

BASIC TIEFLINGS

A COLLECTION OF NPC VARIANTS
FOR USE WITH DUNGEONS & DRAGONS



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Introduction: This supplement contains ready-to-use NPC stat blocks based on the NPCs contained in the Dungeons & Dragons 5th Edition Basic Rules. These NPCs have been compiled and modified to reflect characters of the Tiefling race, including Feral and Winged variants.

WRITTEN BY [TRAVIS LEGGE](#)

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BASIC TIEFLINGS

This collection contains variant versions of each NPC presented in the *Dungeons & Dragons Basic Rules*. These NPCs are recalculated to include the racial features and traits of tieflings, allowing the Dungeon Master to easily populate any campaign with infernal-blooded antagonists and allies. In addition to NPCs bearing the standard tiefling racial features, this book contains tiefling variants as presented in the *Sword Coast Adventurer's Guide*.

ADDITIONAL RESOURCES

In addition to the NPCs included in this book, Dungeon Masters and players who wish to include a broader variety of tieflings in their games may wish to check out the following products on the DMs Guild, each of which offer new and interesting options for the tiefling race.

- [20 Quick Tiefling NPCs](#) by Stephen Hart
- [100 Tiefling Traits](#) by Casey Willis
- [Infernal Legacies: 8 Tiefling Sub Races](#) by Leland Andercheck
- [In the Wake of Rage](#) by Travis Legge

NON-PLAYER CHARACTERS

TIEFLING ACOLYTE

Medium humanoid, any

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

STR 10 (+0) **DEX** 10 (+0) **CON** 10 (+0)

INT 11 (+0) **WIS** 14 (+2) **CHA** 13 (+1)

Skills Medicine +4, Religion +2

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 12

Languages Infernal, Any one language (usually Common)

Challenge 1/4 (50 XP)

Innate Spellcasting. The tiefling acolyte can use the *thaumaturgy* cantrip due to its infernal heritage. Its spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks).

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

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

1st level (3 slots): *bless, cure wounds, sanctuary*

ACTIONS

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

TIEFLING (FERAL) ACOLYTE

Medium humanoid, any

Armor Class 11

Hit Points 9 (2d8)

Speed 30 ft.

STR 10 (+0) **DEX** 12 (+1) **CON** 10 (+0)

INT 11 (+0) **WIS** 14 (+2) **CHA** 11 (+0)

Skills Medicine +4, Religion +2

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 12

Languages Infernal, Any one language (usually Common)

Challenge 1/4 (50 XP)

Innate Spellcasting. The tiefling acolyte can use the *thaumaturgy* cantrip due to its infernal heritage. Its spellcasting ability for this feature is Charisma (spell save DC 10, +2 to hit with spell attacks).

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

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

1st level (3 slots): *bless, cure wounds, sanctuary*

ACTIONS

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

TIEFLING (FERAL, WINGED) ACOLYTE

Medium humanoid, any

Armor Class 11

Hit Points 9 (2d8)

Speed 30 ft., fly 30 ft.

STR 10 (+0) **DEX** 12 (+1) **CON** 10 (+0)

INT 11 (+0) **WIS** 14 (+2) **CHA** 11 (+0)

Skills Medicine +4, Religion +2

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 12

Languages Infernal, Any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *spare the dying*
1st level (3 slots): *bless*, *cure wounds*, *sanctuary*

Winged. The acolyte has bat-like wings sprouting from its shoulder blades. This grants the acolyte a flying speed of 30 feet.

ACTIONS

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

TIEFLING ARCHMAGE

Medium humanoid, any

Armor Class 12 (15

With Mage Armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR 10 (+0) **DEX** 14 (+2) **CON** 12 (+1)

INT 20 (+5) **WIS** 15 (+2) **CHA** 18 (+4)

Saving Throws INT +9, WIS +6

Skills Arcana +9, History +9

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 12

Languages Infernal, Any six languages

Challenge 12 (8,400 XP)

Innate Spellcasting. The Tiefling archmage can use the *thaumaturgy* cantrip due to its infernal heritage. This also allows the Tiefling archmage to cast the *hellish rebuke* spell as a 2nd-level spell once with



this trait, and the *darkness* spell once with this trait and regains the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks).

