC includes its Intelligence modifier (included above), and it has advantage on Constitution saving throws made to maintain concentration on a spell.

Spellcasting. The bladesinger is an 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The bladesinger has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *fire bolt*, *mending*, *shocking grasp*

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

2nd level (3 slots): *blur*, *darkness*, *invisibility*, *web*

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

4th level (3 slots): *arcane eye*, *blight*, *stoneskin*

5th level (2 slots): *conjure elemental*, *hold monster*

6th level (1 slot): *chain lightning*, *true seeing*

Actions

Multiattack. The bladesinger makes three melee attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) magical piercing damage.

THE BLADESINGER

Bladesingers have a unique bond with their blades, having instilled a bit of their very essence into them. This imbues the blades with immense power, and forges an almost telepathic bond between blade and master. So fearsome and quick are these cutters that their steel sings as it slices their opponents apart. Bladesingers shun armor, as it would merely slow them down. However, they are most adept casters, preferring magical means to bring their opponent to an end.

Multi-threat. Bladesingers are armed with a formidable array of spells, both offensive and defensive. They are quick, cunning, and have many tricks up their sleeves.



THE BLIGHT SORCERER

Blight Sorcerers have studied the unique necrotic energies of decay. Rather than focusing on the merits of repurposing the dead such as a necromancer would, these sorcerers are more fascinated with the processes by which the dead melt away, leaving the barest of traces. While some seek to understand this event at its base, academic level, others pursue this knowledge in order to manipulate the process to their own nefarious ends.

Masters of Decay. The study of decay has yielded fruit for these powerful sorcerers. They are well armed with knowledge of spells able to melt even the toughest steel, to cause an entire village to flee in nauseous terror, or even instantaneously rot the innards of those foolish enough to challenge them.

BLIGHT SORCERER

Medium humanoid (any race), any non-good alignment

Armor Class 13 (16 with mage armor)

Hit Points 54 (12d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	11 (0)	12 (+1)	16 (+3)	18 (+4)

Skills Arcana +4, Stealth +6

Damage Resistances necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common plus up to two other languages

Challenge 8 (3,900 XP)

Emanation of Decay (1/Turn). At the start of each of the sorcerer's turns, a creature it chooses within 15 feet of it takes 10 (3d6) necrotic damage.

Innate Spellcasting. The sorcerer's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The sorcerer can cast the following spells innately, requiring no material components:

At will: *acid splash*, *darkness*, *fog cloud*, *mage armor*

3/day each: *gaseous form*, *melf's acid arrow*, *shield*, *stinking cloud*

1/day each: *blight*, *cloud kill*, *contagion*

Actions

Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands, plus 3 (1d6) poison damage.

Reactions

Vaporous Form (3/Day). The blight sorcerer can turn into a vaporous cloud when it is targeted by a melee attack that would hit it. The triggering attack misses and the blight sorcerer can move up to 15 feet in any direction without provoking attacks of opportunity. To do so, the blight sorcerer must see the attacker.



BRIGAND

Medium humanoid (any race), any non-lawful alignment

Armor Class 14 (studded leather)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	15 (+2)	14 (+2)	11 (0)	9 (-1)	12 (+1)

Skills Deception +3, Investigation +2, Sleight of Hand +4

Senses passive Perception 9

Languages Thieves' cant plus any two languages

Challenge 1 (200 XP)

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

Keen Sight. The brigand has advantage on Intelligence (Investigation) checks.

Sneak Attack (1/Turn). The brigand 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 brigand that isn't incapacitated and the brigand doesn't have disadvantage on the attack roll.

Actions

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

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

Reactions

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

THE BRIGAND

Brigands roam throughout the realms, preying upon the weak and foolhardy. They often travel in bands, using distraction, traps, and misdirection to entice the unwary. The foolish are soon parted with their valuables, and if not careful, their lives. Despite their less than savory nature, they are not fools, and will quickly disband if anything goes awry.

Cunning and Cautious. Brigands only take aim at the vulnerable, and lay their plans with great care. They are therefore keenly aware of their surroundings, and will strike from the shadows given the chance. If the tide turns they will slink away and perhaps choose their next target more wisely.

THE CAVALIER

Cavaliers serve as the tip of the spear in large battles, or range in the field as scouts. Small raiding parties of cavaliers are sometimes used to raze enemy supply lines, or harrass outlying elements of an opposing force. They are well trained, well armed, heavily armored, and the sheer mass of a mounted cavalier is more than enough to crush their opponents.

Exceptional Horsemanship. The horsemanship of a well trained cavalier is second to none, often having trained their mounts themselves. From the backs of their massive warhorses, the force of their strikes cleaves their enemies asunder. Even if one is brought to ground, they are still formidable opponents even without their steed - they will never retreat, and never surrender.

CAVALIER

Medium humanoid (any race), any alignment

Armor Class 16 (ring mail, shield)

Hit Points 85 (10d8 + 40)

Speed 30 ft., 60 ft. while mounted

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	12 (+1)	14 (+2)	12 (+1)

Skills Animal Handling +6, Intimidation +3

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 4 (1,100 XP)

Mount. The cavalier rides atop a *Warhorse* (MM pg. 340). Its movement speed is 60 feet (included above).

Mounted Combatant. While the cavalier is mounted and isn't incapacitated, it has advantage on melee attack rolls against unmounted creatures smaller than its mount, can force an attack targeted at its mount to attack it instead, and when its mount is subjected to an effect that allows it to make a Dexterity saving throw for half damage, the mount instead takes no damage on a successful save and only half damage on a failed save.

Seasoned Rider. The cavalier has advantage on saving throws made to avoid falling off its mount. If the cavalier falls off its mount and descends no more than 10 feet and it isn't incapacitated, it can land on its feet. The cavalier can dismount its warhorse as a free action, requiring no movement.

Actions

Multiattack. The cavalier makes three longsword attacks.

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

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



COMBUSTION WIZARD

Medium humanoid (any race), any chaotic alignment

Armor Class 12 (15 with mage armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	17 (+3)	10 (0)	12 (+1)

Skills Acrobatics +4, Arcana +5

Senses passive Perception 10

Languages Common plus up to two other languages

Challenge 3 (700 XP)

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

Cantrips (at will): *bonfire*, *control flames*, *fire bolt*, *light*

1st level (4 slots): *absorb elements*, *burning hands*, *detect magic*, *mage armor*

2nd level (3 slots): *continual flame*, *pyrotechnics*, *scorching ray*

3rd level (2 slots): *fireball*, *haste*

Actions

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

Reactions

Reflect Magic. If the wizard is targeted with a magic spell attack and it misses, it can use its reaction to absorb the spent energy and cast the same spell on another creature within range using its spellcasting stats.

THE COMBUSTION WIZARD

Typically preferring the thrill of combat to hours spent in study, these wizards leave their scholarly training to assume positions that allow them to frequent the battle field. This decision sees them possess a diminished spell repertoire, but those they know are particularly devastating.

Fiery Temper. Their blood runs hot, just like the energies they harness to fuel their evocation magic. Generally quick to anger and eager to escalate a situation, you would do well to mind your tongue when in the presence of a combustion wizard!



THE COMMANDER

Commanders act as the field generals, carrying out the refined tactics of their lords. However, they are not merely content to sit back and direct others to do their bidding - they observe and direct according to the ebb and flow of battle and will lead by example if need be. They will wade into combat, plugging holes in combat lines, driving enemies back, and causing panic in enemy ranks.

Inspirational Presence. The calming influence of a seasoned commander on the field of battle cannot be underestimated. They are dispassionate observers of the battle, having studied famous battles of yore - they know when to act, when to sacrifice a piece on the chessboard for strategic gain, and perhaps most importantly, they know how to read the morale of their troops. These fearless leaders rally their forces to them, inspiring the very best of their soldiers even if the battle is lost.

COMMANDER

Medium humanoid (any race), any lawful alignment

Armor Class 17 (half plate, shield)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (0)	16 (+3)	10 (0)	12 (+1)	14 (+2)

Saving Throws Con +5

Skills Athletics +4, Intimidation +4, Perception +3

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Influential Surge (1/Day). After taking an action on its turn, the commander can take one additional action. When it does so, it can also choose one friendly creature within 60 feet that can see and hear the commander. That creature can immediately use its reaction to make one melee or ranged weapon attack.

Actions

Multiattack. The commander makes three melee attacks.

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

Light Crossbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 3 (1d6) piercing damage.



DARK SAGE

Medium humanoid (any race), any non-good alignment

Armor Class 14 (17 with mage armor)

Hit Points 143 (26d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	20 (+5)	12 (+1)	11 (0)

Saving Throws Int +10, Wis +6

Skills Arcana +15, Deception +5, History +15, Religion +10

Damage Immunities fire, necrotic

Senses passive Perception 11

Languages Abyssal, Common, Infernal

Challenge 14 (11,500 XP)

Fiendish Favor (3/Day). The sage adds 5 (2d4) to the result of any attack roll, ability check, or saving throw it makes.

Spellcasting. The sage is an 18th-level spellcaster. The sage's spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). The sage has the following spells prepared, which it can cast without material components:

At will: *acid splash*, *message*, *poison spray*, *thunderclap*, *true strike*

1st level (4 slots): *charm person*, *comprehend languages*, *inflict wounds*, *mage armor*, *magic missile*

2nd level (3 slots): *detect thoughts*, *enhance ability*, *levitate*, *spiritual weapon*

3rd level (3 slots): *blink*, *fireball*, *protection from energy*

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

5th level (3 slots): *commune*, *creation*, *hallow*

6th level (1 slot): *create undead*, *harm*, *eyebite*

7th level (1 slot): *crown of stars*, *plane shift*

8th level (1 slot): *earthquake*, *power word stun*

9th level (1 slot): *gate*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

THE DARK SAGE

Dark sages are formidable spellcasters whose ultimate goal is to amass power and rule over the weak as a tyrant. It is typical for them to enter into the service of a powerful fiend or other equally nightmarish creature, if they feel it is the quickest way to meet their goals.

Vessel of Deceit. Imbued with fiendish powers, dark sages should not be crossed lightly. Those who happen to find themselves indebted to a dark sage would do well to complete their task and count their blessings if they are survive the fallout. However, it is more likely that they will be under the sage's thumb for much longer than originally thought.



THE DEATHSEER

A deathseer recognizes that death is unavoidable, and when someone's time has come is decided for reasons far beyond the understanding of brief mortality. Deathseers pursue this devotion by signing a contract with a deity whose motivations lie in guiding their reapers to maintain the balance between life and death; binding the deathseer to carry out their obligations.

Contractually Bound. Deathseers devote their lives to keeping the balance between life and death. Different deathseers may focus on various aspects in an effort to keep this balance, but all are bound by the contracts they sign; contracts that grant unique abilities, so work can be completed without objection. Whatever their personal motivations, their deity expects their reapers to honor their commitment above all else. When their deity marks someone for expiration, a deathseer makes it their utmost priority to make sure that soul passes into the afterlife.

DEATHSEER

Medium humanoid (any race), any neutral alignment

Armor Class 17 (splint)

Hit Points 221 (26d8 + 104)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (0)	19 (+4)	13 (+1)	16 (+3)	18 (+4)

Saving Throws Str +7, Con +8

Skills Athletics +7, Insight +7, Intimidation +8, Medicine +7, Perception +7, Religion +5

Damage Resistances necrotic, poison

Senses passive Perception 17

Languages Common plus up to two other languages
Challenge 11 (7,200 XP)

Harrowing Strike. The deathseer's weapon attacks are magical. When the deathseer hits with its greatsword, the weapon deals 14 (4d6) additional necrotic damage (included in the attack).

Shroud of Necrosis. The deathseer and friendly creatures within 30 feet of it are resistant to necrotic and poison damage, and have advantage on Constitution saving throws against poison while the deathseer is conscious.

Spellcasting. The deathseer is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The deathseer has the following spells prepared:

1st level (4 slots): *arms of hadar*, *bane*, *cause fear*, *protection from evil and good*

2nd level (2 slots): *darkness*, *gentle repose*, *misty step*, *zone of truth*

Touch of Respite (1/Day). The deathseer can use its bonus action to touch a willing creature that has expended all of its hit dice. The creature will regain 1d4 hit dice.

Actions

Multiattack. The deathseer makes three greatsword attacks.

Greatsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) magical slashing damage, plus 14 (4d6) necrotic damage.

Reactions

Death's Embrace (3/Day). The deathseer's understanding of the ebbs and flows of life and death allow it to grant an ally it can see within 60 feet that just failed a death saving throw to reroll the save, taking the second result.

DRACOKNIGHT

Medium humanoid (any race), any alignment

Armor Class 16 (scale mail, shield)

Hit Points 165 (22d8 + 66)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (0)	16 (+3)	10 (0)	13 (+1)	14 (+2)

Skills Athletics +6, Persuasion +5

Senses passive Perception 11

Languages Common, Draconic

Challenge 7 (2,900 XP)

Dragon's Breath (3/Day). The dracoknight can use its action to manifest the visage of a dragon above its head and exhale energy of a chosen type (acid, cold, fire, lightning, or poison) in a 15 foot cone. Each creature in that area must make a Dexterity save (DC 15), taking 21 (6d6) damage on a failed save or half as much on a success.

Dragon's Spirit (3/Day). As a bonus action, the dracoknight gains 13 temporary hit points and advantage on its next melee weapon attack.

Actions

Multiattack. The dracoknight makes three battleaxe attacks.

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

THE DRACOKNIGHT

Also known as Dragon Knights, these sturdy warriors have created a magical bond with the spirit of a dragon. Both metallic and chromatic dragons alike lend these incredible gifts of power to their chosen.

Dragon's Courage. Dracoknights call upon dragon spirits to assist them in battle to fantastical effect. They are able to harness their draconic powers, either by unleashing a dragon's breath on their foes or bolstering their allies by tapping into their spiritual embrace.



THE DRAGOON

Dragoons, armed with lances and riding atop their mighty steeds, are a highly trained elite fighting force. These mounted cavalry are highly employable due to their ability to disperse threats to a kingdom with ease given their high mobility. However, they also possess a vast fighting prowess on foot, when mounted combat is unfeasible.

Virtuous Warriors. Dragoons are pillars of power and justice, standing against threats that look to sow chaos where there should be order. Following their king's orders, they will not rest while their mission is incomplete.

DRAGOON

Medium humanoid (any race), lawful neutral

Armor Class 16 (half plate)

Hit Points 149 (23d8 + 46)

Speed 30 ft., 60 ft. (mounted)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	12 (+1)	16 (+3)	14 (+2)

Skills Animal Handling +9, Perception +6

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 6 (2,300 XP)

Charge. If the dragoon moves at least 40 feet straight toward a target and then hits it with a lance attack on the same turn, the target takes an extra 19 (3d12) piercing damage.

Mount. The dragoon rides atop a *Warhorse* (MM pg. 340). Its movement speed is 60 feet (included above).

Mounted Combatant. While the dragoon is mounted and isn't incapacitated, it has advantage on melee attack rolls against unmounted creatures smaller than its mount. Also the dragoon does not have disadvantage when it uses a lance to Attack a target within 5 feet of it while mounted.

Seasoned Rider. The dragoon has advantage on saving throws made to avoid falling off its mount. If the dragoon falls off its mount and descends no more than 10 feet, it can land on its feet, and it isn't incapacitated. The dragoon can dismount its warhorse as a free action, requiring no movement.

Actions

Multiattack. The dragoon makes three lance attacks.

Lance. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

DRUNKEN BRAWLER

Medium humanoid (any race), any chaotic alignment

Armor Class 12 (hide)
Hit Points 39 (6d8 + 12)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (0)	14 (+2)	8 (-1)	7 (-2)	10 (0)

Saving Throws Con +4
Skills Athletics +3, Performance +2
Senses passive Perception 8
Languages any one language (usually Common)
Challenge 1/4 (50 XP)

Drunkard's Luck (3/Day). When the drunken brawler has disadvantage on an attack roll, ability check, or saving throw, it can roll with advantage instead.

Misguided Attack. When the drunken brawler attacks a target, it also makes an additional attack against a random creature within 5 feet. Roll a dice equal to the number of potential creatures within range to determine the additional target.

Actions

Unarmed Strike. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

THE DRUNKEN BRAWLER

There is at least one in every tavern - the one who indulges far too much, knows not when to hold their tongue, and pushes too far with one ill-advised comment too many. Often a brawl ensues, and yet for some reason, they always seem to stumble out of the aftermath in one piece for one more pint and a lopsided grin, a blackened eye, and perhaps a missing tooth.

Sheer. Stupid. Luck. For some reason, out of pure alcohol-induced stupidity or fearlessness, a drunken brawler can land the most unlikely of blows, dodge the best-aimed strikes, or make the surest of shots - without any reason behind it. Sheer, stupid, luck.

THE DUKE

Appointed by King's rule due to right of blood or of royal decree, dukes rule over their provinces in the name of their lord. They may be virtuous or conniving, loyal or faithless, benevolent or spiteful. They have full royal authority to tax their subjects, manage their fiefdoms, or raise armies should the need arise.

Intuitive Leader. Similar to others of high training and noble blood, a duke is an astute leader, knowing well to observe both friends and foes. Should a situation require it, they are master negotiators, seeking advantage to their own aims or those that benefit the kingdom. They know how to take the measure of those across the table.

DUKE

Medium humanoid (any race), any alignment

Armor Class 11 (padded)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	14 (+2)	14 (+2)	15 (+2)	16 (+3)

Saving Throws Wis +4

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 12

Languages Common plus up to two other languages

Challenge 1/8 (25 XP)

Know Thy Enemy. If the duke spends at least 1 minute observing or interacting with another creature outside of combat, it gains advantage on Intelligence and Wisdom based skill checks when interacting with that creature.

Actions

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



DWARVEN SMITHY

Medium dwarf, any alignment

Armor Class 14 (ring mail)

Hit Points 30 (4d8 + 12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (0)	16 (+3)	14 (+2)	12 (+1)	8 (-1)

Skills Athletics +3, Smith's Tools +3

Damage Resistances fire, poison

Senses darkvision 60 ft., passive Perception 11

Languages Common, Dwarvish

Challenge 1 (200 XP)

Dwarven Resilience. The dwarf has advantage on saving throws against poison.

Innate Spellcasting. The smith's innate spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *guidance*, *mending*

1/day: *heat metal*

Stonecunning. Whenever the dwarf makes an Intelligence (History) check related to the origin of stonework, it is considered proficient in the History skill and adds double its proficiency bonus to the check.

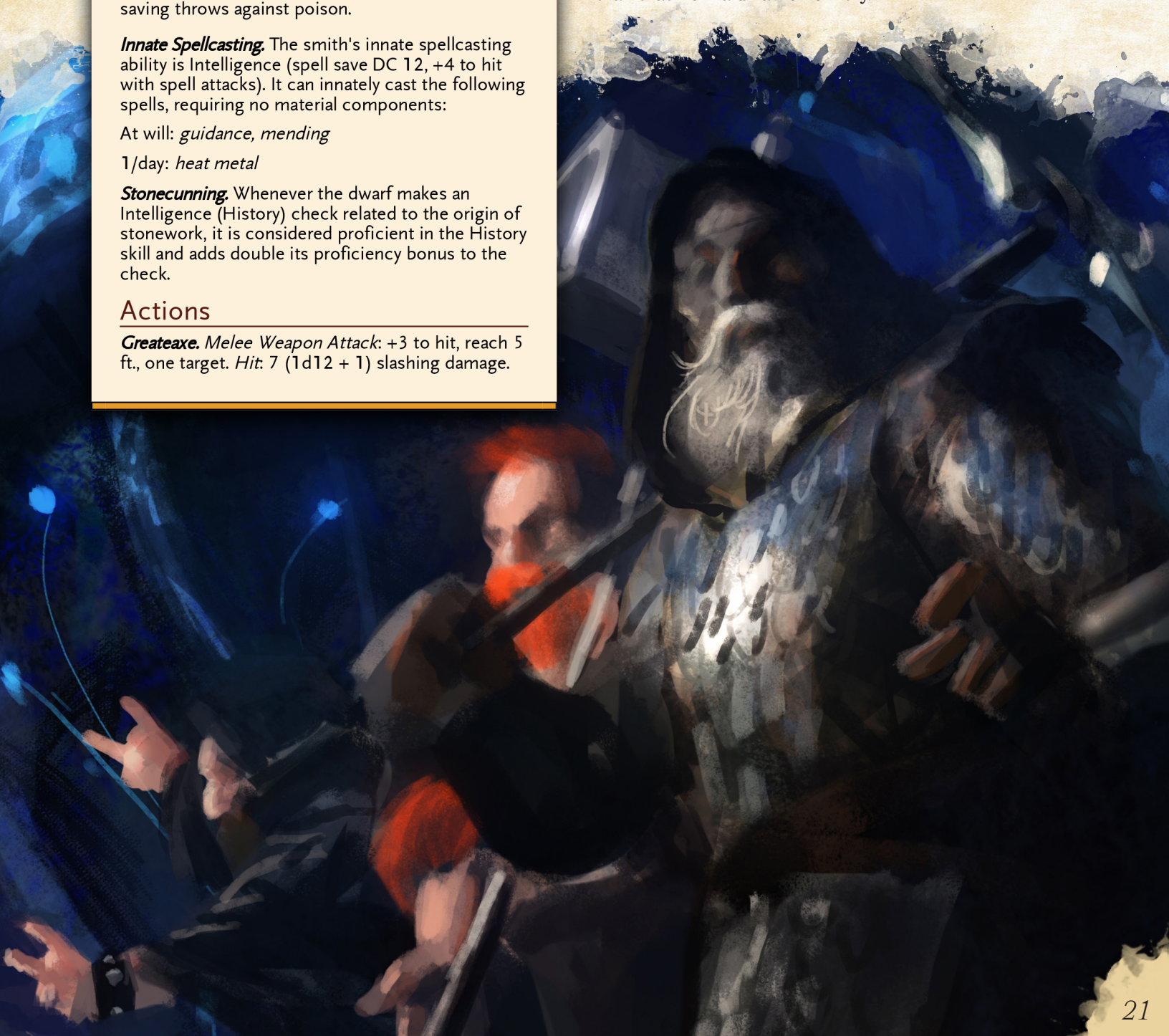
Actions

Greataxe. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (1d12 + 1) slashing damage.

THE DWARVEN SMITHY

Well-known for their exceptional craftsmanship and attention to detail, dwarven smithies take decades to hone their craft. They strive for perfection of their art, and as such their wares are most highly sought after. Whether a finely crafted jewel pommeled dagger or a gleaming vicious warhammer, a dwarven smithy can craft anything - for those willing and able to pay for their services. Much like the stone from which they hew their homes, they are stubborn, tough negotiators, and nigh immovable when pitting wills against others.

Craftsman's Eyes. Dwarven smithies not only know the art of metal-crafting, but also are intuitive regarding other craftsmanship. They have a most keen eye for the stone from which they carve their halls, for example. One would be hard-pressed to find higher quality metal or stone work than that from a dwarven smithy.



THE EPISTEMOPHILE

Epistemophiles excessively strive to preoccupy themselves with the quest for knowledge. Whether through exploring a dusty tome, being locked away in a library, or meeting a well-travelled group of adventurers, discovering new things is always at the forefront of their minds.

Love of Knowledge. While passionate in their pursuit to gain knowledge, epistemophiles also take great joy in purveying their vast intellect with those they meet. Curious by nature, the very virtue that defines an epistemophile guides them to seek out interesting people and share facts and findings with them, while seeking to learn about their past exploits.