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *prestidigitation*, *ray of frost*, *shocking grasp*
1st level (4 slots): *detect magic*, *identify*, *mage armor*, *magic missile*
2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*
3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*
4th level (3 slots): *banishment*, *fire shield*, *stoneskin*
5th level (3 slots): *cone of cold*, *scrying*, *wall of force*
6th level (1 slot): *globe of invulnerability*
7th level (1 slot): *teleport*
8th level (1 slot): *mind blank*
9th level (1 slot): *time stop*

*The archmage casts *mind blank*, *stoneskin* and *mage armor* spells on itself before combat.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

TIEFLING (FERAL) ARCHMAGE

Medium humanoid, any

Armor Class 13 (16 With Mage Armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR 10 (+0) **DEX** 16 (+3) **CON** 12 (+1)

INT 20 (+5) **WIS** 15 (+2) **CHA** 16 (+3)

Saving Throws INT +9, WIS +6

Skills Arcana +9, History +9

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 12

Languages Infernal, Any six languages

Challenge 12 (8,400 XP)

Innate Spellcasting. The Tiefling archmage can use the *vicious mockery* cantrip due to its infernal heritage. This also allows the Tiefling archmage to cast the *charm person* spell as a 2nd-level spell once with this trait, and the *darkness* spell once with this trait and regains the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks).

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *prestidigitation*, *ray of frost*, *shocking grasp*
1st level (4 slots): *detect magic*, *identify*, *mage armor*, *magic missile*
2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*
3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*
4th level (3 slots): *banishment*, *fire shield*, *stoneskin*
5th level (3 slots): *cone of cold*, *scrying*, *wall of force*
6th level (1 slot): *globe of invulnerability*
7th level (1 slot): *teleport*
8th level (1 slot): *mind blank*
9th level (1 slot): *time stop*

*The archmage casts *mind blank*, *stoneskin* and *mage armor* spells on itself before combat.

ACTIONS

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

TIEFLING (FERAL, WINGED) ARCHMAGE

Medium humanoid, any

Armor Class 13 (16 With Mage Armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft., fly 30 ft.

STR 10 (+0) **DEX** 16 (+3) **CON** 12 (+1)

INT 20 (+5) **WIS** 15 (+2) **CHA** 16 (+3)

Saving Throws INT +9, WIS +6

Skills Arcana +9, History +9

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 12

Languages Infernal, Any six languages

Challenge 12 (8,400 XP)

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *prestidigitation*, *ray of frost*, *shocking grasp*
1st level (4 slots): *detect magic*, *identify*, *mage armor*, *magic missile*
2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*
3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*
4th level (3 slots): *banishment*, *fire shield*, *stoneskin*
5th level (3 slots): *cone of cold*, *scrying*, *wall of force*
6th level (1 slot): *globe of invulnerability*
7th level (1 slot): *teleport*
8th level (1 slot): *mind blank*
9th level (1 slot): *time stop*

*The archmage casts *mind blank*, *stoneskin* and *mage armor* spells on itself before combat.

Winged. The archmage has bat-like wings sprouting from its shoulder blades. This grants the archmage a flying speed of 30 feet.

ACTIONS

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

TIEFLING ASSASSIN

Medium humanoid, any

Armor Class 15 (Studded Leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR 11 (+0) **DEX** 16 (+3) **CON** 14 (+2)

INT 14 (+2) **WIS** 11 (+0) **CHA** 12 (+1)

Saving Throws DEX +6, INT +5

Skills Acrobatics +6, Deception +4, Perception +3, Stealth +6

Damage Resistances Fire, Poison

Senses Darkvision 60 ft., Passive Perception 13

Languages Thieves' cant, Infernal, plus any two languages

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

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

Innate Spellcasting. The Tiefling assassin can use the *thaumaturgy* cantrip due to its infernal heritage. This also allows the Tiefling assassin to cast the *hellish rebuke* spell as a 2nd-level spell once with this trait, and the *darkness* spell once with this trait and regains the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

Sneak Attack. Once per turn, the assassin 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 assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The assassin makes two shortsword attacks.



Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

TIEFLING (FERAL) ASSASSIN

Medium humanoid, any

Armor Class 15 (Studded Leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR 11 (+0) **DEX** 18 (+4) **CON** 14 (+2)

INT 14 (+2) **WIS** 11 (+0) **CHA** 10 (+0)

Saving Throws DEX +7, INT +5

Skills Acrobatics +7, Deception +4, Perception +3, Stealth +7

Damage Resistances Fire, Poison

Senses Darkvision 60 ft., Passive Perception 13

Languages Thieves' cant, Infernal, plus any two languages

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

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

Innate Spellcasting. The Tiefling assassin can use the *vicious mockery* cantrip due to its infernal heritage. This also allows the Tiefling assassin to cast the *charm person* spell as a 2nd-level spell once with this trait, and the *darkness* spell once with this trait and regains the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

Sneak Attack. Once per turn, the assassin 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 assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

TIEFLING (FERAL, WINGED) ASSASSIN

Medium humanoid, any

Armor Class 15 (Studded Leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft., fly 30 ft.