EPISTEMOPHILE

Medium humanoid (any race), any alignment

Armor Class 11 (14 with mage armor)

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	13 (+1)	11 (0)	15 (+2)	14 (+2)	12 (+1)

Skills History +6, Perception +4

Senses passive Perception 14

Languages Common plus up to three other languages

Challenge 1/2 (100 XP)

Innate Spellcasting. The epistemophile's innate spellcasting ability is Intelligence (save DC 12). The epistemophile can cast the following spell innately as a ritual:

At will: *identify*

Spellcasting. The epistemophile is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The epistemophile has the following spells prepared:

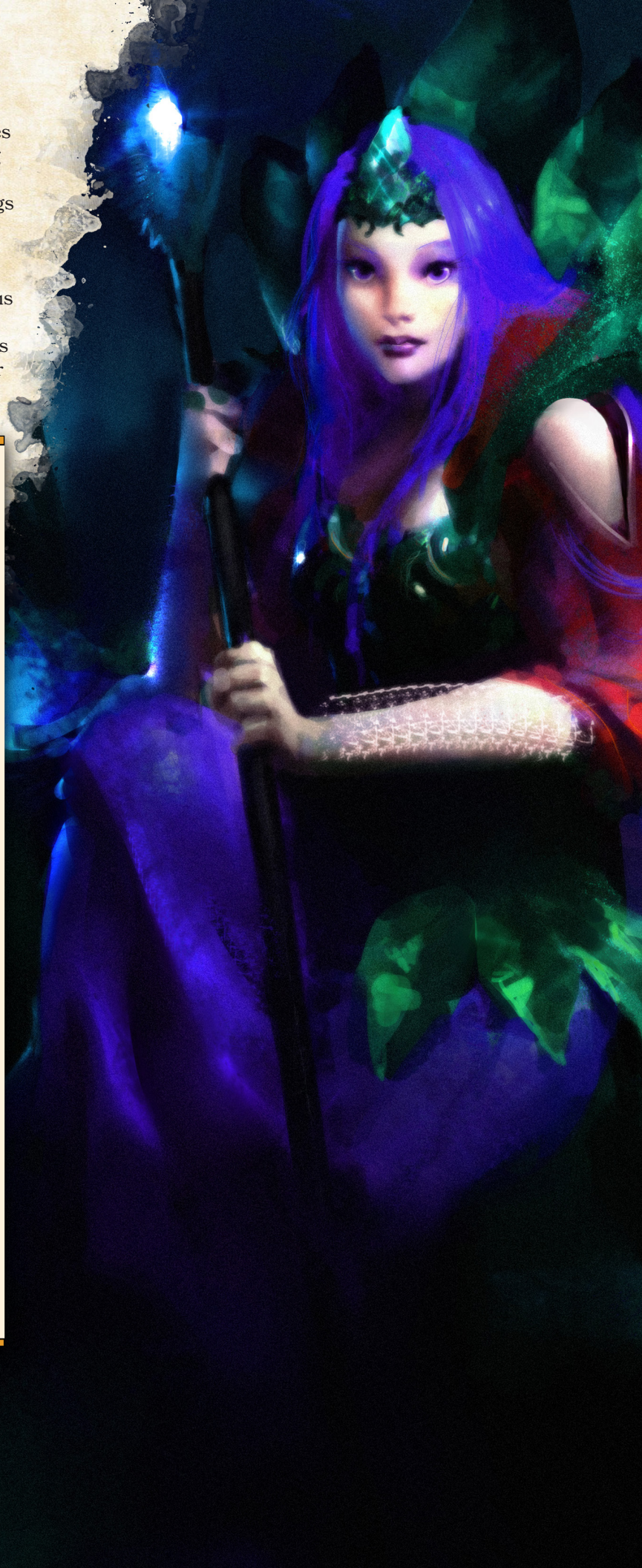
Cantrips (at will): *light, mage hand, thaumaturgy*

1st level (4 slots): *comprehend languages, mage armor, unseen servant*

2nd level (3 slots): *arcane lock, knock, mind spike*

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands to make a melee attack.



FALSE SAINT

Medium humanoid (shapechanger), any non-good chaotic alignment

Armor Class 13 (16 with mage armor)

Hit Points 143 (22d8 + 44)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	17 (+3)	18 (+4)	20 (+5)

Saving Throws Cha +9

Skills Arcana +7, Deception +13, History +7, Insight +12, Perception +8, Persuasion +9, Religion +7

Senses passive Perception 18

Languages Common plus up to four other languages

Challenge 9 (5,000 XP)

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

Shapechanger. The false saint can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Spellcasting. The false saint is a 12th-level spellcaster. Its spellcasting ability is Charisma (save DC 17, +9 to hit with spell attacks). The saint has the following spells prepared:

Cantrips (at will): *blade ward*, *light*, *mage hand*, *message*, *prestidigitation*

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

2nd level (3 slots): *hold person*, *invisibility*, *mirror image*

3rd level (3 slots): *counterspell*, *dispel magic*, *glyph of warding*, *nondetection*

4th level (3 slots): *arcane eye*, *dimension door*, *resilient sphere*, *polymorph*

5th level (2 slots): *animate objects*, *dominate person*, *geas*, *mislead*

6th level (1 slot): *globe of invulnerability*

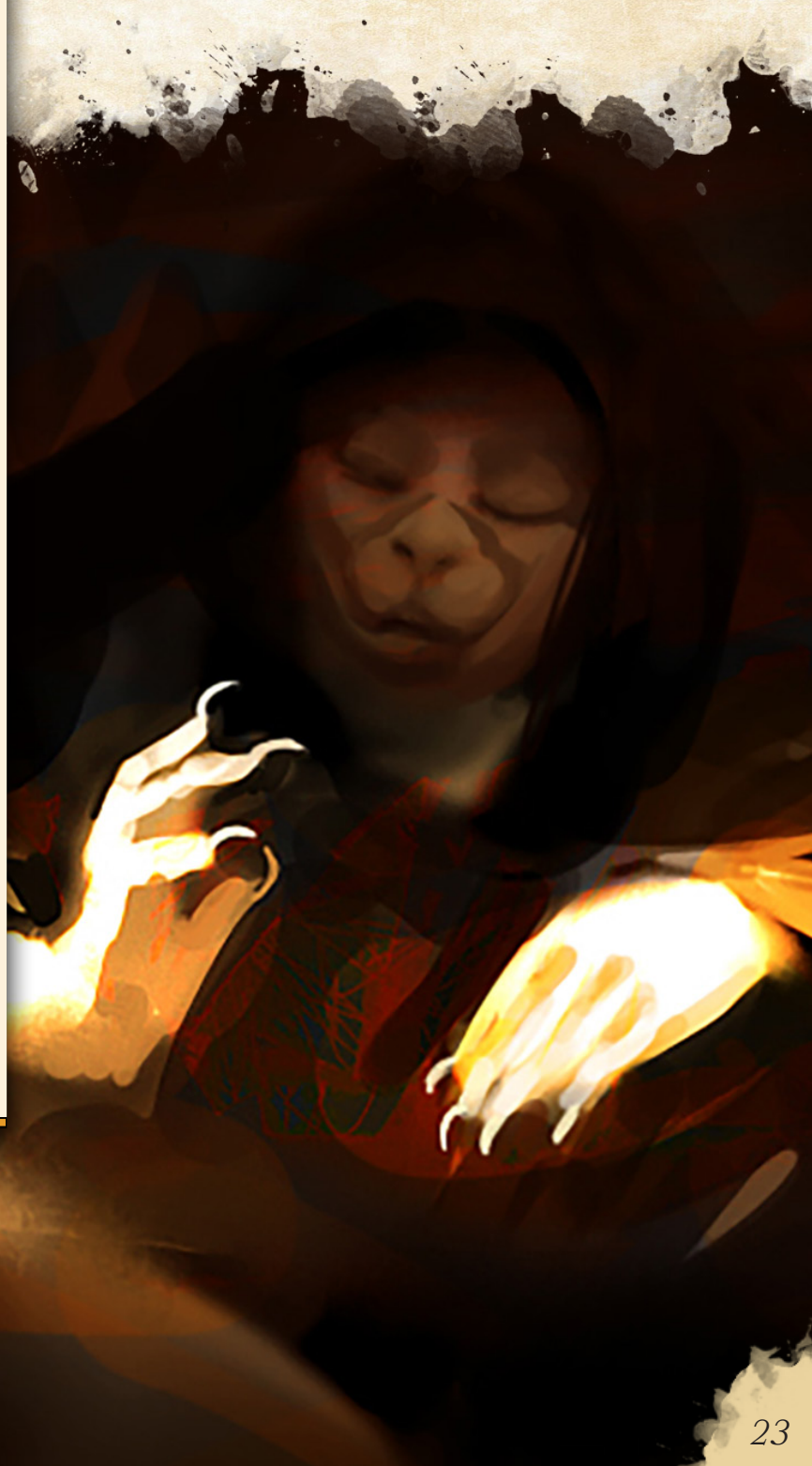
Actions

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

THE FALSE SAINT

False saints are determined to lead the desperate, easily manipulated, and weak-minded. They may be rambling lunatics attracting those at the fringes of society, cunning manipulators seeking material gain in the name of a false deity, or may be genuinely manipulated by some higher power. In any case, the false saint is a powerful spellcaster, able to corrupt the mind and deceive the unwitting.

Malevolent Influence. Their deities have given their false saints impressive spellcasting powers such as to manipulate the minds of their followers. They can change their form just as easily as they can manipulate light, sound, and the senses in an attempt to beguile their prey.



THE FELL WARRIOR

Fell warriors are a fiend's tool of choice, deployed when they are looking to deliver a message to a subordinate that has fallen out of line. While humanoid, they are often mistaken for fiends themselves due to the devastating magics they have been granted to impose their patron's will.

Vicious and Cruel. Fell warriors are equipped to inflict pain or suffering to those deemed necessary to feel their wrath. Carrying an iconic greataxe of hellish design, and eyes that glow with a greenish spite, they are truly a sight one should wish they don't have to see in in the flesh.

FELL WARRIOR

Medium humanoid (any race), lawful evil

Armor Class 15 (chain shirt)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	14 (+2)	11 (0)	13 (+1)

Saving Throws Str +6, Con +5

Skills Arcana +5, Athletics +6, Intimidation +4

Damage Resistances fire, necrotic

Senses passive Perception 10

Languages Abyssal, Common

Challenge 5 (1,800 XP)

Innate Spellcasting. The fell warrior's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attack). The fell warrior can innately cast the following spells, requiring only verbal components:

At will: *acid splash*, *fire bolt*, *poison spray*, *true strike*

3/day each: *burning hands*, *magic missile*, *shield*

1/day each: *darkness*, *fireball*, *misty step*

Warcaster. When the fell warrior uses its action to cast a cantrip, it can make an attack with its greataxe as a bonus action.

Actions

Multiattack. The fell warrior makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

FOREST FAIRY

Small fey, any chaotic alignment

Armor Class 12 (16 with barkskin)

Hit Points 28 (8d6)

Speed fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (0)	11 (0)	15 (+2)	17 (+3)

Saving Throws Cha +5

Skills Insight +4, Perception +4

Senses passive Perception 14

Languages Common, Sylvan

Challenge 1 (100 XP)

Forest Dweller. The fairy has advantage on all Wisdom (Survival) and Dexterity (Stealth) checks it makes in woodland terrain.

Innate Spellcasting. The fairy's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *druidcraft*, *guidance*, *spare the dying*

3/day each: *animal friendship*, *barkskin*, *detect evil and good*, *detect poison and disease*

1/day each: *augury*, *bless*, *sanctuary*, *telepathic bond*

Nimble. The fairy does not provoke attacks of opportunity when moving out of a creature's reach.

Woodland's Protection. The fairy has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Actions

Multiattack. The fairy makes two shortbow attacks.

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

THE FOREST FAIRY

Forest fairies are beautiful and curious creatures, drawn to wooded areas throughout the realm. Diverse in personality as many humanoid races, these fairies all possess one common trait - a quick wit. Initially, they appear overly cooperative in their dealings with others, masking their inherently mischievous nature. Stories exist of these fairies promising to guide a lost soul out of a forest only to lead them deeper into trouble.

Woodland Abettor. While forest fairies enjoy interacting with others, they mainly engage outsiders to discern their true motivations. Forest fairies view their place in the realm mainly as facilitators of the forest, helping the plants and animals who call this place home to prosper.



THE FOULBLOOD

Typically lurking in caves and dwellings deep underground, foulbloods wrap cloth around their faces to hide their pale complexion. They are cunning by nature, and seek only personal gain by deceiving others into doing their dirty work.

Masters of Deceit. While their malevolent intent is immediately apparent to even the most unastute, foulbloods will appeal to the greedy nature in others in an attempt to trick them into assisting with a task. This reward for their help typically comes in the form of a promise to reveal information of great importance, which is usually a lie.

Undead Nature. A foulblood doesn't require air, food, drink, or sleep.

FOULBLOOD

Medium undead, any non-good chaotic alignment

Armor Class 14

Hit Points 247 (33d8 + 99)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	18 (+4)	17 (+3)	9 (-1)	11 (0)	17 (+3)

Skills Deception +9

Senses Darkvision 120 ft., passive Perception 13

Languages Common, Undercommon

Challenge 8 (3,900 XP)

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

At will: *poison spray*, *true strike*, *thaumaturgy*

3/day each: *acid arrow*, *darkness*, *misty step*, *spider climb*

1/day each: *bestow curse*, *blight*

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

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

Actions

Multiattack. The foulblood makes three dagger attacks.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, plus 13 (3d8) poison damage.

Hemorrhage (Recharge 6). The foulblood magically causes its target's previously healed battle scars to rupture, allowing blood to begin exiting the opened wounds. A creature the foulblood can see within 5 feet must make a DC 14 Constitution saving throw, taking 2d8 slashing damage on a failed save. Additionally, roll a d8 for every two hit dice belonging to the target. If this number is higher than the target's total hit points at the end of its next turn, it falls to 0 hit points. Temporary hit points do not count towards this total. If the target saves on the initial save, this ability has no effect.



THE GLADIUS

Through years of training, the gladii have mastered the use of arms and maneuvering themselves around the battlefield. They are well versed at reading the movements of their opponents and are able to determine what their foe is planning, possibly before the opponent does itself. These shield-maidens are agile, cunning, and lethal unless closed down quickly.

Rapid Assault. The gladii are so swift with their movements that their spears attacks appear as a blur. Driven with force enough to skewer even the most heavily armored foe, their thrust can find the tiniest gap in armor with unerring precision.

GLADIUS

Medium humanoid (any race), any alignment

Armor Class 15 (hide, shield)

Hit Points 82 (11d8 + 33)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	11 (0)	16 (+3)	13 (+1)

Skills Athletics +5, Acrobatics +3, Performance +3

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 3 (700 XP)

Fleet of Foot. The gladius can take the Dash action as a bonus action on its turn.

Deadly Strike (1/Day). Any hit with a melee weapon attack the gladius scores against a prone creature deals critical damage.

Actions

Multiattack. The gladius three spear attacks. If it has a shortsword drawn, it can also make a shortsword attack.

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

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 to make a melee attack.

Reactions

Counter. When a melee attack made against the gladius misses, the gladius can use its reaction to knock its attacker prone if it is of Large or smaller size.

THE GOBLIN CORSAIR

These goblins roam the high seas for blood and gold on large seafaring vessels of their own crude construction. While not any more cunning than your typical goblin, they are certainly more savage.

Drunken, Murderous Pirates. Goblin corsairs bring terror to the seas and coastal villages. Woe betide a creature that thinks these merciless swashbucklers will show them any quarter.

GOBLIN CORSAIR

Small humanoid (goblinoid), any non-good chaotic alignment

Armor Class 13 (studded leather)

Hit Points 14 (4d6)

Speed 30 ft.

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

Skills Deception +3, Investigation +2, Sleight of Hand +4, Stealth +4

Senses passive Perception 9

Languages Common, Goblin

Challenge 1/2 (100 XP)

Dirty Fighting. On a successful melee attack, the corsair can choose to knock its target prone as a bonus action.

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

Sea of Thieves. The corsair gains advantage on all skill checks while aboard a water vessel on the open sea.

Actions

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

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

Blunderbuss. *Ranged Weapon Attack:* +4 to hit, range 60/240ft, one target. *Hit:* 5 (1d6 + 2) piercing damage.

Bomb Toss (Recharge 6). The corsair can light a bomb and throw it at a point up to 60 feet away. Each creature within 5 feet of that point must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) fire damage



GRAVE THIEF

Medium humanoid (any race), any non-lawful alignment

Armor Class 14 (leather)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	16 (+3)	15 (+2)	16 (+3)	13 (+1)	12 (+1)

Saving Throws Dex +5, Int +5

Skills Deception +3, History +5, Investigation +5, Religion +5, Sleight of Hand +5, Stealth +7

Senses passive Perception 16

Languages Thieves' cant plus any two languages

Challenge 3 (700 XP)

Eye for Detail. The thief has advantage on Intelligence (Investigation) and Wisdom (Perception) skill checks, and a +5 bonus to its passive Perception (included above).

Shadowy Companion. The thief has formed a supernatural bond with a *Shadow* (MM pg.269), which is its companion. The companion acts on its own initiative, but otherwise obeys the thief's commands. As a bonus action, the thief can command its companion to use its reaction to take the Dash, Disengage, Dodge, or Help action.

Sneak Attack (1/Turn). The thief deals an extra 13 (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 thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Unwaivering Resolve. The thief cannot be frightened by undead creatures.

Actions

Multiattack. The thief makes two dagger attacks.

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

THE GRAVE THIEF

Lurking in the darkest places, always on the lookout for the next untouched tomb, grave thieves have an uncanny ability to gain entry into crypts belonging to the wealthiest of nobles.

Shadows' Embrace. Grave thieves have spent most of their lives plundering catacombs, hardening their resolve against the restless dead. They have so much experience around the undead that many grave thieves are able to coerce the incorporeal undead to do their bidding, almost taking comfort in their company.



THE HARBINGER

Never wavering while carrying out a task foretold, harbingers execute their burdens without morality or conforming to social constructs. They cannot be reasoned with, for their beliefs stem from the thought that what is to come has already been decided.

Omen of Stability. Harbingers employ powerful tools to carry out their tasks, outside of any perceived good, evil, order or chaos. These labels mean little to the harbinger, who view it as their responsibility to maintain a greater balance.

HARBINGER

Medium humanoid (any race), true neutral

Armor Class 18 (plate)

Hit Points 195 (26d8 + 72)

Speed 30 ft.

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

Saving Throws Str +8, Con +7, Wis +5

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

Damage Resistances necrotic

Damage Immunities fire

Senses passive Perception 15

Languages Common plus up to two other languages

Challenge 11 (7,200 XP)

Aura of Portents. Each creature of the harbinger's choice that is within 30 feet of the harbinger and aware of it must succeed on a DC 17 Wisdom saving throw or become Frightened for 1 minute as the creature sees a future it was not meant to see. A 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 the harbinger's Aura of Portents for the next 24 hours.

Indomitable. The harbinger has advantage on saving throws against being frightened.

Vow of Inevitability (1/Day). As a bonus action, the harbinger places an augury on a creature it can see within 30 feet. The harbinger always knows in which direction its target can be found, and has advantage on attack rolls against the creature until the creature dies or the harbinger chooses another target.

Actions

Multiattack. The harbinger makes four attacks with its flametongue greatsword.

Flametongue Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 11 (2d6 + 4) magical slashing damage, plus 7 (2d6) fire damage.



HERMIT

Medium humanoid (any race), any alignment

Armor Class 13 (padded)

Hit Points 22 (4d8 + 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	14 (+2)	12 (+1)	10 (0)	14 (+2)	7 (-2)

Skills Herbalism Kit +4, Medicine +4, Survival +4

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Isolation. Due to long times in seclusion, the hermit only needs to drink, eat and sleep half of the normal amount.

Self Taught. The hermit has advantage on Wisdom (Medicine) skill checks.

Actions

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

THE HERMIT

Reclusive by nature, the hermit has chosen to shun the wider public. They may be well-educated scholars seeking tranquility, or a slightly mad recluse prone to random outbursts. Whatever the reason for shunning society, they have chosen a solitary existence, away from prying and judgmental eyes. As a result, they are wary of visitors, and tend to shy away from adventuring parties.

Environmental Attunement. Owing to their solitude and intense study of their environments, hermits are a most hardy folk. They are incredibly knowledgeable of their surroundings, able to scrounge a meager existence. Still, their self-reliance has taught them much of the natural world, caring for themselves, and being well attuned to their environment.

THE INFILTRATOR

Knives in the dark, these spies prefer to remain unnoticed: ideally even as they slide a blade into their target's back. Masters of stealth, an infiltrator's toolkit is their versatility, resourcefulness, and ruthlessness in accomplishing their goals, whether for their own ends or for the sake of a purse laden with coin.

Ambush Predators. Lethal assassins, the infiltrator will approach their marks from behind, above, or below, piercing a vital organ, opening a throat, or breaking a neck before vanishing back into the shadows even as their victim falls to the ground. No movement of this cold-blooded killer is made without swift risk-assessment, and their patience once they've found the perfect spot to lie in wait for their prey rivals that of the deadliest vipers and spiders.

Shadows for Hire. Every infiltrator has a price, typically commensurate with their ability to flawlessly complete a task without a single sign of their passing beyond their target's final rattling breath. They are consummate professionals, plainly detailing their costs for a target and any costly obstacles they expect to be responsible for. While some have balked at the costs of these mercenaries, they've quickly found that when it comes to assassinations, you get what you've paid for.

INFILTRATOR

Medium humanoid (any race), any non-lawful alignment

Armor Class 14 (leather)

Hit Points 45 (10d8)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	16 (+3)	10 (0)	16 (+2)	15 (+2)	8 (-1)

Skills Investigation +7, Perception +4, Sleight of Hand +5, Stealth +7

Senses passive Perception 14

Languages Thieves' cant plus any two languages
Challenge 2 (450 XP)

Alert. The infiltrator has advantage on Dexterity rolls for initiative. Additionally, the infiltrator can't be surprised, and other creatures don't gain advantage on attack rolls against it as a result of being hidden from it.

Ambusher. In the first round of a combat, the infiltrator has advantage on attack rolls against any creature it has surprised and deals critical damage on a successful attack.

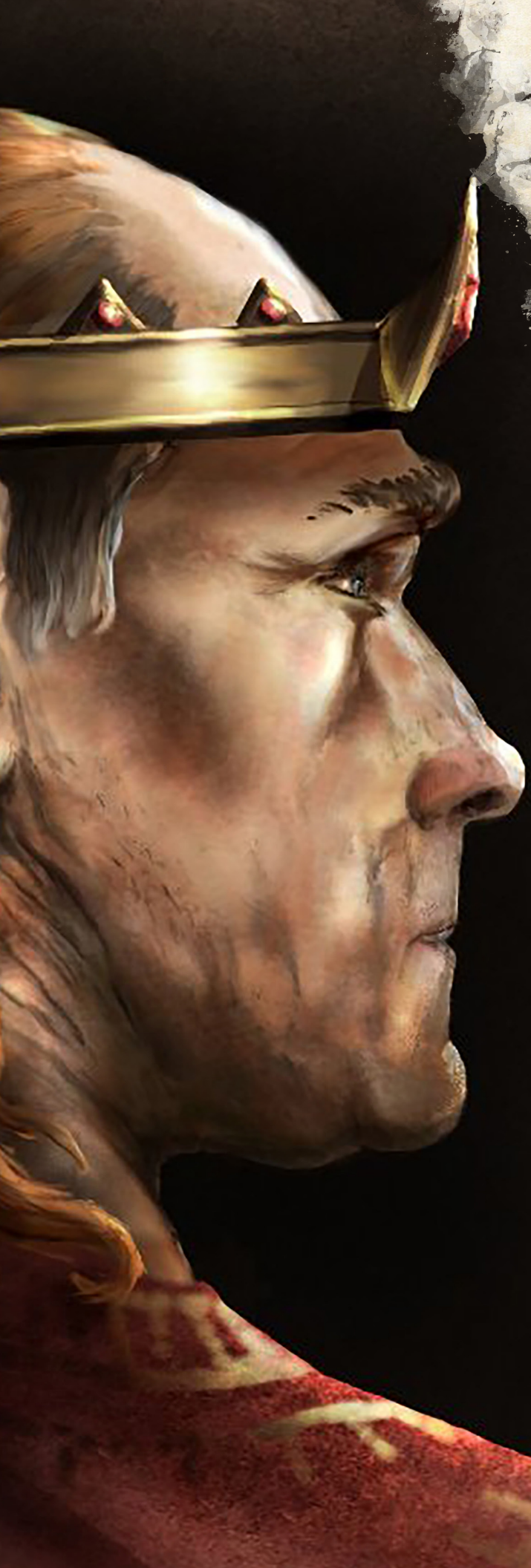
Sneak Attack (1/Turn). The infiltrator deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the infiltrator that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Unseen. The infiltrator has advantage on Dexterity (Stealth) skill checks.

Actions

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





THE KING

The pinnacle of nobility, kings rule by divine ordainment. They may be noble and just or cruel and sinister, but they nonetheless inspire those around them with their force of presence. They have been groomed to lead from birth and as a result carry themselves with an air that provokes the best in their subjects.

Almighty Presence. A king inspires those around them through loyalty or fear, and are deeply intuitive. They are able to read the intentions of those around them with uncanny accuracy, being masters of the spoken word and of interpreting body language. The force of their will means they are not easily manipulated by either magical or non-magical means.