STR 11 (+0) **DEX** 18 (+4) **CON** 14 (+2)

INT 14 (+2) **WIS** 11 (+0) **CHA** 10 (+0)

Saving Throws DEX +7, INT +5

Skills Acrobatics +7, Deception +4, Perception +3, Stealth +7

Damage Resistances Fire, Poison

Senses Darkvision 60 ft., Passive Perception 13

Languages Thieves' cant, Infernal, plus any two languages

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

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

Sneak Attack. Once per turn, the assassin 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

assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Winged. The assassin has bat-like wings sprouting from its shoulder blades. This grants the assassin a flying speed of 30 feet.

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

TIEFLING BANDIT

Medium humanoid, any

Armor Class 12 (Leather Armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR 11 (+0) **DEX** 12 (+1) **CON** 12 (+1)

INT 11 (+0) **WIS** 10 (+0) **CHA** 12 (+1)

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 10

Languages Infernal, Any one language (usually Common)

Challenge 1/8 (25 XP)

Innate Spellcasting. The tiefling bandit can use the *thaumaturgy* cantrip due to its infernal heritage. Its spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks).

ACTIONS

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

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

TIEFLING (FERAL) BANDIT

Medium humanoid, any

Armor Class 13 (Leather Armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR 11 (+0) **DEX** 14 (+2) **CON** 12 (+1)

INT 11 (+0) **WIS** 10 (+0) **CHA** 10 (+0)

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 10

Languages Infernal, Any one language (usually Common)

Challenge 1/8 (25 XP)

Innate Spellcasting. The tiefling bandit can use the *vicious mockery* cantrip due to its infernal heritage. Its spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks).

ACTIONS

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

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

TIEFLING (FERAL, WINGED) BANDIT

Medium humanoid, any

Armor Class 13 (Leather Armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft., fly 30 ft.

STR 11 (+0) **DEX** 14 (+2) **CON** 12 (+1)

INT 11 (+0) **WIS** 10 (+0) **CHA** 10 (+0)

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 10

Languages Infernal, Any one language (usually Common)

Challenge 1/8 (25 XP)

Winged. The bandit has bat-like wings sprouting from its shoulder blades. This grants the bandit a flying speed of 30 feet.

ACTIONS

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

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

TIEFLING BANDIT CAPTAIN

Medium humanoid, any

Armor Class 15 (Studded Leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR 15 (+2) **DEX** 16 (+3) **CON** 14 (+2)

INT 15 (+2) **WIS** 11 (+0) **CHA** 16 (+3)

Saving Throws STR +4, DEX +5, WIS +2

Skills Athletics +4, Deception +5

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 10

Languages Infernal, Any two languages

Challenge 2 (450 XP)

Innate Spellcasting. The Tiefling bandit captain can use the *thaumaturgy* cantrip due to its infernal heritage. This also allows the Tiefling bandit captain to cast the *hellish rebuke* spell as a 2nd-level spell once with this trait and regains the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

ACTIONS

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

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

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

REACTIONS

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

TIEFLING (FERAL) BANDIT CAPTAIN

Medium humanoid, any

Armor Class 16 (Studded Leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR 15 (+2) **DEX** 18 (+4) **CON** 14 (+2)

INT 15 (+2) **WIS** 11 (+0) **CHA** 14 (+2)

Saving Throws STR +4, DEX +6, WIS +2

Skills Athletics +5, Deception +4

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 10

Languages Infernal, Any two languages

Challenge 2 (450 XP)

Innate Spellcasting. The Tiefling bandit captain can use the *vicious mockery* cantrip due to its infernal heritage. This also allows the Tiefling bandit captain to cast the *charm person* spell as a 2nd-level spell once with this trait and regains the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks)

ACTIONS

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

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

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

REACTIONS

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

TIEFLING (FERAL, WINGED) BANDIT CAPTAIN

Medium humanoid, any

Armor Class 16 (Studded Leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft., fly 30 ft.

STR 15 (+2) **DEX** 18 (+4) **CON** 14 (+2)

INT 15 (+2) **WIS** 11 (+0) **CHA** 14 (+2)

Saving Throws STR +4, DEX +6, WIS +2

Skills Athletics +5, Deception +4

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 10

Languages Infernal, Any two languages

Challenge 2 (450 XP)

Winged. The bandit captain has bat-like wings sprouting from its shoulder blades. This grants the bandit captain a flying speed of 30 feet.