KING

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (-1)	14 (+2)	15 (+2)	16 (+3)	19 (+4)

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

Senses passive Perception 15

Languages Common plus up to three other languages

Challenge 4 (1,100 XP)

Aura of Courage. Any allies within 30 feet of the king cannot be frightened.

Know Thy Enemy. If the king spends at least 1 minute observing or interacting with another creature outside of combat, it gains advantage on Intelligence and Wisdom based skill checks when interacting with that creature.

Royal Blood. The king has advantage on all Charisma skill checks when interacting with those under its rule.

Strong Willed. The king has advantage on saving throws against being charmed, and magic cannot put the king to sleep.

Actions

Multiattack. The king makes two longsword attacks.

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

THE KINGSGUARD

Only the finest knights are allowed to swear an oath to protect their king and the royal family with their lives. Donning half plate armor and a shield embordered with the crest of their kingdom, kingsguard impose a commanding presence on the battlefield while wielding their signature jeweled longsword.

Indomitable. Kingsguard equip themselves diligently before combat and engage threats to the king without remorse. They employ diverse tactics that combine leadership, courage, and an immense knowledge of battle tactics. Kingsguard appear as a symbol that serves to unite the kingdom against any menace.

KINGSGUARD

Medium humanoid (any race), any lawful alignment

Armor Class 18 (half plate, shield)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	11 (0)	13 (+1)	13 (+1)

Saving Throws Str +6, Wis +4

Skills Athletics +6, History +3, Intimidation +4

Condition Immunities frightened

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 7 (2,900 XP)

Aura of Protection. The kingsguard and friendly creatures within 30 feet of it have advantage on saving throws.

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

Willful. The kingsguard is immune to being frightened.

Actions

Multiattack. The kingsguard makes three melee weapon attacks: one with its shield bash and two with its longsword.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Shield Bash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 16 Strength saving throw or be knocked prone.

LOREMASTER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 44 (8d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	12 (+1)	19 (+4)	15 (+2)	9 (-1)

Skills Arcana +10, History +10, Investigation +7, Nature +10, Religion +10

Senses passive Perception 12

Languages Common plus up to four other languages

Challenge 7 (2,900 XP)

Savant. The loremaster gains double its proficiency bonus on Arcana, History, Nature, and Religion skill checks (included above). Also, it can add its Intelligence modifier to its initiative rolls.

Spell Secrets. When the loremaster casts a spell using a spell slot that deals acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage, it can substitute that damage type with one other type from that list.

Spellcasting. The loremaster is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The loremaster has the following spells prepared:

Cantrips (at will): *light, mage hand, message, minor illusion, ray of frost*

1st level (4 slots): *alarm, comprehend languages, detect magic, identify, mage armor, magic missile, shield, sleep*

2nd level (3 slots): *acid arrow, blur, detect thoughts, invisibility, knock, locate object*

3rd level (3 slots): *blink, counterspell, fireball, fly, haste, sending, tongues*

4th level (3 slots): *greater invisibility, ice storm, private sanctum*

5th level (2 slots): *cone of cold, legend lore*

Actions

Staff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d6 - 2) bludgeoning damage, or 2 (1d8 - 2) bludgeoning damage if used with two hands to make a melee attack.

THE LOREMASTER

Their continuous interaction with the stuff of raw magic affords many practitioners of the arcane extended lifespans. The loremaster is a paragon of such dabbling in the arcane, having spent nigh unconscionable years studying the processes and applications of spellcasting.

In their research and outright devotion to scholarly pursuits, these sages have earned intimate knowledge of the history of the realms, their denizens, the land, and their much-prized knowledge of magic's logistics. As a result of their status as fonts of knowledge with the capacity to apply their decades of learning, they are highly sought-after, with offers of patronage coming in from monarchs, emperors, and councils across the realms. Some loremasters revel in the riches offered for their retention, while others simply believe in sharing their knowledge with any in need of it for a good cause, regardless of any compensation.

Arcane Mysteries. Loremasters are so wise in the way of the arcane arts, history, and the natural world that often it seems there is no knowledge they do not possess. While a loremaster may admit to not knowing something, every one will have at least a single magical secret that they will feign ignorance of at any cost: whether this to protect their own pursuits, the fragile minds of those about them, or indeed all the realms is their own concern.



THE MEDIATOR

A mediator's role is, on paper, a simple one: get two mutually-interested parties to come to an agreement. If this task was as simple as it seemed, however, mediators would soon find themselves out of work. It takes experience, emotional intelligence, and a strong grasp of the legal processes and implications in the dealings a mediator handles.

A Guiding Voice. While strong in their knowledge of proceedings and how to manipulate the law to the benefit of both parties, a mediator is only a guide in accomplishing a mutual agreement: they cannot arbitrate such an agreement. As such, their role must be a passive one, acting only as counsel to the invested parties.

In the Eye of the Storm. A mediator's role brings them into frequent conflict between two parties, sometimes weathering the middle of an explosive argument that they must remain neutral in. It takes a strong will to ride through these verbal tempests unscathed, and a mediator capable of maintaining their stoic impartiality will go far in their career.

MEDIATOR

Medium humanoid (any race), any alignment

Armor Class 11 (padded)

Hit Points 14 (4d8 - 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (0)	8 (-1)	14 (+2)	16 (+3)	16 (+3)

Saving Throws Int +4, Wis +5, Cha +5

Skills Deception +5, Insight +5, Persuasion +5

Senses passive Perception 13

Languages Common plus up to three other languages

Challenge 1/8 (25 XP)

Master Negotiator. The mediator has advantage on all Intelligence, Wisdom and Charisma based skill checks.

Actions

Light Hammer. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.



MINSTREL

Medium humanoid (any race), any alignment

Armor Class 16 (scale mail)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Saving Throws Wis +4, Cha +5

Skills Perception +4, Performance +5

Senses passive Perception 14

Languages Common plus up to two other languages

Challenge 2 (450 XP)

Rhythmic Fighting. The minstrel can play a one-handed instrument while wielding a one-handed melee weapon in the other hand. While doing so, melee attacks made against the minstrel have disadvantage.

Song of Quiescence. The minstrel plays a song during a short rest. The minstrel and all allies who hear the performance regain an extra 1d6 hit points if they spend a Hit Dice to regain hit points.

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

Cantrips (at will): *friends*, *mage hand*, *message*, *vicious mockery*

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

2nd level (3 slots): *enthrall*, *invisibility*

Actions

Multiattack. The minstrel makes two rapier attacks.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Reactions

Guiding Inspiration (1/day). When the minstrel or a friendly creature that can see or hear the minstrel and is within 60 feet fails a saving throw, the minstrel can allow the target to reroll the save. The target must keep the second result.

THE MINSTREL

Words and music are more than mere vibrations of air, instead containing a power to be harnessed. Minstrels are masters of song and speech, imposing magical powers with their very delivery. Minstrels preach that the realm was spoken into existence; the words of divine beings gave it life.

Tales for the Masses. A minstrel's life is spent wandering across the land gathering lore, telling stories, and living off the gratitude of their audience. A minstrel who can tell an awe-inspiring story from personal experience earns them renown across the realm.



THE MYSTIC

These beguiling cold-readers are masters of manipulating others based on their personalities and innermost desires. Capable of magic bridging the arcane and divine, a mystic uses their power to entice patrons and rebuff foes alike.

Inveterate Charmers. A word and a glance from a mystic is often enough to ensnare the attentions of anyone the mystic desires. While they may not always wish to command the spotlight, they are quite proficient at it all the same.

Breaker of Bonds. A mystic's abilities grant them great insight regarding enchantments of all kinds; just as they can ensnare the minds of others, so too can they break bewitchment affecting an ally. Their abilities allow them to ward against and dispel harmful magics, with a limited ability to return direct harm in kind.

MYSTIC

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	10 (0)	15 (+2)	16 (+3)	16 (+3)

Skills Arcana +4, Acrobatics +4 Deception +5, History +6, Insight +5, Persuasion +7

Senses passive Perception 13

Languages Common plus up to three other languages

Challenge 2 (450 XP)

Spell Breach. When the mystic restores hit points to an ally with a spell of 1st level or higher, it can also end one spell affecting that creature. The level of the spell ended must be equal to or lower than the level of the spell slot expended to heal the ally.

Spellcasting. The mystic is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *chill touch*, *mending*, *prestidigitation*, *thaumaturgy*

1st level (4 slots): *cure wounds*, *detect magic*, *inflict wounds*, *mage armor*, *magic missile*

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

3rd level (3 slots): *dispel magic*, *magic circle*

Actions

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

Assuage (Recharge 5-6). The mystic targets one creature that it can see within 60 feet of it. The target must succeed on a DC 13 Wisdom saving throw or be magically charmed. The charmed creature can't attack or otherwise harm another creature. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The mystic can have only one target charmed at a time in this way. If it charms another, the effect on the previous target ends.



THE NIGHTBLADE

Some assassins are born, while others are made. The nightblade is constructed through the binding of a dark spirit to a humanoid construct of stone, with threads of shadow magic keeping it all together. While the constructor of a nightblade often does so for personal gain, some may offer its services to the highest bidder.

Shadow Stalker. Nightblades vent raw shadow magic into any amount of darkness surrounding them, deepening it and effectively allowing them to disappear at will provided they remain out of direct sunlight. While cloaked in shadow, the nightblade deals massive damage to unsuspecting foes, often dispatching a target with a single strike before fading from sight once more.

NIGHTBLADE

Medium construct, unaligned

Armor Class 17 (natural armor)

Hit Points 104 (19d8 + 19)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	20 (+5)	13 (+1)	11 (0)	14 (+2)	16 (+3)

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from non magical weapons that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120ft., passive Perception 12

Languages understands Thieves' Cant and one of the languages of its creator but can't speak

Challenge 10 (5,900 XP)

One with the Night. The nightblade can take the Hide action as a bonus action. Additionally, it has advantage on Dexterity (Stealth) and Wisdom (Perception) checks made to hide in dim light or darkness.

Sneak Attack (1/Turn). The nightblade deals an extra 31 (9d6) 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 nightblade that isn't incapacitated and the nightblade doesn't have disadvantage on the attack roll.

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

Actions

Multiattack. The nightblade makes two shadow sword attacks.

Shadow Sword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (5d6) necrotic damage.

THE OATHBOUND PALADIN

These paladins serve as champions to those who share in their oath. These oaths may take any form, be it protecting the weak, ridding the realm of evil, purging a sacred tomb of infesting undead, or protecting the sworn rulers of their kingdom.

Honorbound Warriors. Oathbound paladins begin their training at a very young age, learning the necessary skills of combat by mastering a variety of weapons and armor. This training is supplemented by divine powers; magical abilities used to heal the sick, smite the unholy, and defend the weak. Oathbound paladins understand the seriousness of the oath they've taken and should they stray from their obligation, risk losing their divine gifts.

OATHBOUND PALADIN

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 169 (26d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	14 (+2)	11 (0)	12 (+1)	17 (+3)

Saving Throws Wis +5, Cha +7

Skills Insight +5, Persuasion +11, Medicine +5, Religion +4

Senses passive Perception 11

Languages Common plus one other language

Challenge 10 (5,900 XP)

Aura of Courage. The paladin and friendly creatures within 30 feet of it can't be frightened while the paladin is conscious.

Purity of Spirit. The paladin is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the paladin. Also, the paladin can't be charmed, frightened, or possessed by them.

Sacred Weapon. The paladin's weapon attacks are magical. When the paladin hits with its greatsword, the weapon deals an extra 13 (3d8) radiant damage (included in the attack).

Spellcasting. The paladin is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The paladin has the following paladin spells prepared:

1st level (4 slots): *compelled duel*, *cure wounds*, *protection from evil and good*, *sanctuary*, *sleep*

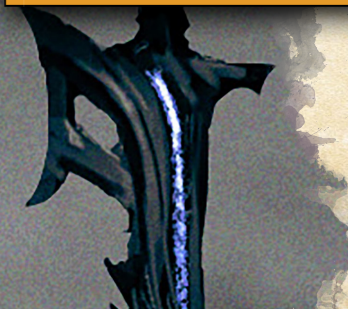
2nd level (2 slots): *calm emotions*, *hold person*, *lesser restoration*

Actions

Multiattack. The paladin makes three greatsword attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) magical slashing damage, plus 13 (3d8) radiant damage.

Lay on Hands (1/Day). The paladin's blessed touch can heal wounds. The paladin touches a creature it can see within 5 feet, healing it for 30 Hit Points and neutralizing all non-magical Disease and Poison. This feature has no effect on constructs or undead.



PALE MASTER

Medium humanoid (any race), any non-good alignment

Armor Class 12 (15 with mage armor)

Hit Points 204 (24d8 + 96)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	18 (+4)	19 (+4)	16 (+3)	16 (+3)

Saving Throws Int +8, Wis +7

Skills Arcana +8, History +8, Religion +8

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 13

Languages Common plus up to two other languages

Challenge 12 (8,400 XP)

Grave's Rebuke (3/Day). When the pale master succeeds on a death saving throw or stabilises a creature with *spare the dying*, the pale master regains 14 (2d8 + 5) hit points.

Spellcasting. The pale master is a 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The pale master has the following spells prepared:

Cantrips (at will): *chill touch*, *minor illusion*, *ray of frost*, *resistance*, *spare the dying*

1st level (4 slots): *blindness/deafness*, *mage armor*, *ray of enfeeblement*, *shield*

2nd level (3 slots): *acid arrow*, *detect thoughts*, *invisibility*, *mirror image*, *misty step*

3rd level (3 slots): *animate dead*, *bestow curse*, *counterspell*, *dispel magic*, *slow*

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

5th level (3 slots): *cloudkill*, *danse macabre*, *dominate person*

6th level (1 slot): *create undead*, *disintegrate*

7th level (1 slot): *finger of death*

Undead Affinity. The pale master can hold its breath indefinitely, and it doesn't require food, water, or sleep. Additionally, undead have disadvantage on attack rolls against the pale master, and the pale master has advantage on saving throws against spells and other magical effects created by undead.

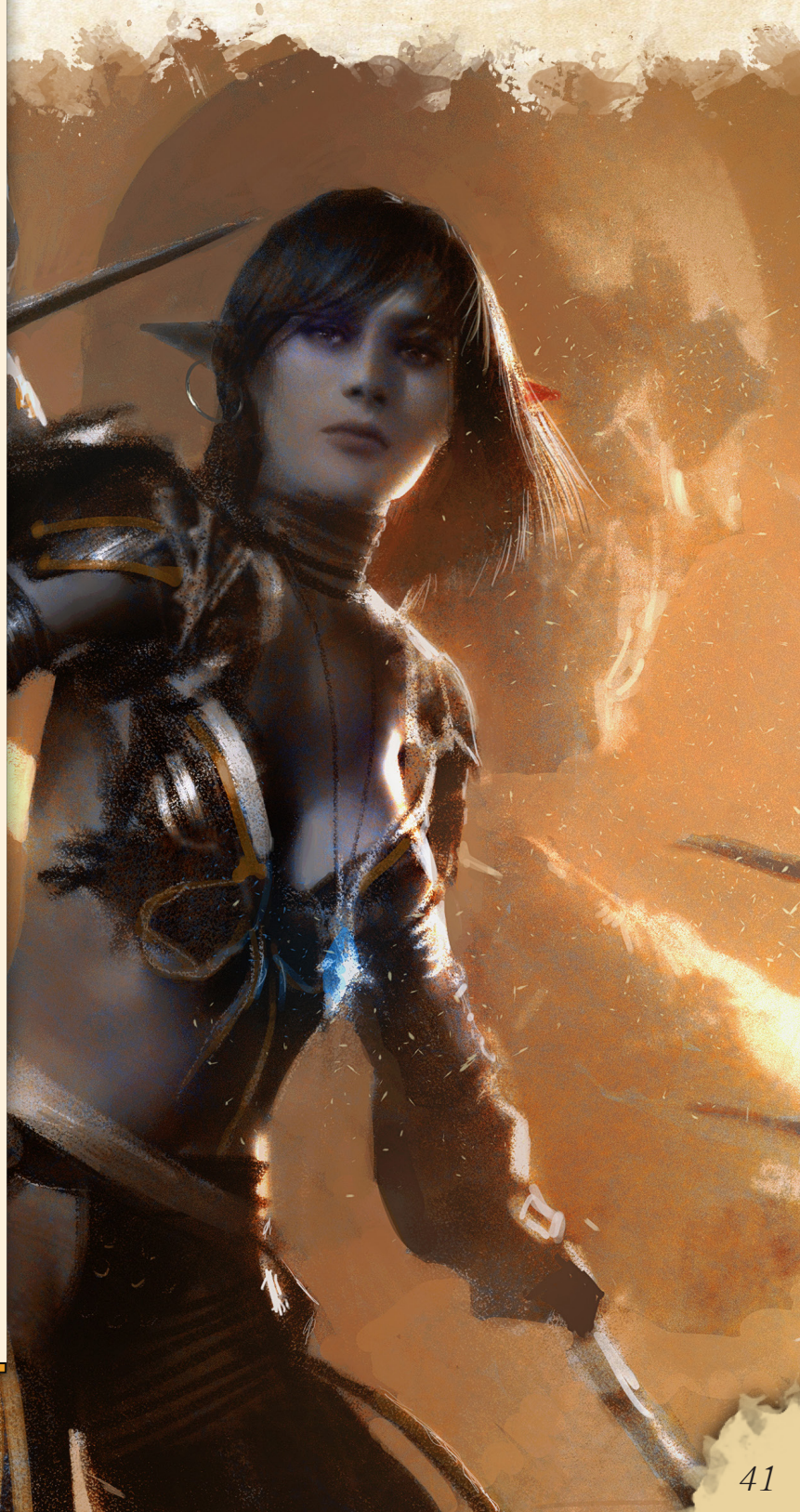
Actions

Undead Graft. Melee Spell Attack: +8 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) necrotic damage. If the target is a creature other than an Undead, it must succeed on a DC 16 Constitution saving throw or be Paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

THE PALE MASTER

Pale Masters are magic users obsessed with the study of life and death, specialising in incantations that allow them to harness the very life-force that flows through all creatures. Where a life-force is not present, they are able to instill a mimicry of foul life, rising these dead creatures from their once peaceful earthen resting places.

Undead Perpetuity. These arcane casters draw on necromantic lore that provides a macabre power all its own. They aspire to live forever, effectively becoming immortal by taking on traits belonging to their undead cohort.



THE PEDANT

The power of the mind is limitless and the pedant strives to unlock it. They spend years in quiet contemplation, exploring their minds and leaving nothing uncovered. During this time, they tend to shun society, preferring instead to live outside civilized constructs.

Enlightened Pursuit. When pedants finally master their power, they reenter the civilized world to broaden their horizons and practice their craft. Few may prefer to remain isolated, but most are no longer content to remain on the fringes of society.

PEDANT

Medium humanoid (any race), any neutral alignment

Armor Class 12 (15 with mage armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	16 (+3)	14 (+2)	16 (+3)	18 (+4)

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

Skills Deception +8, Perception +6, Persuasion +8

Senses passive Perception 16

Languages Common plus up to three other languages

Challenge 5 (1,100 XP)

Interwoven. Whenever the pedant makes a saving throw against spells or other magical effects, it can add 3 (1d6) to its roll.

Keeper of Knowledge. The pedant has advantage on all Intelligence and Wisdom based skill checks.

Spellcasting. The pedant is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The pedant has the following spells prepared:

Cantrips (at will): *blade ward, friends, light, message*

1st level (4 slots): *charm person, mage armor, silent image, thunderwave, unseen servant*

2nd level (3 slots): *enthrall, locate object, speak with dead, suggestion*

3rd level (3 slots): *dispel magic, counterspell, major image, tongues*

4th level (3 slots): *confusion, greater invisibility, private sanctum*

5th level (2 slots): *hold monster, legend lore, telepathic bond*

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft, one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.

Enlightenment (Recharge 6). The pedant assaults the minds of up to 6 creatures within 30 feet. If a target can hear the pedant (though it need not understand it), the target must succeed on a DC 15 Wisdom saving throw or take 9 (2d8) psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.



THE PIKEMAN

Renowned for their anti-cavalry capabilities, a pikeman stands strong against the shouts and thundering hooves of approaching horsemen. He shows no fear, holding the line as hundreds of pounds of muscle and steel roll toward him, confident that he will be able to turn his opponents' charge against them.

Wall of Thorns. The pikeman often works in conjunction with multiple others, forming a line of hard, pointed steel against any who would attack their position. Any charge that fails to turn away will be mercilessly impaled, and those that turn away too late will be met with a lash of pikes as they retreat. Like a metal porcupine, pikemen group up and meet foes from every direction.

Stalwart Infantry. The pikeman stands resolute, no matter how large the foe charging him may be, knowing that the bigger they are, the harder they'll end up thrusting themselves against his leveled pike.

PIKEMAN

Medium humanoid (any race), any alignment

Armor Class 14 (chain shirt)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	8 (-1)	10 (0)	11 (0)

Saving Throws Con +4

Skills Athletics +5, Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Cavalry's Bane. The pikeman can ready its action to brace itself against a mounted creature's advance. Then, as a reaction, the pikeman can make one attack at an enemy's mount that enters its range, dealing critical damage on a successful attack.

Strength in Numbers. The pikeman is immune to being frightened if it has an ally within 10 feet of it.

Actions

Multiattack. The pikeman makes two attacks with its pike.

Pike. *Melee Weapon Attack:* +5 to hit, reach 10 ft, one target. *Hit:* 8 (1d10 + 3) piercing damage.

THE PRIEST OF DEATH

Wielding power over flesh, blood, and bone, the death priest both creates and destroys death, summoning undead creatures as means to its ends. These ends are as varied as the individual, but any who wield such power are something to be reckoned with.

Hungering Horde. The image of a shambling swarm of zombies is an evocative one, and sure to inspire fear should said swarm head towards a settlement. The death priest's ability to summon the undead, regardless of their intent, makes many perhaps justifiably queasy. The priest, however, has no such qualms, believing their purposes to be above the reproach of those who view their work as unholy or profane.

Not All Bad. Some death priests use their power for arguably good intentions. A number of these "good" priests view their practice of raising the dead to be no different than implementing pack animals for labour, using them to farm and haul materials for beneficial construction. Others determine that using the dead spares the living in times of war or when other dangers pose threats to breathing soldiers.

DEATH PRIEST

Medium humanoid (any race), any non-good alignment

Armor Class 15 (chain shirt, shield)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

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

Skills Medicine +5, Religion +3

Senses darkvision 60 ft., passive Perception 13

Languages Common plus up to two other languages

Challenge 3 (700 XP)

Malignant Attack. The priest's weapon attacks are magical. When the priest hits a creature with a melee weapon attack, it deals additional 18 (4d6) necrotic damage (included in the attack).

Spellcasting. The priest is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *chill touch*, *spare the dying*, *thaumaturgy*, *toll the dead*

1st level (4 slots): *bane*, *false life*, *inflict wounds*, *ray of sickness*

2nd level (3 slots): *blindness/deafness*, *ray of enfeeblement*, *gentle repose*

3rd level (3 slots): *animate dead*, *vampiric touch*, *remove curse*

4th level (1 slot): *death ward*

Actions

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) magical bludgeoning damage, plus 18 (4d8) necrotic damage.

LIFE PRIEST

Medium humanoid (any race), any alignment

Armor Class 14 (ring mail)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	12 (+1)	11 (0)	15 (+2)	13 (+1)

Saving Throws Wis +4
Skills Medicine +6, Religion +2
Senses passive Perception 12
Languages Common plus up to two other languages
Challenge 2 (450 XP)

Guiding Aura. The priest, and friendly creatures within 30 feet of it, can add 1d4 to ability checks while the priest is conscious.

Spellcasting. The priest is an 5th-level spellcaster. The priest's spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The priest has the following spells prepared, which it can cast without material components:

At will: *light*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *cure wounds*, *guiding bolt*, *sanctuary*

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

3rd level (2 slots): *dispel magic*, *spirit guardians*

Actions

Greatflail. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (1d12 + 1) bludgeoning damage.

Sustain Life (Recharges After a Short or Long Rest). Healing energy flows from the priest into injured creatures it can see within 30 feet. The priest restores up to 25 hit points, divided as it chooses among the creatures.

THE PRIEST OF LIFE

Of all the channelers of divine will, few are as iconic as the life priest. They use their power to heal the wounded, cure the sick, and repel the unholy creatures that pose a threat to the continuation of the lives of good people.

Holy Magics. Drawing their strength from benevolent deities, a life priest evokes radiant energy to heal their allies, burning away their fatigue, scrapes, and sometimes even sealing would-be mortal wounds. The life priest is capable of turning this same radiance against the foes of humanity, in particular standing against the mindless risen dead, searing them with healing energy and returning them to their eternal rest.

Combat-ready. Far from being a stuffy, scholarly clergyman remaining cloistered away in holy places, a life priest will venture out into the world, performing rites of healing and fending off the undead. Not satisfied with simply casting spells to protect people, a life priest is readily armoured and wields a heavy flail to do battle with the creatures of darkness.



THE PRIEST OF NATURE

Priests of nature revere the environment above all, gaining their magical powers from a nature deity. Many naturalists pursue a mystic spirituality of transcendence by serving gods of wild nature, animals, or elemental forces.

Nature's Protector. These priests are typically found watching over regions of unspoiled land or guarding sacred sites. When a significant danger threatening nature's balance arises, these priests take on an active role in combating the threat.

NATURE PRIEST

Medium humanoid (any race), any neutral alignment

Armor Class 11 (16 with barkskin)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (0)	14 (+2)	15 (+2)	12 (+1)

Skills Animal Handling +4, Nature +6, Religion +4

Senses passive Perception 12

Languages Common plus one other language

Challenge 1/2 (100 XP)

Nature's Grasp (1/Day). As a bonus action, the priest can empower its weapon for up to 1 minute, causing its next successful melee weapon attack to entangle the target in vines. The target is restrained for 1 minute. A restrained creature can use its action to attempt a DC 12 Strength saving throw, being freed on a success.

Spellcasting. The priest is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *druidcraft*, *guidance*, *thorn whip*

1st level (4 slots): *animal friendship*, *goodberry*, *speak with animals*

2nd level (3 slots): *barkskin*, *spike growth*

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands to make a melee attack.

Charm Animals and Plants (1/Day). Each animal and plant within 30 feet of the priest that can see and hear it must make a DC 12 Wisdom saving throw. On a failed save, the target is charmed by the priest until the end of its next turn.

TEMPEST PRIEST

Medium humanoid (any race), any alignment

Armor Class 16 (breastplate, shield)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	11 (0)	17 (+3)	13 (+1)	17 (+3)	12 (+1)
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Skills Nature +4, Insight +6, Religion +4

Damage Resistances lightning, thunder

Senses passive Perception 13

Languages Common plus up to two other languages

Challenge 7 (2,900 XP)

Combat Casting. The priest has advantage on Constitution saving throws made to maintain concentration on a spell.

Divine Weapon. The priest's weapon is imbued with divine lightning, causing its melee weapon attacks to magically deal an extra 17 (5d6) lightning damage to a target on a hit (included in the attack).

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

Cantrips (at will): *booming blade*, *light*, *resistance*, *shocking grasp*

1st level (4 slots): *cure wounds*, *feather fall*, *shield of faith*, *thunderwave*

2nd level (3 slots): *blindness/deafness*, *call lightning*, *shatter*

3rd level (3 slots): *lightning bolt*, *wind wall*

4th level (2 slots): *storm sphere*

Actions

Multiattack. The priest makes two attacks with its lightning mace.

Lightning Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 6 (1d6 + 3) magical bludgeoning damage, plus 17 (5d6) lightning damage.

Reactions

Shocking Rebuke. When a creature hits the priest with a melee weapon attack, the priest can force the creature to make a DC 14 Dexterity saving throw, taking 10 (3d6) lightning damage on a failed save, or half as much damage on a successful one.

THE PRIEST OF TEMPEST

A clap of thunder and a flash of lightning heralds the work of a tempest priest in the distance. Representing gods of wrathful weather, the tempest priest's purpose is to keep fear of such powers instilled in the populace, whether to inspire them to lead good and righteous lives, or to draw tribute in the hopes that the powers that be will spare them.

Fury of the Storm. Clad in heavy armor and wielding a mace wreathed in crackling lightning, a tempest priest wading into battle is a sight to behold. Whether the thunderous peals emanating from the fray owe their lives to the strikes of the priest's mace or to the tempestuous magics being wielded is anyone's guess, as those struck by the priest rarely live to endorse any theories.



THE PROPRIETOR

In every community is a place betwixt and between, a liminal space where boundaries meet. These spaces are surrounded with myth and mystery, with tales of demons summoned, fey beseeched for aid, and meetings with cosmic forces. Such is the case with the Proprietor.

Wits and Wagers. It is said that when a mortal makes an offering of substantial value at a place where two worlds meet, the Proprietor may appear to offer recompense. Some tales purport that the offering must be buried, while others suggest simply holding it aloft, but all tales maintain that one must utter a phrase: "I want to make a deal." Should the offering be of sufficient value to pique the interest of the Proprietor, it will appear, holding the item balanced on its long hooked hand and examining it as it hears the contractor's terms. Though it may be open to negotiation beyond the initial request, the Proprietor has a knack for never coming out poorer on a deal.

Arcane Avarice. While the Proprietor will accept mortal currencies or tidbits of information as payment for the retention of its unique services, it values magical items above all else. It has unerring knowledge of value, whether to itself or to prospective, unknown buyers, and will feel no compunction if the offerer asks too little in return.



PROPRIETOR

Large humanoid, neutral evil

Armor Class 18 (breastplate, shield)
Hit Points 225 (30d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	18 (+4)	17 (+3)	20 (+5)

Saving Throws Dex +7, Con +7, Int +9, Wis +8
Skills Arcana +9, Deception +15, Insight +8, History +14, Perception +13, Persuasion +10
Damage Resistances cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities paralyzed, prone, stunned
Senses truesight 60 ft., passive Perception 23
Languages Common plus up to five other languages
Challenge 15 (13,000 XP)

Innate Spellcasting. The proprietor's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can cast the following spells innately without expending somatic or material components.

At will: *dispel magic*, *lesser restoration*, *greater restoration*, *identify*, *remove curse*

1/day: *wish*

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

Omniscient. The proprietor has advantage on Intelligence and Wisdom skill checks.

Actions

Multiattack. The proprietor makes four hook attacks.

Hook. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, plus 16 (3d10) poison damage.

Legendary Actions

The proprietor 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 proprietor regains spent legendary actions at the start of their turn.

Detect. The proprietor makes a Wisdom (Perception) check.

Dispel Magic (Costs 2 Actions). The proprietor casts the *dispel magic* spell.

Frighten Foe (Costs 3 Actions). The proprietor targets one creature it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 18 Wisdom saving throw or be frightened until the end of its next turn.

"Go down to where the two roads meet, bury your savings 'neath your feet; he'll come to you in dead of night, from 'hind his mask he'll be polite, he'll swear to heal your ailing love: so long as you've buried enough."

-Rural nursery rhyme, author unknown



THE SAMURAI

These noble warriors follow a code called *Bushido*; a code that guides their actions on a path of virtue. Samurai hold honor above all else, a pledge to protect their brethren and only fight when necessary.

Masters of the Katana. Samurai are able to wield these deadly blades with unmatched grace and skill. When in combat, their rapid strikes are able to incapacitate even the most indomitable of foes.

Tireless Warriors. Once sworn to their path, these warriors will fight to the death without surrender. Stories told in taverns say that samurai are able to shrug off mortal wounds that would kill lesser fighters, as if postponing death until they are ready.

SAMURAI

Medium humanoid (any race), any lawful alignment

Armor Class 17 (splint)

Hit Points 180 (24d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	15 (+2)	16 (+3)	14 (+2)

Saving Throws Str +6, Con +6, Wis +3

Skills Athletics +6, History +5, Insight +6, Perception +6

Senses passive Perception 16

Languages Common plus up to two other languages

Challenge 8 (3,900 XP)

Fighting Spirit (3/Day). As a bonus action, the samurai gains advantage on melee weapon attacks until the end of its turn. Also, the samurai gains 15 temporary hit points.

Superior Critical. The samurai's weapon attacks score a critical hit on a roll of 18, 19 or 20.

Actions

Multiattack. The samurai makes four katana attacks.

Katana. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Reactions

Strength Before Death (1/Day). If the samurai takes damage that reduces it to 0 hit points, it can use its reaction to delay falling unconscious, and it can immediately take an extra turn. While it has 0 hit points during that extra turn, taking damage causes death saving throw failures as normal, and three death saving throw failures can still kill it. When the extra turn ends, the samurai falls unconscious if it still has 0 hit points.

THE SANCTUARY MONK

Monks devote themselves to the study of body, mind, and soul. This study grants them an understanding of a magical energy they believe resides in all living things. Monks are able to harness this energy within themselves to exceed their bodies' physical limitations to fantastical effect.

Channelled Energy. Monks are martial artists with the ability to magically harness the energy that flows in their bodies. Whether channeled as a striking display of martial prowess or a subtler focus of defensive ability and speed, this energy influences all of a monk's actions.

SANCTUARY MONK

Medium humanoid (any race), any alignment

Armor Class 17

Hit Points 91 (14d8 + 28)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	14 (+2)	10 (0)	19 (+4)	10 (0)

Saving Throws Wis +7

Skills Acrobatics +7, Religion +6, Perception +10

Senses passive Perception 20

Languages Common plus one other language

Challenge 6 (2,300 XP)

Mind Over Body (1/Day). When the monk is reduced to 0 hit points by a single attack and not killed outright, it can choose to drop to 1 hit point instead.

Unarmored Defense. While the monk isn't wearing armor, its armor class includes its Wisdom modifier

Actions

Multiattack. The monk makes four blessed fist attacks.

Blessed Fist. Melee Spell Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) bludgeoning damage, plus 4 (1d8) radiant damage. If the damage from this attack reduces a creature to 0 hit points, the monk gains 14 (2d10 + 4) temporary hit points.

SCHOLAR

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 72 (16d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	11 (0)	17 (+3)	16 (+3)	13 (+1)

Saving Throws Int +6, Wis +6

Skills Arcana +6, History +9, Insight +6, Investigation +9, Perception +6

Senses passive Perception 16

Languages Common plus up to four other languages

Challenge 6 (2,300 XP)

Spellcasting. The scholar is a 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The scholar knows the following wizard spells:

Cantrips (at will): *light*, *mage hand*, *mending*, *message*, *prestidigitation*

1st level (4 slots): *alarm*, *comprehend languages*, *find familiar*, *identify*, *illusory script*, *magic missile*, *mage armor*, *shield*

2nd level (3 slots): *arcane lock*, *continual flame*, *invisibility*, *knock*, *locate object*, *see invisibility*

3rd level (3 slots): *counterspell*, *dispel magic*, *glyph of warding*, *nondetection*, *sending*, *tongues*

4th level (3 slots): *arcane eye*, *confusion*, *fabricate*, *locate creature*, *polymorph*, *secret chest*

5th level (2 slots): *arcane hand*, *creation*, *dream*, *legend lore*, *modify memory*, *scrying*

6th level (1 slot): *guards and wards*, *true seeing*

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.

Mind Lash (Recharge 5-6). *Ranged Spell Attack:* +6 to hit, range 60 ft., one creature. *Hit:* 39 (6d12) psychic damage and the creature has disadvantage on Wisdom saving throws until the end of the scholar's next turn.

Deductive Reasoning (Recharge 6). The scholar spends its action to extract crucial information about a creature. Roll 1d4, and learn that number of aspects about the creature, selected from the following: Creature Type, Armor Class, Senses, Highest Saving Throw Modifier, Lowest Saving Throw Modifier, Damage Vulnerabilities, Damage Resistances, Damage Immunities, or Condition Immunities.

THE SCHOLAR

While studied casters in their own right, they are not wizards pursuing magical gifts for a personal display of power. Instead, scholars are enamored with the physical world around them, hoping to glean a real understanding of the what, why, and how. They possess an intrinsic curiosity, which drives them beyond simply researching magical incantations.

Documented Findings. The realm is full of discoveries waiting to be uncovered. Libraries are excellent repositories for knowledge, but they are of little comparison to encountering fantastic beasts, hideous aberrations, or mystical creatures in person. Scholars value nothing more than being the first to discover the unknown.



THE SCOUNDREL

For scoundrels, the only code is the contract, and their honor is purchased in gold. Free from the constraints of a conscience, these crooks rarely fight fairly.

Prey on the Weak. Scoundrels often initiate combat with a surprise from an advantageous location, perhaps that of an ambush they set up previously. When their foes offer resistance, these rogues do not hesitate to swam the weak or injured, in the hopes of regaining the upper hand.

SCOUNDREL

Medium humanoid (any race), chaotic neutral

Armor Class 12 (leather)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	13 (+1)	13 (+1)	12 (+1)	10 (0)

Skills Deception +2, Sleight of Hand +3

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Crippling Strike (1/Turn). The scoundrel deals an additional 4 (1d8) damage with its weapons when it hits a creature below its hit point maximum.

Cunning Action. The scoundrel can use a bonus action to take the Dash, Disengage, or Hide action.

Actions

Multiattack. The scoundrel makes two melee attacks.

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

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

Reactions

Dirty Fighting. When the scoundrel is targeted by a melee attack, the scoundrel can throw dirt in the attacking creature's eyes, forcing it to make a DC 13 Dexterity saving throw. On a failed save, the creature becomes blinded until the start of its next turn, including for the triggering attack.





THE SEER

With powers of divination bordering on divinity itself, seers have supernatural gifts, allowing them to sense forthcoming events before they occur. This foresight causes them to spend much of their time in deep meditation, keeping their mind's eye focused on the coming days.

Bequeathing Premonition. While some seers keep their visions of things to come to themselves, fearing that their declaration of future portents will affect the outcome or, perhaps, be the catalyst for some atrocity they've foreseen, others have no such qualms. With what may be construed by some as arrogance, the latter category of seers openly share their prophecies, feeling little reason to withhold their visions of the future, and often even believing that their own sharing of the prophecy is part of fate's plan.

Preemptive Strikes. When not deep in contemplation, the seer still has some power of foresight. This knowledge of the future is a great boon should they ever be forced into combat, allowing them to dodge strikes before they are made, even as they shatter the minds and egos of their assailant with whispers of things their foe is not meant to know.

SEER

Medium humanoid (any race), any neutral alignment

Armor Class 17 (20 with mage armor)

Hit Points 142 (19d8 + 57)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	17 (+3)	20 (+5)	20 (+5)	17 (+3)

Saving Throws Con +8, Wis +10, Cha +8

Skills Arcana +10, Deception +8, History +15, Insight +15, Perception +15, Persuasion +13

Damage Resistances force, psychic

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed

Senses truesight 120 ft., passive Perception 25

Languages All languages, telepathy 120 ft.

Challenge 14 (11,500 XP)

Magic Clairvoyance. The seer has advantage on saving throws against spells and other magical effects. Also, the seer cannot be charmed, and magic can't put it to sleep.

Mental Intuity. While the seer isn't wearing armor or using a shield, its AC includes its Intelligence modifier, and it has advantage on Constitution saving throws made to maintain concentration on a spell.

Premonition. Targets have disadvantage on attacks if the seer can see or hear them. Also, the seer cannot be surprised.

Spellcasting. The seer is an 18th-level spellcaster. The seer's spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). The seer has the following spells prepared, which it can cast without material components:

Cantrip (at will): *message, guidance, friends, true strike, vicious mockery*

1st level (4 slots): *charm person, detect magic, identify, mage armor, silent image, shield, sleep*

2nd level (3 slots): *augury, detect thoughts, find traps, levitate, locate object, see invisibility*

3rd level (3 slots): *blink, clairvoyance, protection from energy, tongues*

4th level (3 slots): *arcane eye, compulsion, confusion, divination, dimension door, locate creature, polymorph*

5th level (3 slots): *commune, dominate person, geas, hold monster, legend lore, scrying*

6th level (1 slot): *find the path, irresistible dance, mass suggestion, true seeing*

7th level (1 slot): *divine word, power word pain*

8th level (1 slot): *feeble mind, power word stun*

9th level (1 slot): *foresight, time stop*

Actions

Portend. The Seer utters a universal truth, directed at a creature within 120 feet. The target must make a DC 18 Wisdom saving throw, taking 88 (16d10) psychic damage on a failed save or half as much on a successful one. A target is unaffected if it is deaf and immune to telepathy.

THE SHAMAN

Shamans gain their magical prowess by connecting with the spirits of sacred animals. Through meditation, ritual, and study they become intertwined with the spirit realm, and call upon these feral spirits to aid them.

Tribalistic Nature. Shamans typically live within a tribe, watching over their brethren with knowledge of restorative medicines and magics. They are highly revered and usually consulted on matters related to the betterment of the tribe.

SHAMAN

Medium humanoid (any race), any non-lawful alignment

Armor Class 13 (leather)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	13 (+1)	16 (+3)	9 (-1)

Saving Throws Wis +5

Skills Medicine +5, Perception +5, Survival +5

Senses passive Perception 15

Languages Common plus one other language

Challenge 2 (450 XP)

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

Cantrips (at will): *druidcraft*, *produce flame*, *thorn whip*

1st Level (4 slots): *cure wounds*, *entangle*, *fog cloud*

2nd Level (3 slots): *heat metal*, *spike growth*

3rd Level (2 slots): *conjure animals*, *plant growth*

Spirit Animal. As a bonus action on its turn, the shaman activate one of the follow animal spirit guardians. It can only have one spirit animal active at a time.

- **Spirit of the Bear.** The shaman has resistance to all damage except psychic damage.
- **Spirit of the Eagle.** The shaman does not provoke attacks of opportunity and can use the Dash action as a bonus action on its turn.
- **Spirit of the Elk.** The shaman's walking speed increases by 15 feet.
- **Spirit of the Wolf.** The shaman's allies have advantage on melee attack rolls against any creature within 5 feet of the shaman.

Actions

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 3 (1d6 - 1) bludgeoning damage, or 4 (1d8 - 1) bludgeoning damage when wielded with two hands.

SKALD

Medium humanoid (any race), any alignment

Armor Class 17 (studded leather)

Hit Points 182 (28d8 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	18 (+4)	15 (+2)	10 (0)	12 (+1)	16 (+3)

Saving Throws Dex +8

Skills Acrobatics +8, Performance +7

Senses passive Perception 11

Languages Common plus one other language

Challenge 9 (5,000 XP)

Blade Fury (1/Turn). When the skald makes a melee attack against a target, it can choose an additional creature within 5 feet of its original target and make a melee attack against it.

Dual Wielder. The skald gains a +1 bonus to AC while it is wielding a longsword in each hand (included above). It can use two-weapon fighting with non-light weapons, and can draw or stow both one-handed weapons when it would normally be able to draw or stow only one.

Improved Critical. The skald's weapon attacks score a critical hit on a roll of 19 or 20.

Innate Spellcasting. The skald's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The skald can cast the following spells innately:

At will: *minor illusion*, *true strike*, *vicious mockery*

3/day each: *charm person*, *heroism*, *sleep*

1/day each: *blindness/deafness*, *enhance ability*

Actions

Multiattack. The skald makes four longsword attacks.

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

Reactions

Defensive Stance (3/day). When the skald is targeted by an attack, it can use its blades to defend itself. The skald gains a +5 bonus to AC until the start of its next turn. This includes the triggering attack.

THE SKALD

Utilizing sword, song, and spell, skalds are born for battle. However, they are also poets, historians, and keepers of lore. Skalds balance their fighting prowess with a veneer of narration, recording events such as heroic battles and the deeds of great leaders, enhancing these stories in their retelling to earn inspire the weak.

Nomadic Nature. Rarely do skalds settle in one place for long, instead following their ingrained desire to travel. Always are they on the search for new tales to tell, unique skills to learn, and amazing discoveries to behold. They are natural adventurers in every sense of the word.



THE SQUIRE

Squires are the shield-bearers for their commanding knight. Although a demanding position, they serve and train to one day become a knight themselves. They carry out tasks for their liege, such as saddling their horse, carrying armaments, and holding their flag in battle.

Diligent Students. Training has already taught them how to ride a horse, hunt, engage in single-handed sword combat, and instilled a respect of the keep's hierarchy. Squires are sworn in at a young age and begin accompanying their liege on his duties, while receiving further training in the code of chivalry, mounted combat and the history of royalty and nobles.

SQUIRE

Medium humanoid (any race), any lawful alignment

Armor Class 13 (studded leather)

Hit Points 19 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	10 (0)	12 (+1)	8 (-1)

Skills Insight +3, Perception +3

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Unwavering Resolve. The squire cannot be frightened if they can see or hear their commander and are within 60 feet.

Actions

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

Brandish Banner. The squire raises his commander's banner in the air. Allies that can see the squire and are within 30 feet are granted advantage on Wisdom saving throws and may add 2 (1d4) to their attack rolls until the start of the squire's next turn.



SUN KNIGHT

Medium humanoid (any race), any good alignment

Armor Class 17 (breastplate, shield)

Hit Points 214 (33d8 + 66)

Speed 30 ft.

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

Saving Throws Con +6, Wis +8

Skills Insight +8, Perception +8, Religion +7

Damage Immunities radiant

Senses passive Perception 18

Languages Common plus one other language

Challenge 10 (5,900 XP)

Illumination (1/Day). The sun knight can use a bonus action to shed bright light in a 30-foot radius and dim light for an additional 30 feet. This light lasts for 1 minute and is sunlight.

Spellcasting. The sun knight is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The sun knight has the following spells prepared:

Cantrips (at will): *light*, *sacred flame*, *resistance*, *spare the dying*

1st level (4 slots): *bless*, *cure wounds*, *sanctuary*, *shield of faith*

2nd level (3 slots): *aid*, *calm emotions*, *prayer of healing*, *zone of truth*

3rd level (3 slots): *aura of vitality*, *crusader's mantle*, *remove curse*

4th level (3 slots): *aura of life*, *death ward*, *guardian of faith*

5th level (1 slots): *circle of power*, *raise dead*

Actions

Multiattack. The sun knight makes three attacks with its radiant longsword.

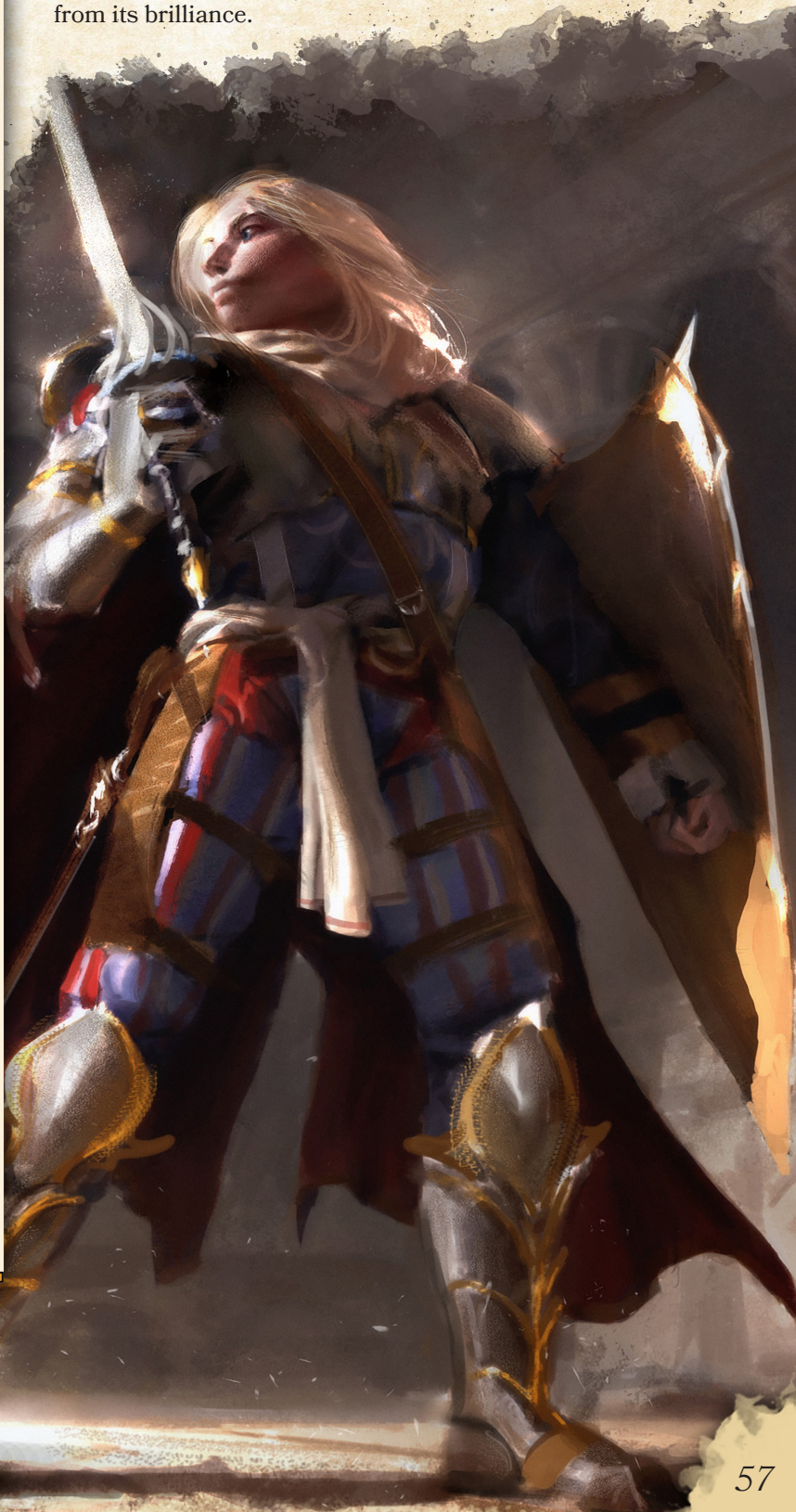
Radiant Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 7 (1d8 + 3) magical slashing damage, plus 13 (3d8) radiant damage.