ACTIONS

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

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

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

REACTIONS

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

TIEFLING BERSERKER

Medium humanoid, any

Armor Class 13 (Hide Armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR 16 (+3) **DEX** 12 (+1) **CON** 17 (+3)

INT 10 (+0) **WIS** 11 (+0) **CHA** 11 (+0)

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 10

Languages Infernal, Any one language (usually Common)

Challenge 2 (450 XP)

Innate Spellcasting. The tiefling berserker can use the *thaumaturgy* cantrip due to its infernal heritage. This also allows the tiefling berserker to cast the *hellish rebuke* spell as a 2nd-level spell once with this trait and regains the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks.)

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

ACTIONS

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

TIEFLING (FERAL) BERSERKER

Medium humanoid, any

Armor Class 14 (Hide Armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR 16 (+3) **DEX** 14 (+2) **CON** 17 (+3)

INT 10 (+0) **WIS** 11 (+0) **CHA** 9 (-1)

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 10

Languages Infernal, Any one language (usually Common)

Challenge 2 (450 XP)

Innate Spellcasting. The Tiefling berserker can use the *vicious mockery* cantrip due to its infernal heritage. This also allows the Tiefling berserker to cast the *charm person* spell as a 2nd-level spell once with this trait and regains the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 9, +1 to hit with spell attacks.)

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

ACTIONS

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

TIEFLING (FERAL, WINGED) BERSERKER

Medium humanoid, any

Armor Class 14 (Hide Armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft., fly 30 ft.

STR 16 (+3) **DEX** 14 (+2) **CON** 17 (+3)

INT 10 (+0) **WIS** 11 (+0) **CHA** 9 (-1)

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 10

Languages Infernal, Any one language (usually Common)

Challenge 2 (450 XP)

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

Winged. The berserker has bat-like wings sprouting from its shoulder blades. This grants the berserker a flying speed of 30 feet.

ACTIONS

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

TIEFLING COMMONER

Medium humanoid, any

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR 10 (+0) **DEX** 10 (+0) **CON** 10 (+0)

INT 11 (+0) **WIS** 10 (+0) **CHA** 12 (+1)

Damage Resistances Fire

Senses Darkvision, Passive Perception 10

Languages Infernal, Any one language (usually Common)

Challenge 0 (10 XP)

Innate Spellcasting. The tiefling commoner can use the *thaumaturgy* cantrip due to its infernal heritage. Its spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks).

ACTIONS

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

TIEFLING (FERAL) COMMONER

Medium humanoid, any

Armor Class 11

Hit Points 4 (1d8)

Speed 30 ft.

STR 10 (+0) **DEX** 12 (+1) **CON** 10 (+0)

INT 11 (+0) **WIS** 10 (+0) **CHA** 10 (+0)

Damage Resistances Fire

Senses Darkvision, Passive Perception 10

Languages Infernal, Any one language (usually Common)

Challenge 0 (10 XP)

Innate Spellcasting. The tiefling commoner can use the *vicious mockery* cantrip due to its infernal heritage. Its spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks).

ACTIONS

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

TIEFLING (FERAL, WINGED) COMMONER

Medium humanoid, any

Armor Class 11

Hit Points 4 (1d8)

Speed 30 ft., fly 30 ft.

STR 10 (+0) **DEX** 12 (+1) **CON** 10 (+0)

INT 11 (+0) **WIS** 10 (+0) **CHA** 10 (+0)

Damage Resistances Fire

Senses Darkvision, Passive Perception 10

Languages Infernal, Any one language (usually Common)

Challenge 0 (10 XP)

Winged. The commoner has bat-like wings sprouting from its shoulder blades. This grants the commoner a flying speed of 30 feet.

ACTIONS

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

TIEFLING CULT FANATIC

Medium humanoid, any

Armor Class 13 (Leather Armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR 11 (+0) **DEX** 14 (+2) **CON** 12 (+1)

INT 11 (+0) **WIS** 13 (+1) **CHA** 16 (+3)

Skills Deception +5, Persuasion +5, Religion +2

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 11

Languages Infernal, Any one language (usually Common)

Challenge 2 (450 XP)

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

Innate Spellcasting. The tiefling cult fanatic can use the *thaumaturgy* cantrip due to its infernal heritage. This also allows the tiefling cult fanatic to cast the *hellish rebuke* spell as a 2nd-level spell once with this trait and regains the ability to do so when they

finish a long rest. Its spellcasting ability is Charisma (spell save DC 13, +3 to hit with spell attacks).

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, toll the dead*
1st level (4 slots): *command, inflict wounds, shield of faith*
2nd level (3 slots): *hold person, spiritual weapon*

ACTIONS

Multiattack. The fanatic makes two melee attacks.