Turn Unholy. Each fiend or undead that can see or hear the sun knight within 30 feet of it must make a DC 16 Wisdom saving throw or become frightened for 1 minute. A 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 the knight's *Turn Unholy* for the next 24 hours. The knight can use this action once per short rest.

THE SUN KNIGHT

Touched with a divine grace by their deity, sun knights are pillars that the righteous lean upon to combat the veil. They are bound by duty to end the existence of evil and corrupt creatures that lurk in the shadows.

Beacon of Hope. Sun knights are able to channel the brightness of the sun itself through their holy symbols, illuminating the darkest corners of the world so they can purge the wicked from the realm. This searing light burns away the impurities that hide in the darkness, bringing the warmth of the sun's glow to the creatures that shy away from its brilliance.



THE SWORD SAINT

Sword saints are flamboyant fighters, employing agility, cunning, and technical skill over brute force. They thrive in one on one combat, which allows them to engage in what they refer to as *a performance of the blade*. Sword saints are able to wield their curved blade as an extension of their own arm, with a deadly precision that is quickly discovered by their foes - though rarely so quick as to be of any use.

Fleet of Foot. Sword saints possess an uncanny ability to move around the battlefield with ease, striking out at foes and slipping away without giving them the opportunity to lash out in kind. Even when an enemy manages to attempt to strike the sword saint, the latter will have their blade ready to knock aside any less skillful blows.

SWORD SAINT

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)

Hit Points 127 (17d8 + 51)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	10 (0)	12 (+1)	18 (+4)

Saving Throws Dex +6

Skills Acrobatics +6, Performance +7

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Fancy Footwork. The sword saint can land a strike on an opponent and then slip away without reprisal. During its turn, if it makes a melee attack against a creature, that creature can't make opportunity attacks against it for the rest of its turn. Also, the sword saint has a movement speed of 45 feet (included above).

Sword Dancing. The sword saint adds its Charisma (Performance) modifier to its melee attack damage (included in the attack).

Actions

Multiattack. The sword saint makes three attacks with its scimitar.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 13 (1d6 + 10) slashing damage.

Reactions

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



TEMPLE KNIGHT

Medium humanoid (any race), any lawful alignment

Armor Class 16 (chain mail)

Hit Points 156 (24d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	8 (-1)	14 (+2)	14 (+2)	17 (+3)	12 (+1)
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Saving Throws Wis +6

Skills Athletics +6, Religion +8, Intimidation +4

Damage Resistances radiant

Senses passive Perception 13

Languages Celestial, Common

Challenge 6 (2,300 XP)

Divine Sense. The temple knight immediately knows if any creature tries to learn information about it or an ally within 30 feet of it through magical means. The knight does not learn the origin or location of the creature attempting to learn the information.

Innate Spellcasting. The temple knight's spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The temple knight can innately cast the following spells, requiring only verbal components:

At will: *guidance*, *detect evil and good*, *spare the dying*, *thaumaturgy*

3/day each: *aid*, *healing word*, *sanctuary*

1/day each: *spirit guardians*

Thaumaturgic Intimidation. When the temple knight uses the *thaumaturgy* cantrip, it is able to enact as many of the spell's effects as it wishes simultaneously. If the temple knight does this with the intent of intimidating a target, it gains a +10 bonus to Charisma (Intimidation) checks for the duration.

Actions

Multiattack. The temple knight makes three greatsword attacks.

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

Reactions

Spell Absorption (3/Day). When the temple knight is targeted by a spell that requires a saving throw and succeeds, it suffers no effects of the spell and instead absorbs its magical energy, granting the temple knight 15 temporary hit points.

THE TEMPLE KNIGHT

These imposing knights embody the power and unity of their deities. They have been given the tools to watch over the realm and enact the will of their church.

Intimidating Presence. Their words bring motivation and encouragement to those who follow their faith, while striking fear into their foes. Those questioning their faith in the presence of a temple knight are likely to find it quick, as these imposing knights do not take kindly to those without an inner guidance to motivate themselves.



THE TEMPLE WIZARD

Raised under the tutelage of the church, these wizards show a natural disposition to magic at an early age. Seeking mastery over the arcane arts, their study takes the form of most wizards. However, given their devotion to the church, they are granted resilience to many of magic's fiercest effects through divine intervention.

Prodigious Study. Temple wizards share a belief that all schools of magic were created through divine intervention. They devote their lives to uncover knowledge that proves common theories surrounding arcane magic are inaccurate.

TEMPLE WIZARD

Medium humanoid (any race), any alignment

Armor Class 11 (14 with mage armor)

Hit Points 77 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	12 (+1)	19 (+4)	14 (+2)	13 (+1)

Saving Throws Int +8, Wis +6

Skills Arcana +8, Religion +8, Insight +6

Damage Resistances cold, fire, lightning, radiant, thunder

Senses passive Perception 12

Languages Common plus up to four other languages

Challenge 11 (7200 XP)

Legendary Resistance (3/Day). If the temple wizard fails a saving throw, it can choose to succeed instead.

Spellcasting. The wizard is an 17th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The wizard has the following spells prepared:

Cantrips (at will): *fire bolt, friends, light, mage hand, minor illusion, thaumaturgy*

1st level (4 slots): *bane, bless, detect evil and good, magic missile, shield of faith*

2nd level (3 slots): *blindness/deafness, calm emotions, locate object, mirror image, misty step, see invisibility*

3rd level (3 slots): *blink, fireball, lightning bolt, meld into stone, sending, water walk*

4th level (3 slots): *arcane eye, dominate beast, ice storm, polymorph, wall of fire*

5th level (2 slots): *cone of cold, contagion, dominate person, telekinesis*

6th level (1 slot): *chain lightning, circle of death, sunbeam, true seeing*

7th level (1 slot): *etherealness, symbol, teleport*

8th level (1 slot): *mind blank, power word stun*

9th level (1 slot): *astral projection*

Actions

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



TOMB KNIGHT

Medium elemental, unaligned

Armor Class 16 (natural armor, shield)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

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

Saving Throws Wis +2

Skills Intimidation +3, Religion +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Senses darkvision 60 ft., passive Perception 10

Languages Common, Terran

Challenge 4 (1,100 XP)

False Appearance. While the knight remains motionless, it is indistinguishable from an inanimate statue.

Unwavering. The knight has advantage on saving throws against being frightened.

Actions

Multiattack. The tomb knight makes three longsword attacks.

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

Drain Essence (Recharge 6). As a bonus action, the knight can target one creature it can see within 5 feet of it. The target must succeed on a DC 14 Constitution saving throw or take 28 (6d8) necrotic damage, or half on a success. If the target dies as the result of this damage, the knight gains the damage done as temporary hit points.

Reactions

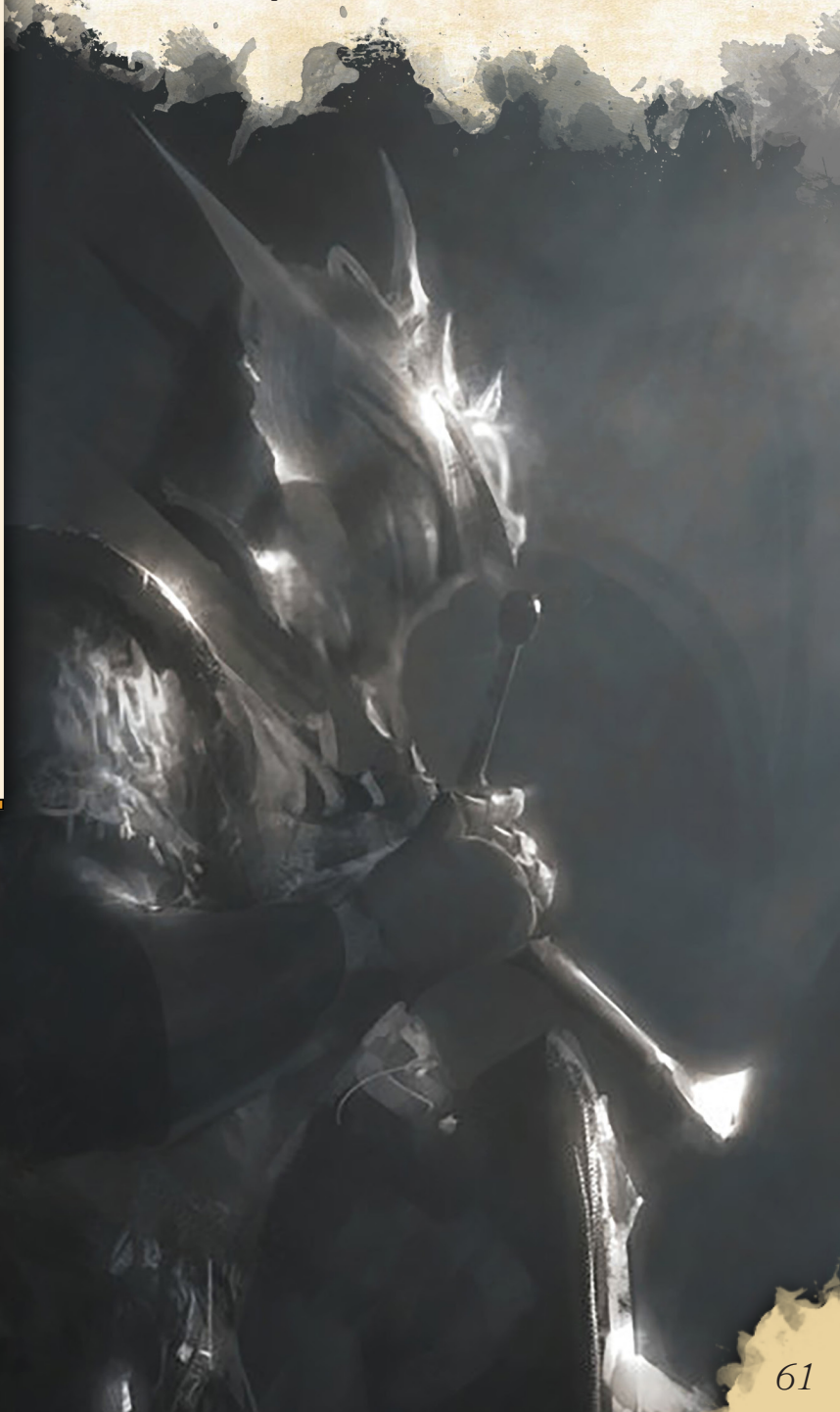
Guard. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a shield.

THE TOMB KNIGHT

Tomb knights are imposing statues created of elemental earth and imbued with life in the likeness of human knights. These knights sit atop pedestals that line graveyards, crypts, and catacombs. They are able to maintain their immobile state for years, making tomb knights ideal guards for these earthen resting places as they require no more food, water, or care than the dead they watch over.

Kindled Stone. Unlike the fiendish gargoyles with whom they share a similar creation, tomb knights are rarely created out of malice. Instead, tomb knights are created to stand watch over places intended for prayer, quiet reflection, and the honouring and remembrance of the interred dead. The tomb knights are magically bound to keep these places shielded from unsettling forces.

Stonework Nature. A tomb knight doesn't require air, food, drink, or sleep.



THE TOME WARLOCK

Warlocks are defined by the pact they make with an otherworldly beings. Once formed, warlocks are gifted powers by their patron, typically in trade for their unwavering servitude.

Driven by Greed. A warlock might lead a cult or sacrifice the weak in the name of their patron, all for a promise of more power. This lust lends them an unease among commonfolk, given their gained reputation for bewitching and beguiling those they meet.



TOME WARLOCK

Medium humanoid (any race), any non-good alignment

Armor Class 13 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Skills Deception +4, Persuasion +4

Senses passive Perception 10

Languages Common plus one other language

Challenge 3 (700 XP)

Agonizing Blast. The warlock adds its Charisma modifier to the damage eldritch blast deals on a hit (included in the attack).

Armor of Shadows. The warlock can cast *mage armor* on itself at will, without expending a spell slot or material components.

Beguiling Influence. The warlock is proficient in the deception and persuasion skills.

Book of Ancient Secrets. The warlock can cast *identify* and *find familiar* as rituals, without expending a spell slot or material components.

Repelling Blast. The warlock can push a creature up to 10 feet away from it in a straight line when it hits with eldritch blast.

Spellcasting. The warlock is a 9th level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). Each spell is cast as a 5th level spell and the warlock regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

At will: *chill touch*, *green-flame blade*, *eldritch blast*, *friends*, *resistance*, *spare the dying*, *thaumaturgy*

5th level (3 slots): *comprehend languages*, *counterspell*, *darkness*, *dimension door*, *fear*, *hold monster*, *misty step*, *scrying*, *tongues*

Actions

Multiattack. The warlock makes three eldritch blast attacks.

Eldritch Blast. Ranged Spell Attack: +4 to hit, range 120 ft., one target. Hit: 7 (1d10 + 2) force damage.

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

TRAPPER

Medium humanoid (any race), any alignment

Armor Class 14 (studded leather)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	12 (+1)	14 (+2)	8 (-1)

Saving Throws Dex +4

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

Senses passive Perception 14

Languages any one language (usually Common)

Challenge 2 (250 XP)

Enchant Arrow (1/Day). The trapper can fire an enchanted arrow on one of its attacks. On a hit, the target takes an additional 9 (2d8) force damage, and it must succeed on a DC 13 Wisdom saving throw or be blinded until the end of its next turn.

Fatal Blow (1/Turn). The trapper deals an additional 4 (1d8) damage with its weapons when it hits a creature below its hit point maximum.

Set Trap. As an action, the trapper can place an invisible rune on the ground in an area it can see within 5 feet. When a creature steps on the space occupied by the rune, it must make a DC 13 Dexterity saving throw or take 9 (2d8) force damage and become restrained until the end of the trapper's next turn. The trapper can only have one rune active at a time, which lasts for up to 24 hours.

Survivalist. The trapper only requires 4 hours of sleep while in the wild. It can use the remaining time to find 1 day's worth of food and fresh water.

Tracker. The trapper has advantage on skill checks related to tracking a creature.

Actions

Multiattack. The trapper makes two longbow attacks.

Knife. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 4 (1d4 + 2) slashing damage.

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600ft, one target. **Hit:** 6 (1d8 + 2) piercing damage.

THE TRAPPER

Trappers are masters of patience and strategy, preferring to ambush their prey instead of charging in with blades drawn. They set up magical runic traps to incapacitate their target before letting loose a well-placed arrow from a safe distance.

Environmental Intuition. Trappers utilize natural landforms provided by mother nature as a means to camouflage their presence. These rangers are rarely found outside the natural wilderness, as they feel vulnerable when unable to use the terrain to their advantage.



THE TRICKSTER

A coin-purse lifted away by an invisible force while delivering a humorous asteism; such is the calling card of a trickster. These rogues have expanded on their fine-honed skills with magical incantations.

Unlawful Humor. Tricksters, although not usually malice in their intent, typically fall on the wrong side of the law. While some are hardened criminals looking to rob the unwitting, many simply steal or deceive for the thrill of engaging in harmless crimes.

TRICKSTER

Medium humanoid (any race), any non-lawful alignment

Armor Class 16 (studded leather)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	14 (+2)	17 (+3)	12 (+1)	15 (+2)

Saving Throws Dex +7

Skills Deception +8, Investigation +6, Sleight of Hand +10, Stealth +7, Thieves' Tools +7

Senses passive Perception 11

Languages Thieves' cant plus any two languages

Challenge 8 (3,900 XP)

Invisible Hand. The trickster's *mage hand* gains additional benefits. It is invisible and can be used to make sleight of hand checks. Also, as a bonus action, the trickster can use hand to distract a target within 5 feet of it, granting advantage on the trickster's next attack.

Sneak Attack (1/Turn). The trickster deals an extra 35 (10d6) 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 6th-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): *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *charm person*, *disguise self*, *silent image*, *sleep*

2nd level (3 slots): *invisibility*, *rope trick*, *suggestion*

3rd level (3 slots): *haste*, *major image*, *tongues*

Actions

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

TROUBADOUR

Medium humanoid (any race), any alignment

Armor Class 14 (leather)

Hit Points 54 (12d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	11 (0)	14 (+2)	10 (0)	16 (+3)

Skills Performance +5

Senses passive Perception 10

Languages Common plus one other language

Challenge 2 (450 XP)

Bewitching Rebuff. The troubadour has advantage on saving throws made against enchantment spells.

Innate Spellcasting. The troubadour's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can cast the following spells innately without expending somatic or material components.

At will: *command*, *enthrall*, *minor illusion*, *vicious mockery*

3/day each: *charm person*, *disguise self*, *healing word*

1/day each: *detect thoughts*, *hypnotic pattern*, *confusion*

Actions

Multiattack. The troubadour makes three rapier attacks.

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

THE TROUBADOUR

Magically gifted entertainers, a troubadour is as likely to perform to the delight of a party as they are to ensnare their foes with enchanting magic. With a quick blade and a sharp tongue, the troubadour is a welcome addition to any adventuring party.

Tellers of Tall Tales. Whether through song, oration, instrumental, or interpretive dance, a troubadour is prepared to tell stories of adventure and derring-do, particularly if it means a warm meal and a warmer bed. Whether they spin their tales from experiences with adventurers or from their own vibrant imaginations, a troubadour will rarely fail to entertain.



THE TUNDRA WANDERER

Legends tell of reclusive rangers that devote their lives to roaming frozen expanses in search of white dragons. Ultimately, they seek to serve these mythical creatures by watching over the cold tundra where their lairs reside.

Frigid Souls. Through their journey, tundra wanderers become one with the lands they travel. They are able to shield themselves from nature's wrath by forming a coating of white scales around their bodies for a short time, a gift given to them by their dragon masters.

Winter's Companion. Tundra wanderers are rangers at heart and thus are naturally drawn to creatures living in this frozen habitat. In many cases, they form bonds with wolves native to the area, striving to seek the amity of the arctic-dwelling winter wolf.

TUNDRA WANDERER

Medium humanoid (any race), any chaotic alignment

Armor Class 14 (leather, 18 with scaleskin)

Hit Points 142 (19d8 + 57)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	17 (+3)	11 (0)	16 (+3)	13 (+1)

Saving Throws Dex +7, Con +7

Skills Acrobatics +7, Deception +5, Nature +4, Perception +7, Survival +11

Damage Resistances cold (with scaleskin)

Senses passive Perception 17

Languages Common plus one other language

Challenge 9 (5,000 XP)

Animal Companion. The wanderer is bonded to a *Winter Wolf* (MM pg.340), which is its animal companion. The companion acts on its own initiative, but otherwise obeys the wanderer's commands. As a bonus action, the wanderer can command its companion to use its reaction to take the Dash, Disengage, Dodge, or Help action.

Frozen Arrows. The wanderer uses enchanted arrows with its longbow, dealing additional cold damage (included in the attack).

Innate Spellcasting. The wanderer's innate spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *frostbite, gust, resistance*

3/day each: *animal friendship, hunter's mark, ice knife, speak with animals*

Actions

Multiattack. The wanderer makes three longbow attacks.

Staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +7 to hit, ranged 150/600 ft., one target. *Hit:* 7 (1d8 + 3) magical piercing damage, plus 13 (3d8) cold damage.

Frozen Scaleskin (1/Day). The wanderer's skin turns white and develops a smooth, scale-like appearance for 1 minute. Its AC can't be less than 18, regardless of what kind of armor it is wearing. Also, the wanderer becomes resistant to cold damage for the duration.

VALKYRIE

Medium celestial, lawful neutral

Armor Class 16 (breastplate)

Hit Points 202 (27d8 + 81)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (0)	16 (+3)	17 (+3)

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

Skills Athletics +7, History +4, Insight +7,
Intimidation +7, Perception +7, Persuasion +11

Senses Darkvision 60 ft., passive Perception 17

Languages Celestial, Common

Challenge 9 (5,000 XP)

Celestial Grace. The valkyrie has advantage on Wisdom saving throws.

Combat Mastery. The valkyrie is acclimated to the battlefield, allowing it to add its proficiency modifier to its weapon damage (included in the attack). Also, when the valkyrie reduces a creature to 0 hit points with a melee attack on its turn, the valkyrie can take a bonus action to move up to half its speed and make a greataxe attack.

Ethereal Wings. As a bonus action, the valkyrie can manifest ethereal wings, granting a flying speed of 60 feet. The valyrie can dismiss the wings with a bonus action.

Innate Spellcasting. The valkyrie's spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The valkyrie can innately cast the following spells, requiring only verbal components:

At will: *aid*, *detect evil and good*, *healing word*

3/day each: *beacon of hope*, *divine favor*, *plane shift*

1/day each: *death ward*, *guardian of faith*

Actions

Multiattack. The valkyrie makes four melee attacks.

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d6 + 7) bludgeoning damage.

Inspire (Recharge 6). The valkyrie empowers creatures of its choosing within 60 feet that can see or hear it. Until the end of the valkyrie's next turn, these creatures cannot be charmed or frightened and they gain advantage on ability checks and saving throws.

THE VALKYRIE

Valkyries have a very strong sense of duty, honor, and authority in the field of battle. Their mere presence inspires courage in those who would join them against their enemies, filling them with hope that their efforts will secure them a place of valor even if they fall to mortal wounds.

Celestial Blessing. Highly agile, extremely deadly, and masters of many weapons, valkyries are skilled warriors in their own right. However, their celestial heritage grants them gifts beyond mere mortals. They are able to manifest glorious ethereal wings, allowing them to attack their foes from above, like the lethal strike of a bird of prey.

Leading the Charge. The presence of a valkyrie on the battlefield lightens the hearts of their allies, inspiring them to fight with all their strength. From the front she can grant magical boons to heroes of the battlefield, even as she calls righteous fury to strike down her foes.



THE VANGUARD

These grand knights use their imposing form to shield the weak and vulnerable. They have proven themselves in combat time and time again as formidable and capable warriors, carrying great prestige throughout the realm. However, their true strength lies in their ability to remain calm in the face of danger; acting rationally when faced with great adversity.

Insightful and Wise. These hulking knights possess great intuitiveness, something that might initially seem out of place given their commanding presence. Vanguard rarely act out of emotion, instead preferring to consider all of the options available.

VANGUARD

Medium humanoid (any race), any lawful alignment

Armor Class 20 (plate, shield)

Hit Points 225 (30d8 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	17 (+3)	12 (+1)	20 (+5)	16 (+3)

Saving Throws Str +8, Wis +10

Skills Athletics +8, Insight +10, Intimidation +8, Persuasion +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities paralyzed, prone, stunned

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 13 (10,000 XP)

Innate Spellcasting. The vanguard's innate spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). It can cast the following spells innately without expending somatic or material components.

At will: *command*, *compelled duel*

3/day each: *warding bond*, *zone of truth*

1/day each: *banishment*

Mental Strength (1/Day). If the vanguard fails a Wisdom saving throw, it can choose to succeed instead.

Shield Expertise. If the vanguard takes the Attack action on its turn, it can use a bonus action to try to shove a creature within 5 feet of it with its shield. Also, if the vanguard is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it can use its reaction to take no damage if it succeeds on the saving throw, interposing its shield between itself and the source of the effect.

Actions

Multiattack. The vanguard makes three melee weapon attacks: one with its shield bash and two with its protector's longsword.

Protector's Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) magical slashing damage, plus 9 (2d8) thunder damage.

Shield Bash. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 3) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 18 Strength saving throw or be knocked prone.

VICAR

Medium humanoid (any race), any alignment

Armor Class 14 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	14 (+2)	16 (+3)	16 (+3)	11 (0)

Saving Throws Wis +6

Skills Religion +9, Insight +6

Senses passive Perception 13

Languages Common plus up to two other languages

Challenge 5 (1,800 XP)

Spellcasting. The vicar is a 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The vicar has the following cleric spells prepared:

Cantrips (at will): *bless, guidance, produce flame, resistance, sacred flame*

1st level (4 slots): *aid, cure wounds, detect evil and good, sanctuary*

2nd level (3 slots): *calm emotions, gentle repose, hold person, silence*

3rd level (3 slots): *dispel magic, mass healing word, sending, tongues, water walk*

4th level (3 slots): *banishment, death ward, dominate beast, stone shape*

5th level (2 slots): *dominate person, flame strike, greater restoration, raise dead*

6th level (1 slot): *heal*

Actions

Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft, one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.

THE VICAR

Vicars are high-ranking members of their clergy who seek a greater purpose. In this search, they are guided by their deity to pledge themselves into the service of a celestial being and are granted divine powers as a reward for their devotion.

Practitioners of Unity. While their studies have put them on the path to righteousness, vicars seek a higher involvement in making the realm a safer place. Vicars are expected to protect their deities' worshipers, which can mean fighting merciless beasts, convincing warring nations to lay down their arms, or offering aid in the slaying of a demon that has been summoned to the realm.



THE WARDEN

Wardens are protectors of the forest, watching over all manner of plants and beasts that would call the deep woods home. Here they commune with nature in all her forms, seeking to gain untold knowledge and insight.

Druidic Governance. Upholding the great circle of life, wardens are distrustful of outsiders who may disrupt the balance. They actively work to limit incursion into their woods, typically through diplomacy, but resorting to violence if their home is endangered.

WARDEN

Medium humanoid (any race), any alignment

Armor Class 13

Hit Points 99 (18d8 + 18)

Speed 30 ft.

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

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

Senses passive Perception 16

Languages Common plus one other language

Challenge 3 (700 XP)

Grace of the Grove. The warden can move through non-magical difficult terrain as if it were normal terrain. In addition, it has advantage on saving throws against plants that are magically created or manipulated to hinder movement.

Spellcasting. The warden is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +6 to hit with spell attacks). The warden has the following spells prepared:

Cantrips (at will): *druidcraft*, *mending*, *thorn whip*

1st Level (4 slots): *animal friendship*, *beast bond*, *entangle*

2nd Level (3 slots): *animal messenger*, *beast sense*, *locate animals or plants*

3rd Level (3 slots): *call lightning*, *conjure animals*

4th level (2 slots): *conjure woodland beings*, *dominate beast*

Watcher of the Woods. The warden can communicate with plants and animals as if they share a language. Any creatures that have less than 6 Intelligence are only able to express emotions and short phrases with the warden.

Actions

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

WITCH

Medium humanoid (any race), any non-good chaotic alignment

Armor Class 13

Hit Points 52 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	16 (+3)	14 (+2)	17 (+3)	18 (+4)

Saving Throws Wis +5, Cha +6

Skills Deception +6, Insight +5

Damage Immunities necrotic

Senses darkvision 60 ft., passive Perception 13

Languages Common plus one other language

Challenge 4 (1,100 XP)

Broom of Flying. The witch gains a flying speed of 50 feet while riding the broom. The broom can carry up to 400 pounds, but its flying speed becomes 30 feet while carrying over 200 pounds.

Innate Spellcasting. The witch's spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The witch can cast the following spells innately:

At will: *chill touch*, *false life*, *minor illusion*, *sleep*

3/day each: *blindness/deafness*, *disguise self*, *fear*, *ray of sickness*, *speak with dead*

1/day each: *circle of death*

Magic Resistance. The witch has advantage on Saving Throws against Spells and other magical effects.

Actions

Broomstick. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage.

Reactions

Spiritual Compulsion (Recharge 4-6). The witch calls upon tormented souls to protect it. Until the start of the witch's next turn, it has a +3 bonus to AC, including against the triggering attack.

THE WITCH

Witches seek to separate souls from their hosts and, once betwixt the realms of the living and the dead, torment them into submission. These formerly free souls have little choice but to now partake in carrying out their new master's vile deeds.

Spiritual Powers. Witches view the souls bound into their servitude as tools - nothing more, nothing less. They will continue to manipulate them until their usefulness runs out and cast them away without moral constraint.

Tormentor of Souls. Once no longer of use, witches discard their incorporeal subjects. However, these souls still possess the taint of their former masters and are unable to pass peacefully into the afterlife. Instead they wander the realms restlessly, searching for purpose.



THE WOODLAND RANGER

These rangers have lived their entire lives in the wild, foraging for food and tracking their prey, be it beast or being. As a result, they are expert trackers and masters of survival. Woodland rangers are extremely patient, able to lie in wait for long periods of time while remaining undetected by their prey, waiting for the perfect moment to bring them to ground.

Expert Marksmen. As a result of their lives in the wild, these rangers have become expert marksmen able to enchant their arrows to unerringly seek and cripple their prey, if not outright slay them in a single shot. They study their prey intimately, targeting weak points with precision.

WOODLAND RANGER

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	13 (+1)	15 (+2)	9 (-1)

Saving Throws Dex +5, Wis +4

Skills Animal Handling +4, Nature +5, Perception +6, Stealth +7, Survival +6

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 4 (1,100 XP)

Innate Spellcasting. The ranger's spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The ranger can innately cast the following spell:

At will: *hunter's mark*

Keen Hearing and Sight. The ranger has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Magic Weapon. The ranger's weapon attacks are magical, dealing additional force damage (included below)

Point Blank Marksmen. Being within 5 feet of a hostile creature doesn't impose disadvantage on the ranger's ranged attack rolls.

Actions

Multiattack. The ranger makes two longbow attacks.

Longbow. *Ranged Weapon Attack.* +5 to hit, ranged 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, plus 7 (2d6) force damage.

Multishot (Recharge 6). The ranger unleashes a volley of magical arrows on point within 60 feet. The ranger can make a longbow attack against each creature within a 15-foot radius circle of that point, dealing the longbow damage to each creature hit.



ZEALOUS BARBARIAN

Medium humanoid (any race), any chaotic alignment

Armor Class 15

Hit Points 187 (25d8 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	8 (-1)	14 (+2)	8 (-1)

Saving Throws Wis +5

Skills Perception +5, Religion +5, Survival +5

Damage Resistances necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical weapons

Senses passive Perception 15

Languages Common plus one of Abyssal, Celestial, or Infernal

Challenge 8 (3,900 XP)

Innate Spellcasting. The barbarian's spellcasting ability is Wisdom (spell save DC 13). The barbarian can innately cast the following spells, requiring only verbal components:

At will: *resistance*

3/day: *bless*

Pious Follower. The barbarian has advantage on Wisdom based skill checks.

Reckless Rage (3/Day). As a bonus action on its turn, the barbarian can enter into a reckless rage that lasts for 1 minute. While raging, the barbarian gains advantage on all melee weapon attack rolls, but attack rolls against it have advantage. Additionally, if the barbarian drops to 0 hit points while raging, it does not die. It must still make death saving throws, and suffers the normal effects of taking damage while at 0 hit points. However, if it would die due to failing death saving throws, the barbarian's rage ends and it dies.

Unarmored Defense. While not wearing armor, the barbarian's AC includes its Constitution modifier.

Actions

Multiattack. The barbarian makes three attacks with its radiant greataxe.

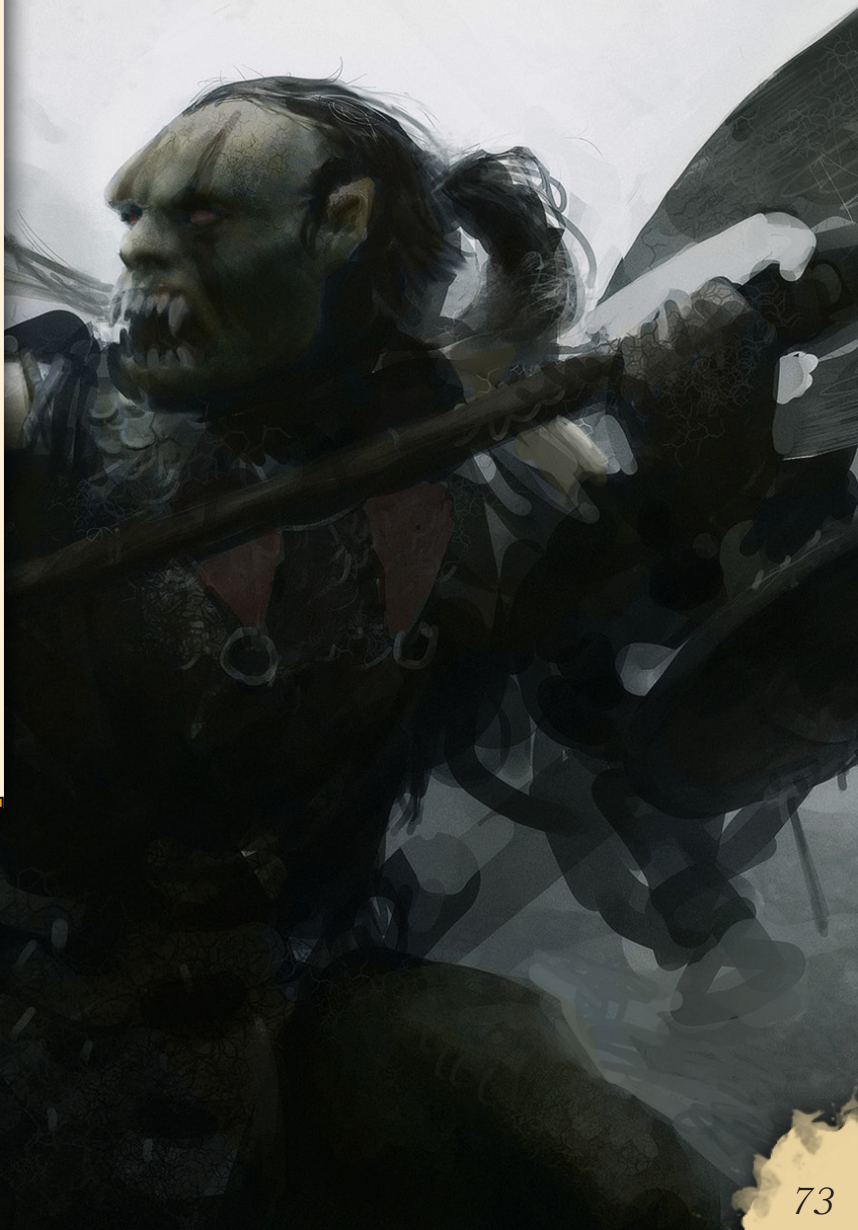
Radiant Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) slashing damage plus 7 (2d6) radiant damage.

THE ZEALOUS BARBARIAN

While many barbarians fuel their strikes with a primal fury and savagery, the zealous barbarian backs up their rage with a mouth-frothing piety. Whether through a glimpse of the divine or at the behest of their tribal elders, these indomitable warriors have found some form of enlightenment, and use their faith as another weapon with which to beat their foes into submission.

Comfort in Conflict. Rather than tempering the barbarian's rage, the theological pursuits of this zealot channel further fury into their pursuits on the battlefield, their faith in gods of war and bloody battle bringing them to pray and honor their deities in the ways that they are most able: fighting with every fiber of their being they can bring to bear.

Incandescent Rage. The greatest zealous barbarians wield the strength of their god whenever they go to service, with radiant energy limning their greataxe and searing flesh with holy power as they cleave into their foes.





PATHWAYS FOR ADVENTURE

SAMPLE ADVENTURES

The following section of this supplement includes eight battle maps that are included as an additional download with the purchase of this supplement. While these maps can be used in any manner, sample adventures have been included in this supplement, giving an additional resource to introduce many of the NPCs contained within this book.

Each sample adventure includes a map, adventure background information, a recommended level range, some room descriptions, and suggestions of Adaptable NPCs to include. These adventures have been designed to be used with minimal preparation, allowing them to be easily dropped into a grand campaign. To flesh them out further, content from other 5th Edition publications are referenced.

If your players are of a different level than those indicated in the sample adventure, please feel free to alter the encounters appropriately; scaling the monsters contained within and substituting the Adaptable NPCs from this supplement with others that might tag along for the ride.

This train of thought holds true for each of the **Pathways to Adventure** - Dungeon Masters should simply use them as guidelines to enhance their stories, expanding on the details to fit them into their crafted world.

Recommend Supplements:

- 5th Edition D&D Monster Manual
- 5th Edition D&D Dungeon Master's Guide

CLASSIFYING NPCs

Contained within the Pathways for Adventure are classifications of how the Adaptable NPCs are intended to interact with your players. However, the NPCs are *adaptable*, meaning that DMs can change their motivations to best fit into their campaign.

Quest Giver: These NPCs typically ask something of the players, and offer a reward. They usually do not accompany the players on their quest.

Examples: Apothecary, Duke, and King.

Companion: These NPCs are designed to accompany the players on their quest. Typically, they should be controlled by the player in combat, but their motivations are governed by the DM.

Examples: Commander, Pikeman, and Squire.

Helper: These NPCs would like to help out your players, but should typically remain under the control of the DM.

Examples: Kingsguard, Scholar, and Vicar.

Hindrance: These NPCs usually work against the players, but it may not appear that way at first. Usually they befriend a group of adventurers with the promise of information or treasure, but then end up betraying their former allies.

Examples: False Saint, Foulblood, and Pale Master.

Foe: Actively working against the players, any Adaptable NPC whose motivations are in opposition take on this role.

Examples: Fell Warrior and Scoundrel.

BATTLE MAPS

Links to each Pathway to Adventure can be found in below, along with a short description of the adventure and a recommended party level range. These adventures have been included as a means to get creative thoughts brewing; by no means do they need to be played as written.



Barbarian Stronghold

A Zealous Barbarian oversees two warlocks conduct ritualistic practices from within his fortified stronghold.

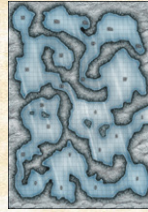
Recommended Party: 4 - 6 players of 6th level.



Dwarven Burial Ground

A Grave Thief promises untold treasures have been can be found in an ancient dwarven tomb. Curse? What curse?

Recommended Party: 4 - 6 players of 9th level.



Frozen Wasteland

A Tundra Wanderer watches over the lair of a White Dragon. The servant's job? Luring food into the cave to feed its master.

Recommended Party: 4 - 6 players of 14th level.



Marshland

Join a Warden as she enters a swamp to investigate lizardfolk who are rumored to be serving a new master; a mythical scaled creature.

Recommended Party: 4 - 6 players of 5th level.



Pirate's Vessel

Accompany a Shaman aboard the ship of untrustworthy scalawags while delivering a ritualistic artifact to his tribesmen.

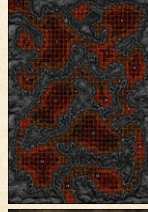
Recommended Party: 4 - 6 players of 2nd level.



Restless Crypt

A Pale Master watches over its overseer's lair; a royal crypt beneath a human settlement. The overseer? A vile lich!

Recommended Party: 4 - 6 players of 16th level.



Underground Cavern

Found deep within a cave beneath the earth's surface, a Trapper and his two pet basilisk are turning all would-be trespassers to stone.

Recommended Party: 4 - 6 players of 3rd level.



Vault Heist

A cunning Scoundrel has devised a plan to steal tax money from the King's vault! Will he be able to outsmart the city guard?

Recommended Party: 4 - 6 players of 3rd level.

BARBARIAN STRONGHOLD

A zealous barbarian rules over his tribe from a throne within his fortified stronghold. His ritualistic practices have caused other barbarian tribes in the surrounding lands to become uneasy.

ADVENTURE BACKGROUND

An *Ancestral Barbarian* (pg.4) has plead to a group of adventurers to join him in storming a stronghold, held by a group of fanatical barbarians worshipping a vile deity. Their worship goes against everything the nomadic barbarians native to these lands hold sacred. They must be stopped!

The leader of the fanatical barbarians is a *Zealous Barbarian* (pg.73), and commands a legion of *Berserker*. Also, among his army are two *Tome Warlocks* (pg.62), which are conducting rituals in summoning room of the stronghold. As the final encounter is initially CR 11 (5,200 XP), but has the chance of increasing to CR 18 (10,500 XP) if the tome warlocks complete their summoning ritual, you may also wish to have the party joined by a tribal *Shaman* (pg.54) depending on the number of players.

Recommended Party: 4 - 6 players of 6th level.

BATTLE MAP NPCs

Ultimately, Dungeon Masters may choose to use this battle map for any quest or adventure they deem appropriate. What follows is a sample of Adaptable NPCs to include given the quest hook above.

Included in this Pathway to Adventure are the following Adaptable NPCs:

- The Ancestral Barbarian (Quest Giver, Companion)
- The Shaman (Helper)
- The Tome Warlock (Hindrance)
- The Zealous Barbarian (Foe)

NPCs included from other sources:

- Berserker (*MM* pg.344)
- Chain Devil (*MM* pg.72)
- Imp (*MM* pg.76)
- Tribal Warrior (*MM* pg.350)

In the final encounter, the players will face off against a *Zealous Barbarian*, two *Berserkers*, two *Tome Warlocks* and their *Imp* familiars. The warlocks are currently conducting a summoning ritual, which uses an action on their turns, and completes at the beginning of the third round of combat. As such, they will not engage in combat until they have finished.

If neither warlock is killed or incapacitated in the first two rounds of combat, a *Chain Devil* is summoned at the start of the third round. If one or both of the warlocks are killed or incapacitated during the first two rounds, the ritual fails. The warlocks then attack the players whether or not the ritual is successful.

BATTLE MAP LAYOUT

Area 1: The players arrive at the entrance to the barbarian stronghold. It is likely that the draw bridge has been raised given the warlocks are conducting a summoning ritual in area 22, but this is up to the Dungeon Master. The walls of the inner stronghold are 20 feet tall. The moat is 40 feet deep.

Areas 2, 8, 9, 10 & 11: This is the inner courtyard of the stronghold. Four *Berserkers* and six *Tribal Warriors* patrol this area. Given the small area, they all join combat unless the party proceeds very stealthily.

Areas 3 & 6: This interior of the stronghold is empty.

Areas 4 & 5: These rooms contain multiple books. A DC 12 Intelligence (Religion) skill check reveals that they are primarily about demonic rituals and summoning demons and devils.

Areas 7, 12 & 15: Two *Berserkers* and two *Tribal Warriors* are gathered around each of the braziers in this area. If the doors are opened quietly, the barbarians are sitting (prone) and make Wisdom (Perception) skill checks at disadvantage, as they appear to be socializing. Otherwise the barbarians are ready for the invaders.

Areas 13 & 16: Locked treasure chests are in each room. A DC 17 Dexterity (Thieves Tools) skill check unlocks the chests. They each contain 200 gp, and various religious items devoted to an evil deity.

Area 14 & 17: These rooms are storage rooms, containing dried meats and ale.

Area 18: This small courtyard rests before the ritual summoning chamber. The door leading into area 19 is locked, but can be picked with a DC 20 Dexterity (Thieves Tools) skill check. On a failed lock-picking attempt, or if the door is open by force, those within the ritual chamber are alerted and ready themselves.

Areas 19, 20, 21 & 22: This area is a large summoning chamber. Two *Tome Warlocks* reside on either side of the demonic statue, facing the summoning circle. A *Zealous Barbarian* and two *Berserkers* are also present, standing between the door and the warlocks. Also, two *Imps* (the warlock's familiars) are present. If the room was alerted by the players, the imps begin the combat invisible. Otherwise they are assisting in the summoning rituals by fetching demonic ingredients for their masters.

Ritual Chamber Combat: The barbarians and imps engage the players immediately, as the zealous barbarian instructs the warlocks to let nothing distract them from completing the ritual. After two rounds, if the ritual is successful, a *Chain Devil* is summoned in the middle of the ritual circle at the beginning of the third round of combat. It engages the players.



DWARVEN BURIAL GROUND

Grave thieves care little for curses and hexes placed on ancient burial grounds. They are usually folklore told to scare children, but it seems like the rumors were real for this dwarven crypt, uncovered deep below the surface.

ADVENTURE BACKGROUND

A group of adventurers has been approached by a *Grave Thief* (pg.29) and a *Trickster* (pg.64), who have offered a curious proposition. They have information about an untouched dwarven crypt, said to contain "*unimaginable relics of untold value*". Typically, grave robbing is not of interest to noble adventurers, but the grave thief has intelligence that these relics have not been buried with their rightful owners, and thus "*doesn't belong to 'em anyways*". Treasure is always alluring, so maybe the players join for the chance to acquire some personal wealth? Maybe they want to return the treasure to its rightful owners? Perhaps some other reason altogether? The choice is theirs!

The crypt has remained untouched for centuries, due to its remote location deep within a dwarven mine. However, the promise of treasure always attracts the foolhardy, and as such, the curse placed on the treasure contained within in this crypt has ensured it stays put; a curse that was originally placed when the dwarves stole it from its rightful owners. The curse's effects should be decided by the DM to fit nicely into their campaign, but it was ultimately responsible for wiping out this dwarven clan.

Unknown to all, a *Death Knight* has been tasked with guarding these burial grounds, making sure none of the treasure is allowed to leave this cursed place.

Recommended Party: 4 - 6 players of 9th level.

BATTLE MAP NPCs

Ultimately, Dungeon Masters may choose to use this battle map for any quest or adventure they deem appropriate. What follows is a sample of Adaptable NPCs to include given the quest hook above.

Included in this Pathway to Adventure are the following Adaptable NPCs:

- The Grave Thief (Quest Giver, Companion)
- The Trickster (Companion)
- The Tomb Knight (Hindrance)

NPCs included from other sources:

- Death Knight (*MM* pg.47)

The *Death Knight's* primary task is to make sure area 16 is not entered. It is not initially hostile to other creatures in the crypt until it witnesses them unlight a brazier. It knows magically when one is no longer lit and will proceed directly to the closest unlit brazier and rekindle it.

The thieves will stop at nothing to get into room 16 once they notice the door is magically sealed. It is up to a DM to determine how an interaction will play out with the death knight. Who will the players side with, the unholy undead or the morally challenged thieves?

BATTLE MAP LAYOUT

Area 1: The players arrive at the entrance to the burial ground, a room with 8 pillars. Each pillar has a small alcove in the middle; a small brazier sitting inside. Below the alcove, engraved on each pillar is a unique symbol. Starting Northwest going clockwise, the symbols are: a mountain, a dragon, a candle, a moon, a rose, a human, a raven, and a book.

The stone door leading to area 2 is locked and can only be opened by magical means. Engraved into the middle of the door is an hourglass. To open the door, the players must light the braziers in an order representing a life-cycle of each of the symbols: 1. candle, 2. moon, 3. rose, 4. raven, 5. human, 6. book, 7. dragon, 8. mountain.

Let the players struggle with a puzzle a bit, but ultimately the Grave Thief can provide insight if the players are stuck. The tombs in this room are empty.

Hallway Areas (2, 3, 5, etc.): These areas are typically empty unless the party encounters the crypt guardian.

Areas 4, 11, 22 & 33: One large (initially) unlit brazier is in each of these rooms.

Areas 7, 21, 29, 35 & 38: These rooms are empty. Dungeon Master should put *Traps* in these rooms (*DMG* pg.120).

Areas 8 & 9: This room contains a pool and religious statues. With a successful DC 18 Intelligence (Investigation or Religion) skill check, astute players may realize the pool's water can remove the curse upon any items found within this crypt.