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

TIEFLING (FERAL) CULT FANATIC

Medium humanoid, any

Armor Class 14 (Leather Armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR 11 (+0) **DEX** 16 (+3) **CON** 12 (+1)

INT 11 (+0) **WIS** 13 (+1) **CHA** 14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 11

Languages Infernal, Any one language (usually Common)

Challenge 2 (450 XP)

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

Innate Spellcasting. The tiefling cult fanatic can use the *vicious mockery* cantrip due to its infernal heritage. This also allows the tiefling cult fanatic to cast the *charm person* spell as a 2nd-level spell once with this trait and regains the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 12, +2 to hit with spell attacks).

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, toll the dead*
1st level (4 slots): *command, inflict wounds, shield of faith*
2nd level (3 slots): *hold person, spiritual weapon*

ACTIONS

Multiattack. The fanatic makes two melee attacks.

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

TIEFLING (FERAL, WINGED) CULT FANATIC

Medium humanoid, any

Armor Class 14 (Leather Armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., fly 30 ft.

STR 11 (+0) **DEX** 16 (+3) **CON** 12 (+1)

INT 11 (+0) **WIS** 13 (+1) **CHA** 14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 11

Languages Infernal, Any one language (usually Common)

Challenge 2 (450 XP)

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

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, toll the dead*
1st level (4 slots): *command, inflict wounds, shield of faith*
2nd level (3 slots): *hold person, spiritual weapon*

Winged. The cult fanatic has bat-like wings sprouting from its shoulder blades. This grants the cult fanatic a flying speed of 30 feet.

ACTIONS

Multiattack. The fanatic makes two melee attacks.

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

TIEFLING CULTIST

Medium humanoid, any

Armor Class 12 (Leather Armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +3, Religion +2

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 10

Languages Infernal, Any one language (usually Common)

Challenge 1/8 (25 XP)

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

Innate Spellcasting. The tiefling cultist can use the *thaumaturgy* cantrip due to its infernal heritage. Its spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks).

ACTIONS

Scimitar. *Melee Weapon*

Attack: +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) slashing damage.

TIEFLING (FERAL) CULTIST

Medium humanoid, any

Armor Class 13 (Leather Armor)

Hit Points 9 (2d8)

Speed 30 ft.

STR 11 (+0) **DEX** 14 (+2) **CON** 10 (+0)

INT 11 (+0) **WIS** 11 (+0) **CHA** 10 (+0)

Skills Deception +3, Religion +2

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 10

Languages Infernal, Any one language (usually Common)

Challenge 1/8 (25 XP)

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

Innate Spellcasting.

The tiefling cultist can use the *vicious mockery* cantrip due to its infernal heritage. Its spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks).

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 5 (1d6 + 2) slashing damage.



TIEFLING (FERAL, WINGED) CULTIST

Medium humanoid, any

Armor Class 13 (Leather Armor)

Hit Points 9 (2d8)

Speed 30 ft., Fly 30 ft.

STR 11 (+0) **DEX** 14 (+2) **CON** 10 (+0)

INT 11 (+0) **WIS** 11 (+0) **CHA** 10 (+0)

Skills Deception +3, Religion +2

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 10

Languages Infernal, Any one language (usually Common)

Challenge 1/8 (25 XP)

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

Winged. The cultist has bat-like wings sprouting from its shoulder blades. This grants the cultist a flying speed of 30 feet.

ACTIONS

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

TIEFLING DRUID

Medium humanoid, any

Armor Class 11 (16 With Barkskin)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR 10 (+0) **DEX** 12 (+1) **CON** 13 (+1)

INT 13 (+1) **WIS** 15 (+2) **CHA** 13 (+1)

Skills Medicine +4, Nature +3, Perception +4

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 14

Languages Druidic, Infernal, plus any two languages

Challenge 2 (450 XP)

Innate Spellcasting. The Tiefling druid can use the *thaumaturgy* cantrip due to its infernal heritage. This also allows the Tiefling druid to cast the *hellish rebuke* spell as a 2nd-level spell once with this trait and they regain the ability to do so when they finish

a long rest. Its spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks).

TIEFLING (FERAL) DRUID

Medium humanoid, any

Armor Class 12 (16 With Barkskin)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR 10 (+0) **DEX** 14 (+2) **CON** 13 (+1)

INT 13 (+1) **WIS** 15 (+2) **CHA** 11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 14

Languages Druidic, Infernal, plus any two languages

Challenge 2 (450 XP)

Innate Spellcasting. The Tiefling druid can use the *vicious mockery* cantrip due to its infernal heritage. This also allows the Tiefling druid to cast the *charm person* spell as a 2nd-level spell once with this trait and they regain the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks).