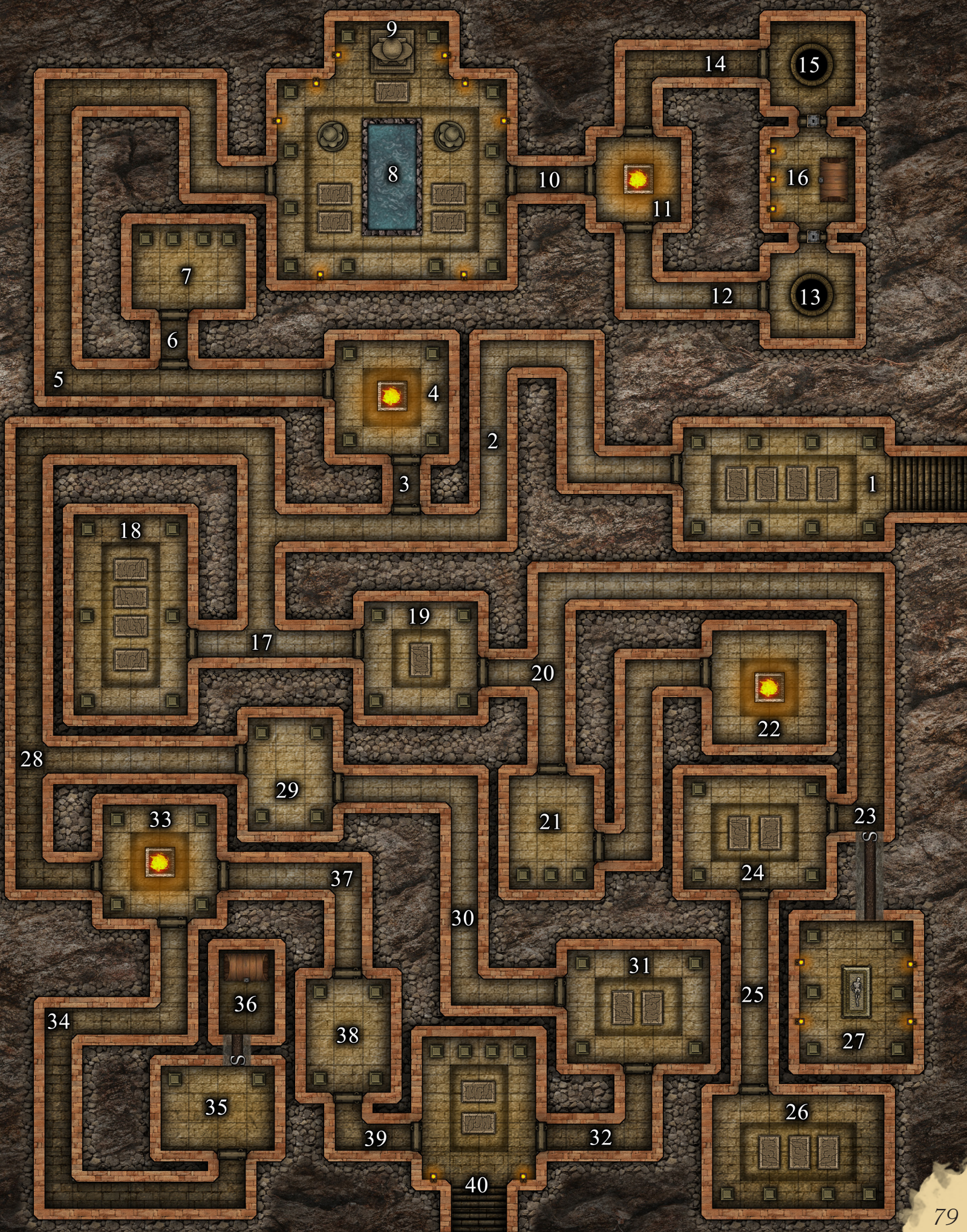
Areas 13 & 15: These rooms contain 70-foot empty pits.

Area 16: This room contains untold treasures, but the doors remain locked until all 4 braziers are unlit. Roll on the *Treasure Hoard: Challenge 11 - 16 table* (*DMG* pg.138) to determine the cursed loot contained within.

Areas 18, 19, 24, 26, 31, 40: These rooms contain sarcophagi belonging to perished dwarves, and are surrounded by pillars of stone carved in the likeness of humanoid knights. Each sarcophagus contains an amount of loot determined by the *Individual Treasure: Challenge 5 - 10* (*DMG* pg.136). If the sarcophagi are disturbed in any way, the pillars in the rooms are *Tomb Knights*; animating and attacking the party. Room 40 may lead deeper underground or be caved in at the bottom of the stairs.

Area 27: This room contains the crypt guardian, a *Death Knight*. Once the door connecting rooms 1 and 2 is opened, the death knight leaves its sarcophagus and begins to traverse the crypt, lighting all 4 braziers.

Area 36: The players can find this room with a DC 18 Intelligence (Investigation) skill check. Roll on the *Treasure Hoard: Challenge 5 - 10 table* (*DMG* pg.137) to determine the loot.



FROZEN WASTELAND

Dwelling deep within its lair; an underground cavernous wasteland comprised of glacial ice, an adult white dragon rests atop its hoard of treasure. A tundra wanderer serves the dragon, luring adventurers to their doom.

ADVENTURE BACKGROUND

A *Tundra Wanderer* (pg.66) has approached a group of brave adventurers in the untouched winter plain, and requested that the help dispatch a herd of rampaging *Mammoths* that has moved into its home; a cave in the nearby mountainside.

However, the real threat is the *Adult White Dragon* that makes this glacial cave its lair. The mammoths are but a ploy, tamed and brought in as food for the dragon. What does a dragon love more than a tasty treat? A tasty treat that also carries magical items and gold with them!

Depending on the level of the party, a Dungeon Master may have introduced a *Skald* (pg.55) before the adventure who wishes to travel with the party, singing grand tales of their exploits.

Recommended Party: 4 - 6 players of 14th level.

BATTLE MAP NPCs

Ultimately, Dungeon Masters may choose to use this battle map for any quest or adventure they deem appropriate. What follows is a sample of Adaptable NPCs to include given the quest hook above.

Included in this Pathway to Adventure are the following Adaptable NPCs:

- The Tundra Wanderer (Quest Giver)
- The Skald (Companion)

NPCs included from other sources:

- Adult White Dragon (*MM* pg.101)
- Mammoth (*MM* pg.332)
- Remorhaz (*MM* pg.258)
- Winter Wolf (*MM* pg.340)

The *Tundra Wanderer* will lead the party back to its glacial cave, which contains two groups of 4 *Mammoths*. It will help the party dispatch of the mammoths. Once finished, the wanderer will lead them back to the entrance of the cave where the *Adult White Dragon* will ambush the party and the tundra wanderer will reveal its true colors, joining the side of the dragon as the trap has been sprung.

As this final battle is a CR 13 (15,700 XP), the Dungeon Master may wish to introduce a *Skald* to the party at the outset of the quest, untied to the motives of the tundra wanderer. The bard simply wishes to record and sing the praises of such an impressive group of adventurers!

Also, a *Remorhaz* lives in a section of the cave not typically visited. The white dragon knows of its presence, but lets it remain in the cave to eat creatures that are not of interest.

BATTLE MAP LAYOUT

Terrain Conditions: The underground cave has a blanket of snow dusting the glacial ice floor, which blows in from the entrance. The entire cave floor is difficult terrain for creature not accustomed to walking on ice.

Area 1: The players arrive at the entrance to the glacial cavern.

Areas 2, 3 & 4: The first room of the cave is empty, except for multiple sets of large footprints in the snow. One grouping of footprints heads northwest, and the second heads southeast.

Areas 5, 6 & 13: Snow covered corridors in the cave. Multiple mammoth tracks can be found in the snow. A DC 14 Wisdom (Nature) skill check will reveal that the animals did not appear to be in a hurry when making these footprints.

Areas 7 & 8: These combined rooms contain four *Mammoths*, which attack the party on first sight.

Areas 9, 10, 17, 18 & 19: These areas have a blanket of snow over the glacial floor. No footprints are present.

Areas 11 & 12: The tundra wanderer lets the party know a huge creature resembling a centipede lives in this part of the cave. He does not disturb it, but would not stop the party from investigating. A *Remorhaz* attacks the party if they enter room 11.

Areas 14, 15 & 16: These combined rooms contain four *Mammoths*, which attack the party on first sight.

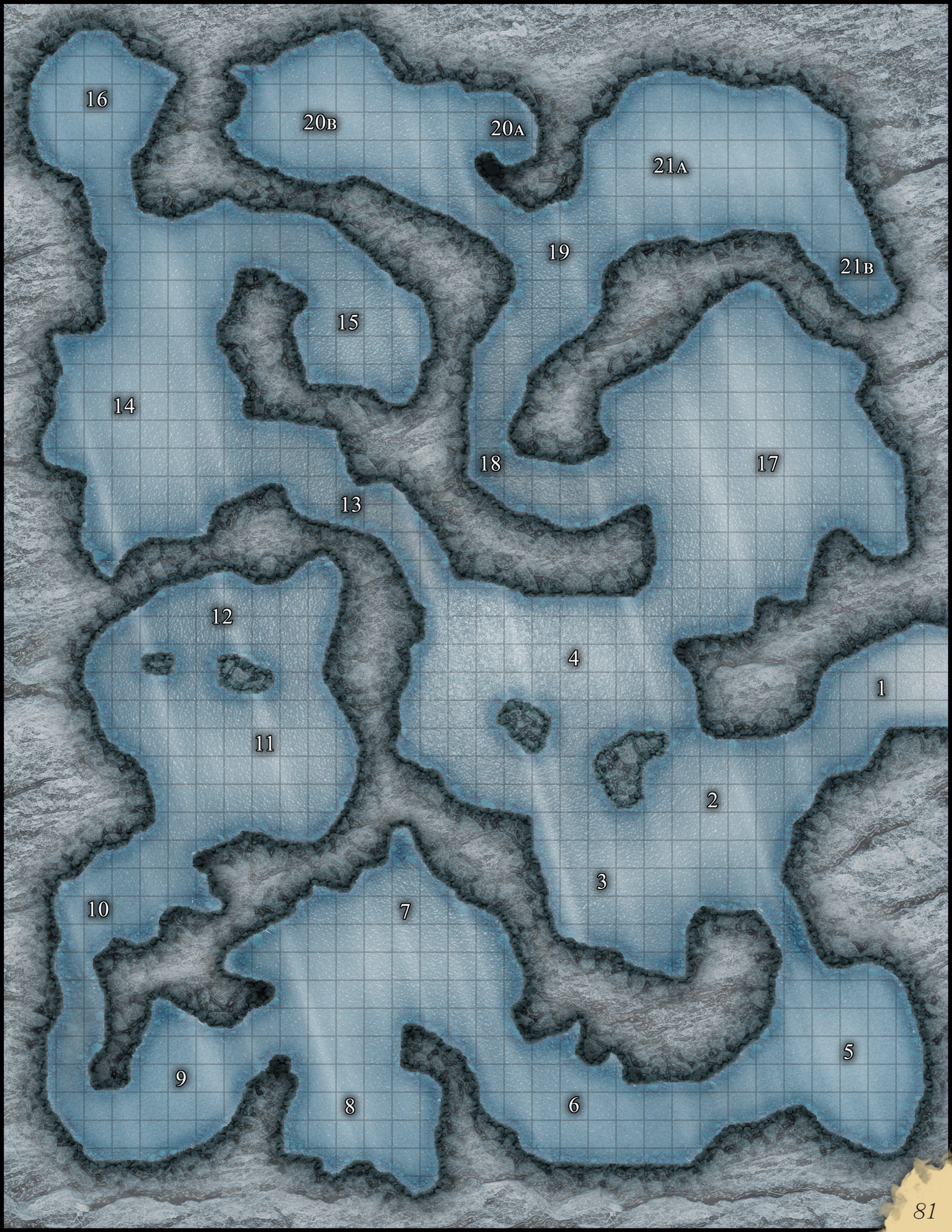
Areas 2, 3, & 4 (revisited): Once the mammoths have been killed, the tundra wanderer leads the party back towards the entrance, thanking them for the work they have done. When they can see the entrance, they are ambushed by an *Adult White Dragon* who thanks them for killing his dinner, saving him the trouble. The *Tundra Wanderer* and his *Winter Wolf* serve the dragon and they turn on the party!

Area 20: This area is full of mammoth carcass scraps and other refuse that the dragon has discarded.

Area 21: This is where the dragon usually sleeps (21A), and guards his hoard of treasure (21B).

Dragon Treasure Hoard: The dragon's treasure hoard contains:

- 300 pp, 2,100 gp, 3,200 sp
- 1,500 gp worth of gems,
- Full Plate Armor,
- Greatsword +1,
- Gauntlet of Ogre Power,
- 4 Potions of Superior Healing.



MARSHLAND

Deep within a swampy marshland, a young green dragon makes its home. Beguiling lizardfolk native to the marsh to do its bidding, for a dragon's arrival is omen of power and prosperity.

ADVENTURE BACKGROUND

A *Nature Priest* (pg.46) has requested that a group of adventurers investigate an overly hostile tribe of lizardfolk. This tribe has openly been attacking neighbouring human settlements, which is uncharacteristic given the tribe has lived in the swamp for some time, and have never done so before.

Unknown to the priest is that a *Young Green Dragon* has influenced the tribe to do its bidding: amass food and treasure in its name without remorse. The lizardfolk tribe is composed of multiple *Lizardfolk*, *Lizardfolk Shaman*, and a *Lizardfolk King*.

Recommended Party: 4 - 6 players of 5th level.

BATTLE MAP NPCs

Ultimately, Dungeon Masters may choose to use this battle map for any quest or adventure they deem appropriate. What follows is a sample of Adaptable NPCs to include given the quest hook above.

Included in this Pathway to Adventure are the following Adaptable NPCs:

- The Nature Priest (Quest Giver & Companion)

NPCs included from other sources:

- Lizardfolk (MM pg.204)
- Lizardfolk Shaman (MM pg.205)
- Lizardfolk King (MM pg.205)
- Young Green Dragon (MM pg.94)

The *Lizardfolk* have been actively raiding human settlements; stealing and killing for food and treasure. When the *Nature Priest* enters the marshland with adventurers in tow, the lizardfolk cannot be reasoned with (much to her chagrin) and attack on sight.

The *Young Green Dragon* has promised the lizard folk increased dominance over the marshland, allowing the tribe to grow and prosper as the dragon grows in strength. The dragon knows that worshipping their kind is ingrained in the very lifeblood of the lizardfolk, and views them as worthy servants for the time being while it amasses a hoard worthy of a dragon.

ENVIRONMENTAL EFFECTS

When the dragon asserted its dominance of the area, it used its poisonous breath to infect many of the freestanding pools of water in the swamp with a toxin. On the battle map, these areas are indicated by a light green coloration (such as area 12). Each time a creature enters a poisonous pool for the first time on its turn, it must make a DC 14 Constitution saving throw or become poisoned for 1 hour. This poison can be cured by traditional means.

BATTLE MAP LAYOUT

Area 1: The players arrive at the entrance to the marshland. The trees in this marsh range anywhere from 30 - 50 feet and are densely packed, forcing creatures to travel the muddy trails throughout.

Area 2: A fork in the road. The light green areas on the map contain poisonous water (remnants of the green dragon's corruption of its lair). A creature who steps into a pool for the first time on its turn must succeed on a DC 14 Constitution saving throw or become poisoned for 1 hour. The lizardfolk living in the swamp are immune to this poisonous water.

Areas 3, 6, 8, 11, 13, 14, 15, 17, 19, 22, 23 & 25: These areas are narrow pathways in between the trees. As desired, when the players are travelling one of these paths, the DM can roll a d20. On a roll of 17 - 20, the *Young Green Dragon* surprises the players by flying over top of the tree-line, swooping down at them and unleashing its poison breath on a few targets, then flying away and returning to area 20.

Areas 4 & 5: This area is the lizardfolk spawning pools. Four *Lizardfolk*, two *Lizardfolk Shaman*, and a *Lizardfolk King* attack the party if they are seen.

Areas 7 & 24: This area leaves the battle map and connects with area 24. If the players go this direction, have the green dragon fly over top of them and use its poison breath action before they arrive at area 24.

Areas 9, 12, 16 & 18: These deep poisonous water pools may contain an ambush of lizardfolk. When the party passes by one of these areas, roll a d4. On a roll of 4, three *Lizardfolk*, one *Lizardfolk Shaman* swim up out of the pool and attack the party.

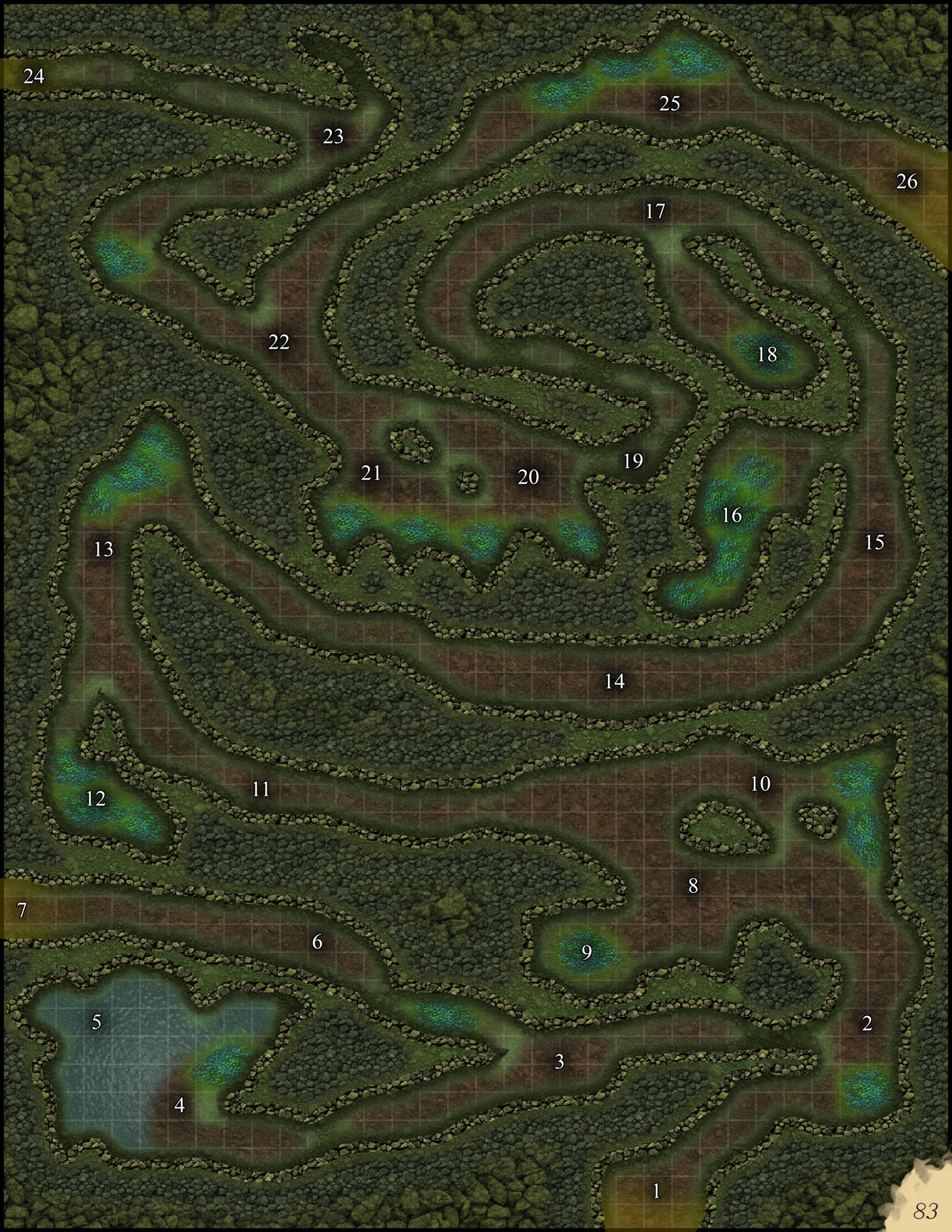
Areas 20 & 21: The *Young Green Dragon* rests in the pools of this area. When the players approach, it springs out of the poisonous water in an attempt to surprise them. Once defeated, the player can find the dragon's treasure hoard in the poisonous water with a successful DC 17 Intelligence (Investigation) skill check, or by walking into the poisonous water.

Dragon Treasure Hoard: The dragon's treasure hoard contains:

- 20 pp, 1,300 gp, 2,000 sp,
- 450 gp worth of gems,
- Half Plate Armor of Poison Resistance
- Mace +1,
- 6 Potions of Greater Healing.

Area 26: This way could lead deeper into the marsh.

Additional Quest: The way deeper into marshlands can be an additional quest hook. Perhaps the nature priest wishes the players join her in a ritual to cleanse the marshland of the dragon's corruption?



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PIRATE'S VESSEL

Traveling the high seas with a bunch of plundering pirates is one thing. It's another thing entirely when tasked with transporting a valuable artifact and the pirates are actually blood-thirsty goblins!

ADVENTURE BACKGROUND

A *Shaman* (pg.54) has tasked a group of adventurers with accompanying him while delivering a ritualistic artifact to his tribe, located on a small island roughly 150 miles off the coast. Should be simple enough, except that the only vessel he has been able to secure for travel is "manned" by a crew of *Goblin Corsairs* (pg.28). These scalawags care little for the shaman's quest; they are only interested in the amount of gold being paid upfront before they set sail.

Roughly 72 hours into this four-day journey, the goblin's ship is ambushed by a slew of *Sahuagin*; drawn by the artifact's power. This adventure is set up as a multi-round encounter, where 3 waves of sahuagin will assault the ship on set rounds, with sharks circling in the waters below.

Recommended Party: 4 - 6 players of 2nd level.

BATTLE MAP NPCs

Ultimately, Dungeon Masters may choose to use this battle map for any quest or adventure they deem appropriate. What follows is a sample of Adaptable NPCs to include given the quest hook above.

Included in this Pathway to Adventure are the following Adaptable NPCs:

- The Shaman (Quest Giver & Companion)
- The Goblin Corsair (Helper)

NPCs included from other sources:

- Sahuagin (*MM* pg.263)
- Sahuagin Baron (*MM* pg.264)
- Sahuagin Priestess (*MM* pg.264)
- Giant Shark (*MM* pg.328)

This scenario includes goblin corsairs as the crew of a ship. The Dungeon Master can decide how many to include to manage a ship this size. While there is always a draw to maintain realism, having a crew of 40 goblins, all controlled by the DM will quickly become burdensome and likely bore the players as they wait for their turns to act. A recommendation would be to include 11 goblin corsairs (5 on the lower deck, 5 on the upper, and 1 captain at the helm), and group their initiatives accordingly. Let the lower deck goblins all move on the same initiative order, and the same with the upper deck goblins, with the captain acting separately. This will reduce wait times, as their turns can be done quickly. Also consider removing their multiattack feature.

Quick thoughts: How do the goblins act? Would they defend their captain and attack the Sahuagin, attempt to flee by diving into the shark-infested waters, or maybe turn on the shaman and his friends?

BATTLE MAP LAYOUT

Areas 1, 3, 7, 8, 9, 10, 11, 12 (D1): The upper deck of the ship (D1). Area 1 heads to the lower deck (D2) via 20-foot staircase downward.

Areas 2 (D1) & 9 (D2): These two areas are connected by a 20-foot ladder.

Areas 4 & 5 (D1): 10-foot raised platforms on each side of the ship's helm, accessed by ladders in area 3 & 7/8.

Area 6 (D1): The ship's helm. Typically occupied by a Goblin Corsair Captain (same stats as a Goblin Corsair, but has 20 additional hit points).

Areas 1 & 9 (D2): Access to the upper deck via stairs (area 1) or a 20-foot ladder (area 9).

Areas 2, 3, 4, 6, 7 & 18 (D2): Storage areas for cargo or food and ale. The DM may also decide that the goblins have gold and gems here from past plundering exploits.

Areas 5 & 8 (D2): Port (area 5) and starboard (area 8) of the lower deck (D2).

Areas 10, 11, 12, 13, 14, 15, 16 & 17 (D2): Passenger quarters. Small footlockers are present in each room, which would be a suitable location to store the ritualistic artifact.

Areas 21 & 22 (D2): Captain's quarters and meeting room.

ENCOUNTER DETAILS

Before the Encounter: Ask your players where their characters are located. Additionally, ask them where the ritualistic artifact it being kept (it could be on one of their characters, on the shaman, or locked in one of the rooms on the lower deck). The DM should decide where the *Shaman* currently is as well.

Setting up the Scenario: Combat will begin when *Goblin Corsair Captain* slows the ship's pace, as they enter shallow waters. The players will begin to notice the remains of broken ships and cargo floating in the water. Suddenly, the goblin's ship smashes into a coral reef, coming to a complete stop, and it is about to be boarded!