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

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

1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *animal messenger*, *barkskin*

ACTIONS

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

TIEFLING (FERAL, WINGED) DRUID

Medium humanoid, any

Armor Class 12 (16 With Barkskin)

Hit Points 27 (5d8 + 5)

Speed 30 ft., fly 30 ft.

STR 10 (+0) **DEX** 14 (+2) **CON** 13 (+1)

INT 13 (+1) **WIS** 15 (+2) **CHA** 11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 14

Languages Druidic, Infernal, plus any two languages

Challenge 2 (450 XP)

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

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

1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *animal messenger*, *barkskin*

Winged. The druid has bat-like wings sprouting from its shoulder blades. This grants the druid a flying speed of 30 feet.

ACTIONS

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

TIEFLING GLADIATOR

Medium humanoid, any

Armor Class 16 (Studded Leather, Shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR 18 (+4) **DEX** 15 (+2) **CON** 16 (+3)

INT 11 (+0) **WIS** 12 (+1) **CHA** 17 (+3)

Saving Throws STR +7, DEX +5, CON +6

Skills Athletics +7, Intimidation +6

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 11

Languages Infernal, Any one language (usually Common)

Challenge 5 (1,800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

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

Innate Spellcasting. The tiefling gladiator can use the *thaumaturgy* cantrip due to its infernal heritage. This also allows the tiefling gladiator to cast the *hellish rebuke* spell as a 2nd-level spell once with this trait, and the *darkness* spell once with this trait and regains the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks).

ACTIONS

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

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

TIEFLING (FERAL) GLADIATOR

Medium humanoid, any

Armor Class 17 (Studded Leather, Shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR 18 (+4) **DEX** 17 (+3) **CON** 16 (+3)

INT 11 (+0) **WIS** 12 (+1) **CHA** 15 (+2)

Saving Throws STR +7, DEX +6, CON +6

Skills Athletics +7, Intimidation +5

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 11

Languages Infernal, Any one language (usually Common)

Challenge 5 (1,800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

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

Innate Spellcasting. The tiefling gladiator can use the *vicious mockery* cantrip due to its infernal heritage. This also allows the tiefling gladiator to cast the *charm person* spell as a 2nd-level spell once with this trait, and the *darkness* spell once with this trait and regains the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

ACTIONS

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

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

TIEFLING (FERAL, WINGED) GLADIATOR

Medium humanoid, any

Armor Class 17 (Studded Leather, Shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft., fly 30 ft.

STR 18 (+4) **DEX** 17 (+3) **CON** 16 (+3)

INT 11 (+0) **WIS** 12 (+1) **CHA** 15 (+2)

Saving Throws STR +7, DEX +6, CON +6

Skills Athletics +7, Intimidation +5

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 11

Languages Infernal, Any one language (usually Common)

Challenge 5 (1,800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

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

Winged. The gladiator has bat-like wings sprouting from its shoulder blades. This grants the gladiator a flying speed of 30 feet.

ACTIONS

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

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller

creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

TIEFLING GUARD

Medium humanoid, any

Armor Class 16 (Chain Shirt, Shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR 13 (+1) **DEX** 12 (+1) **CON** 12 (+1)

INT 11 (+0) **WIS** 11 (+0) **CHA** 13 (+1)

Skills Perception +2

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 12

Languages Infernal, Any one language (usually Common)

Challenge 1/8 (25 XP)

Innate Spellcasting. The tiefling guard can use the *thaumaturgy* cantrip due to its infernal heritage. Its spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks).

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

TIEFLING (FERAL) GUARD

Medium humanoid, any

Armor Class 17 (Chain Shirt, Shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR 13 (+1) **DEX** 14 (+2) **CON** 12 (+1)

INT 11 (+0) **WIS** 11 (+0) **CHA** 11 (+0)

Skills Perception +2

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 12

Languages Infernal, Any one language (usually Common)

Challenge 1/8 (25 XP)

Innate Spellcasting. The tiefling guard can use the *vicious mockery* cantrip due to its infernal heritage. Its spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks).

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

TIEFLING (FERAL, WINGED) GUARD

Medium humanoid, any

Armor Class 17 (Chain Shirt, Shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft., fly 30 ft.

STR 13 (+1) **DEX** 14 (+2) **CON** 12 (+1)

INT 11 (+0) **WIS** 11 (+0) **CHA** 11 (+0)

Skills Perception +2

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 12

Languages Infernal, Any one language (usually Common)

Challenge 1/8 (25 XP)

Winged. The guard has bat-like wings sprouting from its shoulder blades. This grants the guard a flying speed of 30 feet.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

TIEFLING KNIGHT

Medium humanoid, any

Armor Class 18 (Plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR 16 (+3) **DEX** 11 (+0) **CON** 14 (+2)

INT 12 (+1) **WIS** 11 (+0) **CHA** 17 (+3)

Saving Throws CON +4, WIS +2

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 10

Languages Infernal, Any one language (usually Common)

Challenge 3 (700 XP)

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

Innate Spellcasting. The tiefling knight can use the *thaumaturgy* cantrip due to its infernal heritage. This also allows the tiefling knight to cast the *hellish rebuke* spell as a 2nd-level spell once with this trait, and the *darkness* spell once with this trait and regains the ability to do so when they finish a long

rest. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

ACTIONS

Multiattack. The knight makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

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

REACTIONS

Parry. 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 melee weapon.

TIEFLING (FERAL) KNIGHT

Medium humanoid, any

Armor Class 18 (Plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR 16 (+3) **DEX** 13 (+1) **CON** 14 (+2)

INT 12 (+1) **WIS** 11 (+0) **CHA** 15 (+2)

Saving Throws CON +4, WIS +2

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 10

Languages Infernal, Any one language (usually Common)

Challenge 3 (700 XP)

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



Innate Spellcasting. The tiefling knight can use the *vicious mockery* cantrip due to its infernal heritage. This also allows the tiefling knight to cast the *charm person* spell as a 2nd-level spell once with this trait, and the *darkness* spell once with this trait and regains the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks).

ACTIONS

Multiattack. The knight makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 +1) piercing damage.

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

REACTIONS

Parry. 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 melee weapon.

TIEFLING (FERAL, WINGED) KNIGHT

Medium humanoid, any

Armor Class 18 (Plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft., fly 30 ft.

STR 16 (+3) **DEX** 13 (+1) **CON** 14 (+2)

INT 12 (+1) **WIS** 11 (+0) **CHA** 15 (+2)

Saving Throws CON +4, WIS +2

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 10

Languages Infernal, Any one language (usually Common)

Challenge 3 (700 XP)

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

Winged. The knight has bat-like wings sprouting from its shoulder blades. This grants the knight a flying speed of 30 feet.

ACTIONS

Multiattack. The knight makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 +1) piercing damage.

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

REACTIONS

Parry. 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 melee weapon.

TIEFLING MAGE

Medium humanoid, any

Armor Class 12 (15 With Mage Armor)

Hit Points 40 (9d8)

Speed 30 ft.

STR 9 (-1) **DEX** 14 (+2) **CON** 11 (+0)

INT 18 (+4) **WIS** 12 (+1) **CHA** 13 (+1)

Saving Throws INT +7, WIS +4

Skills Arcana +7, History +7

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 11

Languages Infernal, Any four languages

Challenge 6 (2,300 XP)

Innate Spellcasting. The tiefling mage can use the thaumaturgy cantrip due to its infernal heritage. This also allows the tiefling mage to cast the hellish rebuke spell as a 2nd-level spell once with this trait, and the *darkness* spell once with this trait and regains the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*
1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*
2nd level (3 slots): *misty step*, *suggestion*
3rd level (3 slots): *counterspell*, *fireball*, *fly*
4th level (3 slots): *greater invisibility*, *ice storm*
5th level (1 slot): *cone of cold*

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.

TIEFLING (FERAL) MAGE

Medium humanoid, any

Armor Class 13 (16 With Mage Armor)

Hit Points 40 (9d8)

Speed 30 ft.

STR 9 (-1) **DEX** 16 (+3) **CON** 11 (+0)

INT 18 (+4) **WIS** 12 (+1) **CHA** 11 (+0)

Saving Throws INT +7, WIS +4

Skills Arcana +7, History +7

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 11

Languages Infernal, Any four languages

Challenge 6 (2,300 XP)

Innate Spellcasting. The tiefling mage can use the thaumaturgy cantrip due to its infernal heritage.

This also allows the tiefling mage to cast the hellish rebuke spell as a 2nd-level spell once with this trait, and the *darkness* spell once with this trait and regains the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks).

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*
1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*
2nd level (3 slots): *misty step*, *suggestion*
3rd level (3 slots): *counterspell*, *fireball*, *fly*
4th level (3 slots): *greater invisibility*, *ice storm*
5th level (1 slot): *cone of cold*

ACTIONS

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

TIEFLING (FERAL, WINGED) MAGE

Medium humanoid, any

Armor Class 13 (16 With Mage Armor)

Hit Points 40 (9d8)

Speed 30 ft., fly 30 ft.