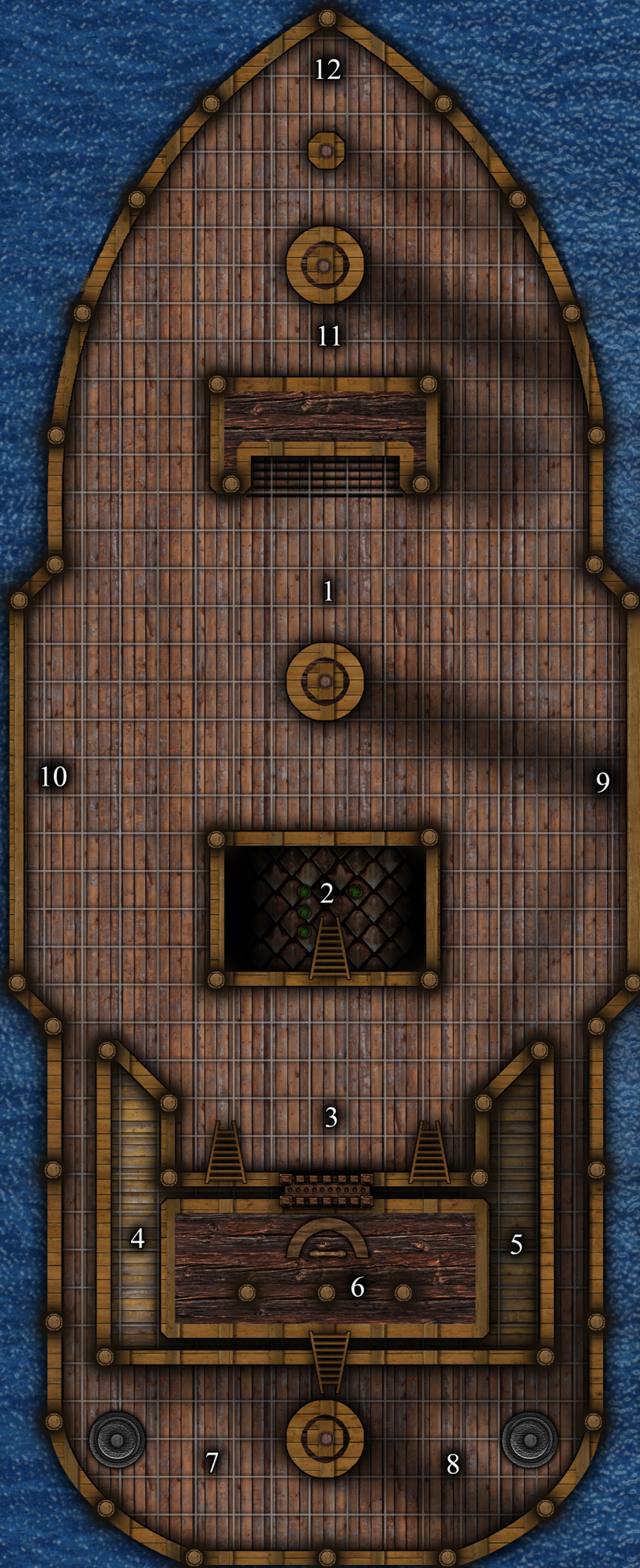
Combat Phase: The reef split open a medium hole in the hull of the ship's lower deck port (area 5, D2).

Combat begins with the first wave boarding the ship through this hole. At the same moment, the second and third waves throw hooked ladders on areas 7, 8, 9 & 10 (D1). More sahuagin arrive on the upper deck on the rounds indicated below. Additionally, two *Giant Sharks* circle in the waters around the ship, waiting for anyone to be thrown overboard, or attempt to flee.

Wave 1 (round 1): 4 Sahuagin, Sahuagin Priestess

Wave 2 (round 3): 5 Sahuagin, 2 Sahuagin Priestess

Wave 3 (round 5): Sahuagin Baron



D1



D2

RESTLESS CRYPT

A lich's lair is a terribly dangerous place, full of untold horrors and undead minions at its disposal. These terrors are made even worse when a lich has claimed the crypt beneath a settlement, bordering human civilization.

ADVENTURE BACKGROUND

The *King* (pg.33) has put out a call to any adventurers brave enough to rid a royal crypt of the vile undead that have made it their home. He has instructed his most noble of holy servants, a *Sun Knight* (pg.57) and a *Vicar* (pg.69), to accompany the party on their quest. As beacons of hope, are they enough to help stand against the unholy?

What vile undead now inhabit the royal crypts? Other than the *Ghasts*, *Ghouls*, and *Skeletons* that wander the halls, there are no reports as no one has returned from a trip deeper into these now-tainted burial grounds. In addition, a *Pale Master* (pg.41) works for the master of the crypt, although its motives are at the discretion of the Dungeon Master. And the master it serves? A horrific *Lich*, who has made this crypt its lair. The final encounter is CR 23 (33,850 XP).

Recommended Party: 4 - 6 players of 16th level.

BATTLE MAP NPCs

Ultimately, Dungeon Masters may choose to use this battle map for any quest or adventure they deem appropriate. What follows is a sample of Adaptable NPCs to include given the quest hook above.

Included in this Pathway to Adventure are the following Adaptable NPCs:

- The King (Quest Giver)
- The Sun Knight (Companion)
- The Vicar (Helper)
- The Pale Master (Hindrance)

NPCs included from other sources:

- Ghast (*MM* pg.148)
- Ghoul (*MM* pg.148)
- Lich (*MM* pg.202)
- Skeleton (*MM* pg.272)

Facing an iconic lich is quite a daunting task, so an alternate scenario has been proposed below:

The players are still given their quest by a *King* and are accompanied on their quest by a *Sun Knight* and a *Vicar*. However, if the players are well below 15th or 16th level, even with the assistance of a sun knight and a vicar, facing a *lich* in its lair may be too dangerous. Instead, the party may fare better against a *Mummy Lord* (*MM* pg.229). Alternatively, the king may order some of his loyal *Kingsguard* (CR 7) to accompany the party. Ultimately, this depends on what the Dungeon Master would like to get out of his adventure, and how it best fits into a grand campaign.

BATTLE MAP LAYOUT

Area 1: The players arrive at the entrance to the crypt.

Area 2: The door leading into room 3 is locked, and can be opened with a successful DC 22 Dexterity (Thieves Tools) skill check. Alternatively, the door can noisily be forced open with a DC 15 Strength (Athletics) skill check, but this alters creatures to the party's presence.

Area 3: A corrupted pool is attached to the north wall in this room. A *Pale Master* is kneeling in front of the pool in prayer if the party opened the door quietly, otherwise it knows of the party's presence. The pale master is not interested in engaging the party alone, but will not stand by idly if braziers in room 6 are disturbed.

Areas 4 & 9: These rooms each contain a religious statue.

Areas 5, 10 & 11: Roll 8d6. The number you roll is equal to the number of *Skeletons* that raise out of the sarcophagi in these areas if the party puts out a brazier in room 6. The party hears the sound of stone grinding on stone, as the undead begin to rise and lumber towards the party to attack.

Area 6: A pool 15 feet across and 75 feet deep lays in the middle of this room, filled with dark green water. It is teeming with necrotic energy. Each round that a creature touches the water in the pool, it must succeed on a DC 18 Constitution saving throw or take 6d8 necrotic damage.

The two braziers on the west side of the room have been lit by magical means. A creature can use its action to extinguish a brazier. Once extinguished, the brazier will relight automatically in 1d4 rounds. If both braziers are unlit, the water in the pool no longer deals necrotic damage for the duration, as it turns a deep blue (losing its dark green hue until one or both of the braziers relights). Resting at the bottom of the pool is the Lich's phylactery.

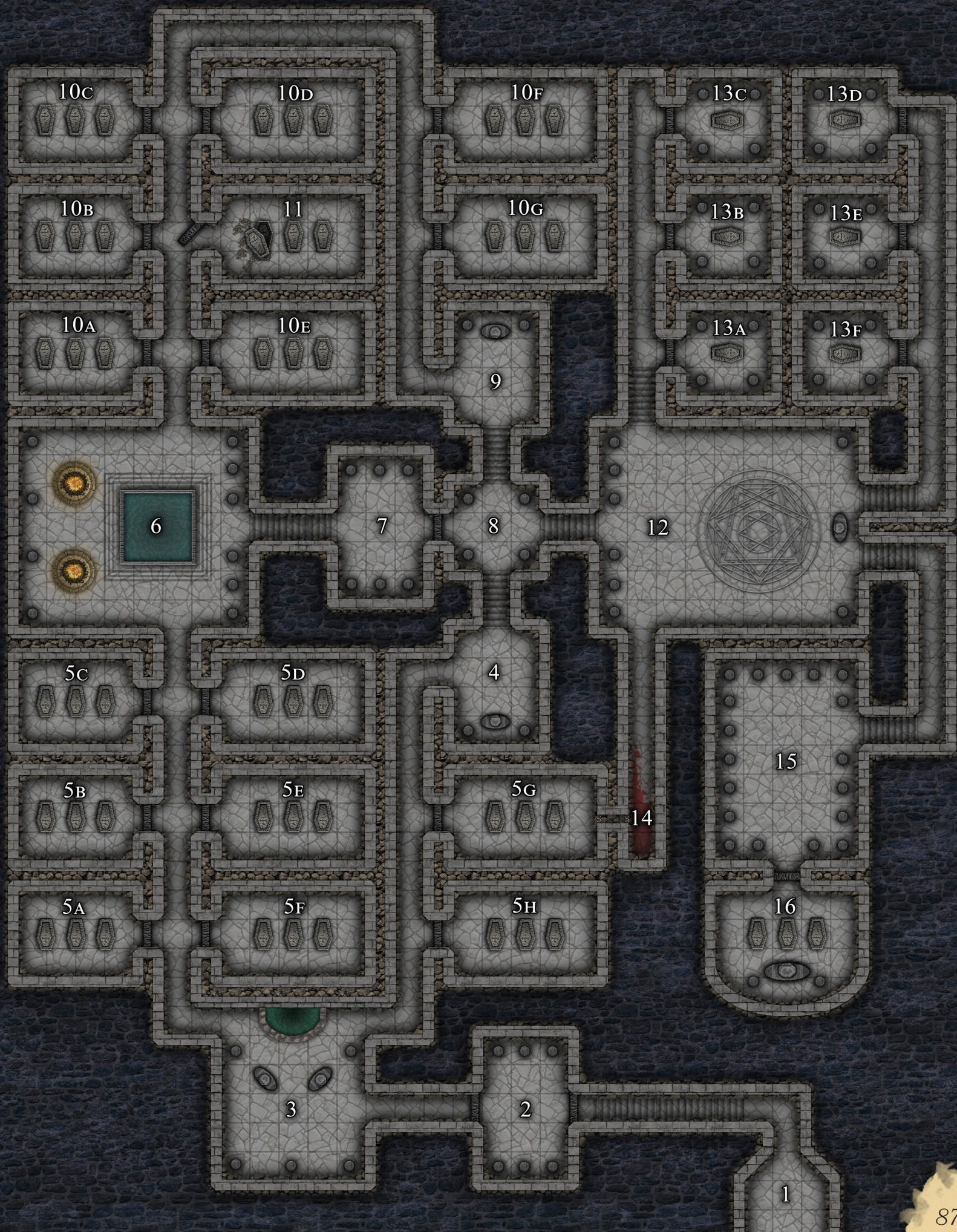
Areas 7 & 8: These rooms are separated by a stone door, which requires a DC 25 Dexterity (Thieves Tools) skill check to open. Each time a creature fails a skill check, the DC raises by 5. The Pale Master has the key for this door.

Area 12: When the players enter this room they see a lich in the middle of the ritual circle. He engages the party after a short discussion, mocking the pathetic adventurers for entering his crypt. After 1d4 rounds of combat, see room 13 below.

Area 13: After 1d4 rounds, the sarcophagi in these rooms open. Roll a d6 for the number of ghouls that rise and engage the party, one of which is a ghast.

Area 15: This is an empty room.

Area 16: Here lies a royal family's burial chamber. What reason compelled a lich to seek immortality; allowing it to watch over this place for eternity? What treasures are held within?



UNDERGROUND CAVERN

Adventurers are naturally drawn to explore places deep underground, for they are typically filled with untold treasures. Perilous dangers never seem to dissuade would-be adventurers about to embark on a journey below the surface.

ADVENTURE BACKGROUND

A **Duke** (pg.20) has requested that a group of adventurers investigate the disappearance of his townsfolk. Sources say that the missing commoners have been venturing into a nearby underground cavern in search of riches.

The duke has "volunteered" his noble **Squire** (pg.56) the guard to accompany the players in their quest. Perhaps the squire is actually under instruction to make sure that any riches found within the cavern are returned to the duke?

Living within the cave is a **Trapper** (pg.63), who has tamed two **Basilisks**, making them his pets. The trapper lets other creatures living within the cave soften up any would-be intruders before he commands his basilisks to turn them to stone. As the final encounter is CR 7 (3,700 XP), you may also wish to have the party joined by a **Life Priest** (pg.45) depending on the number of players.

Recommended Party: 4 - 6 players of 3rd level.

BATTLE MAP NPCs

Ultimately, Dungeon Masters may choose to use this battle map for any quest or adventure they deem appropriate. What follows is a sample of Adaptable NPCs to include given the quest hook above.

Included in this Pathway to Adventure are the following Adaptable NPCs:

- The Duke (Quest Giver)
- The Squire (Companion)
- The Priest of Life (Helper)
- The Trapper (Foe)

NPCs included from other sources:

- Basilisk (MM pg.24)
- Darkmantle (MM pg.46)
- Giant Fire Beetle (MM pg.325)
- Grick (MM pg.173)

If the recommended level is not appropriate for a certain group of players, Dungeon Masters may wish to substitute the Adaptable NPCs with those more closely in level with the players. For example, in this adventure pathway, the players are given a quest by a **Duke** (CR 1/8) and are accompanied on their quest by the duke's **Squire** (CR 1/4).

Maybe the players are well beyond 3rd level and being accompanied by a lowly squire might become more of a hindrance than a boon, once the monsters they face are scaled appropriately. Substituting the squire with a **Commander** (CR 5) might be more appropriate. If scaling the adventure for higher level players, make sure the loot offered is also more valuable, as the players should find something to aid them in their current campaign.

BATTLE MAP LAYOUT

Area 1: The players arrive at the entrance to the underground cavern.

Areas 2, 3 & 4: Eight **Giant Fire Beetles** make their homes in rooms 3 & 4. When they sense the players enter room 2, they swarm out at attack.

Areas 5, 6, 8 & 10: Statues in all shapes and sizes of humanoids can be found in these rooms. They look lifelike; the moments of horror etched on their faces in the moments before they were turned to stone. A DC 12 Intelligence (History) skill check determines that these statues resemble the missing townsfolk. Alternatively, the squire would be able to recognize a few friends of his that have now turned to stone.

Area 7: This room contains two **Gricks**, which have burrowed their rubbery bodies within the crevasses of the rocks in this room. If the players explore this room, they are surprised by the gricks unless they succeed on a DC 13 Wisdom (Perception) skill check.

Areas 9, 11, 13 & 16: Roll a d4. On a roll of 4, six **Darkmantles** cling to the cavern ceiling in this room, appearing as stalactites. They drop onto the party when they wander underneath.

Areas 12 & 15: Roll on the **Treasure Tables** (DMG, Chapter 7 pg.133) to determine an amount of loot appropriate for your party. Loot should only appear in one room or the other.

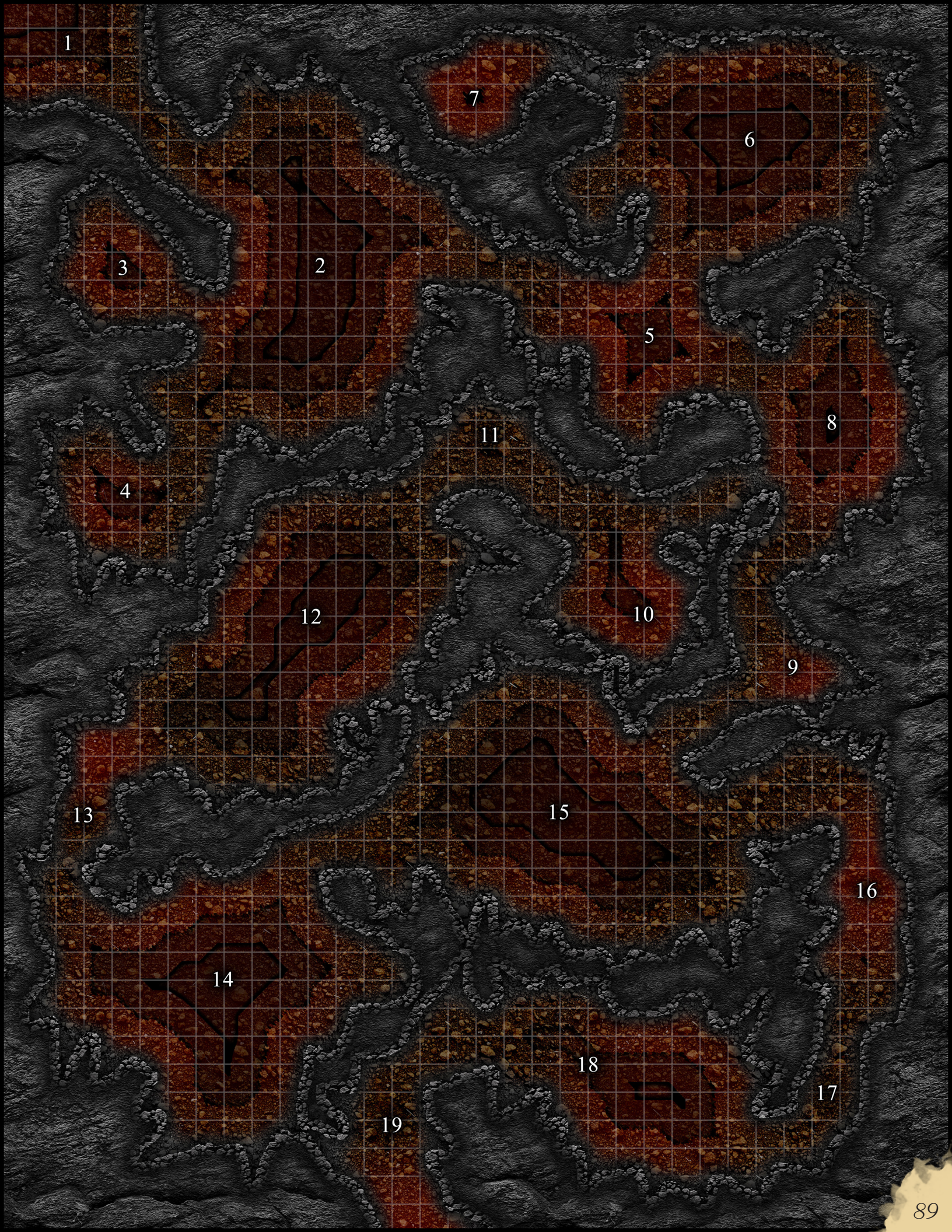
Area 14: The **Trapper** and two **Basilisks** make their lair here. The trapper would have used his Set Trap ability in the corridor between rooms 14 & 15. Once set off, it would command his pets to engage the party, and assault them with arrows from a safe distance.

Trapper's Loot: The trapper is holding three large gemstones (each worth 300 gp) and **Bracers of Archery** (DMG pg.156).

Area 18: When the players enter this room for the first time, they hear a guttural roar of some giant beast of the Dungeon Master's choosing. Players can make an Intelligence (History, Nature) skill check to determine what lurks beyond room 19 and deeper within the underground cavern.

Area 19: This area leads further underground. What mysteries reside deeper within the underground? Who's to say (well, besides you), but even the Trapper and his pets did not venture deeper.

Additional Quest: The entrance leading deeper within the underground cavern can be an additional quest hook, or possibly something the players might report back to the Duke. Perhaps greater treasures can be found within?



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VAULT HEIST

Taking hostages while forcing open a vault full of gold is the scoundrel's ultimate dream. Time is of the essence, as the city guard surround the building and demand immediate surrender.

ADVENTURE BACKGROUND

Seeking a bit of respite in a tavern, a party of adventurers is approached by a **Scoundrel** (pg.52), offering to buy them a round of drinks but requests that they hear what he has to say. It seems that the scoundrel is in need of a crew to carry out his plan to rob the city vault, taking back gold the **King** (pg.52) has unrightfully stolen by overtaxing the poor!

This adventure pathway could take one of two paths: The party becomes the scoundrel's crew and carries out the heist (happening the next day at noon), or they could learn of his plan and take it to the city guard, attempting to thwart the scoundrel (who found a different crew) during the act.

If the players join the heist, the scoundrel and his crew will be opposed by a **Commander** (pg.14) and his city guard: a **Squire** (pg.56), four **Battle Archers** (pg.6), two **Pikemen** (pg.43), and two **Combustion Wizards** (pg.13).

If the players side with the law, they replace the commander's city guard and the **Scoundrel** (pg.14) finds a different crew, consisting of: six **Brigands** (pg.11), two **Infiltrators** (pg.32), and a **Gladius** (pg.27).

Recommended Party: 4 - 6 players of 3rd level.

BATTLE MAP NPCs

Ultimately, Dungeon Masters may choose to use this battle map for any quest or adventure they deem appropriate. What follows is a sample of Adaptable NPCs to include given the quest hook above.

Included in this Pathway to Adventure are the following Adaptable NPCs when completing the heist:

- The Scoundrel (Quest Giver & Companion)
- The Mediator (Hindrance)
- The Squire (Hindrance)
- The Battle Archer (Hindrance)
- The Pikeman (Hindrance)
- The Combustion Wizard (Hindrance)
- The Commander (Foe)

Alternatively, if the players decide to thwart the heist, they could oppose the following Adaptable NPCs:

- The Commander (Quest Giver & Companion)
- The Mediator (Helper)
- The Squire (Helper)
- The Brigand (Hindrance)
- The Infiltrator (Hindrance)
- The Gladius (Hindrance)
- The Scoundrel (Foe)

Quick thoughts: The DM may wish to ask the players to think about how they might get out of the vault if they successfully gain entry to the master vault?

BATTLE MAP LAYOUT

Buildings: There are three buildings on the battle map: the vault (top), a shop (lower left), and a residence (lower right). The DM may use the shop and residence for whatever purpose that enhances the adventure.

Area 1: This is the service room for the vault, where commoners come to pay their taxes to the **King**. This area is has twelve **Commoners** (MM pg.173) waiting to pay their taxes. The locked door connecting area 1 and area 2 can be opened with a successful DC 14 Dexterity (Thieves Tools) skill check.

Area 2: This room is populated by four **Mediators**, collecting tax payments from city patrons. If any of them notice someone tampering with the door connected to room 1, or acting overly suspicious (such as a player failing a few skill checks), one of them will alert the **Commander** via a pair of sending stones (DMG pg.199), who will arrive in 1d6 rounds with his city guard. The DM should give some indication of how long it will be before the city guard arrives to build tension amongst the players (possibly done by a scared **Mediator** when the players gain entry to room 2).

Also, this area has two doors that access area 3. The **Mediators** in this room do not have keys to open either door. Players can attempt to open either door with a successful DC 18 Dexterity (Thieves Tools) skill check, or by taking hostages and making a successful DC 15 Charisma (Intimidation or Persuasion) skill check with the **Mediators** in area 3 (conversing through the door).

When the city guard arrives, the DM will need to determine their actions based upon how the players have proceeded until this point. Will they surround the building and wait? Will they attempt to break down the doors? Will the scoundrel threaten to kill hostages?

Areas 3, 4 & 5: This room contains ten **Mediators**, all counting and sorting the taxes. Also, two **Pikemen** are present, acting as supervisors employed by the **King**. Each pikeman has a keyring with seven keys: one key for entry into the vault (area 6), and a key for each six sub-vaults (V1 - V6). They do not have a key for sub-vault V7.

Area 6: This room contains seven sub-vaults. The six small sub-vault's (V1 - V6) loot can be determined by rolling on a **Individual Treasure table** (DMG pg.136), and master sub-vault's (V7) loot by rolling on the **Treasure Hoard: Challenge 11-16 table** (DMG pg.138). The V7 sub-vault can be picked with a successful DC 30 Dexterity (Thieves Tools) skill check, which requires an action. The DC to pick the lock decreases by 4 per failed attempt, as the lock-picker becomes more familiar with the lock.

Opening the Main Sub-vault (V7): The players should describe how they want to set up in the vault area with the city guard attempting to get inside. The DM should roll for initiative once the players attempt to pick the V7 master vault lock (the amount of time to open determined by the skill check rolls).



NPC COMPENDIUM

Adaptable NPCs introduces 70 non-player characters and 8 short adventures for Dungeon Masters to drop into their worlds with minimal preparation.

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GRIMLORE
ENTERTAINMENT