STR 9 (-1) **DEX** 16 (+3) **CON** 11 (+0)

INT 18 (+4) **WIS** 12 (+1) **CHA** 11 (+0)

Saving Throws INT +7, WIS +4

Skills Arcana +7, History +7

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 11

Languages Infernal, Any four languages

Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

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

2nd level (3 slots): *misty step, suggestion*

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

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

5th level (1 slot): *cone of cold*

Winged. The mage has bat-like wings sprouting from its shoulder blades. This grants the mage a flying speed of 30 feet.

ACTIONS

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

TIEFLING NOBLE

Medium humanoid, any

Armor Class 15 (Breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

STR 11 (+0) **DEX** 12 (+1) **CON** 11 (+0)

INT 13 (+1) **WIS** 14 (+2) **CHA** 18 (+4)

Skills Deception +6, Insight +4, Persuasion +6

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 12

Languages Infernal, Any two languages

Challenge 1/8 (25 XP)

Spellcasting. The tiefling noble can use the *thaumaturgy* cantrip due to its infernal heritage. This also allows the Tiefling noble to cast the *hellish rebuke* spell as a 2nd-level spell once with this trait and regain the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks).

ACTIONS

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

REACTIONS

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

TIEFLING (FERAL) NOBLE

Medium humanoid, any

Armor Class 16 (Breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

STR 11 (+0) **DEX** 14 (+2) **CON** 11 (+0)

INT 13 (+1) **WIS** 14 (+2) **CHA** 16 (+3)

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

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 12

Languages Infernal, Any two languages

Challenge 1/8 (25 XP)

Spellcasting. The tiefling noble can use the *vicious mockery* cantrip due to its infernal heritage. This also allows the tiefling noble to cast the *charm person* spell as a 2nd-level spell once with this trait and regain the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

ACTIONS

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

REACTIONS

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

TIEFLING (FERAL, WINGED) NOBLE

Medium humanoid, any

Armor Class 16 (Breastplate)

Hit Points 9 (2d8)

Speed 30 ft., fly 30 ft.

STR 11 (+0) **DEX** 14 (+2) **CON** 11 (+0)

INT 13 (+1) **WIS** 14 (+2) **CHA** 16 (+3)

Skills Deception +5, Insight +4, Persuasion +5
Damage Resistances Fire
Senses Darkvision 60 ft., Passive Perception 12
Languages Infernal, Any two languages
Challenge 1/8 (25 XP)

Winged. The noble has bat-like wings sprouting from its shoulder blades. This grants the noble a flying speed of 30 feet.

ACTIONS

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

REACTIONS

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

TIEFLING PRIEST

Medium humanoid, any
Armor Class 13 (Chain Shirt)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

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

Skills Medicine +5, Persuasion +5, Religion +5
Damage Resistances Fire
Senses Darkvision 60 ft., Passive Perception 13
Languages Infernal, Any two languages
Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Innate Spellcasting. The tiefling priest can use the *thaumaturgy* cantrip due to its infernal heritage. This also allows the tiefling priest to cast the *hellish rebuke* spell as a 2nd-level spell once with this trait, and the *darkness* spell once with this trait and regains the ability to do so when they finish a long

rest. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

Spellcasting. The priest is a 5th-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): *light*, *sacred flame*, *spare the dying*

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

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

TIEFLING (FERAL) PRIEST

Medium humanoid, any
Armor Class 14 (Chain Shirt)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

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

Skills Medicine +5, Persuasion +4, Religion +5
Damage Resistances Fire
Senses Darkvision 60 ft., Passive Perception 13
Languages Infernal, Any two languages
Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Innate Spellcasting. The tiefling priest can use the *vicious mockery* cantrip due to its infernal heritage. This also allows the tiefling priest to cast the *charm person* spell as a 2nd-level spell once with this trait, and the *darkness* spell once with this trait and

regains the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks).

Spellcasting. The priest is a 5th-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): *light, sacred flame, spare the dying*

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

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

TIEFLING (FERAL, WINGED) PRIEST

Medium humanoid, any

Armor Class 14 (Chain Shirt)

Hit Points 27 (5d8 + 5)

Speed 30 ft., fly 30 ft.

STR 10 (+0) **DEX** 12 (+1) **CON** 12 (+1)

INT 14 (+2) **WIS** 16 (+3) **CHA** 13 (+2)

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

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 13

Languages Infernal, Any two languages

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-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): *light, sacred flame, spare the dying*

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*

Winged. The priest has bat-like wings sprouting from its shoulder blades. This grants the priest a flying speed of 30 feet.

ACTIONS

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

TIEFLING SCOUT

Medium humanoid, any

Armor Class 13 (Leather Armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR 11 (+0) **DEX** 14 (+2) **CON** 12 (+1)

INT 12 (+1) **WIS** 13 (+1) **CHA** 13 (+1)

Skills Nature +2, Perception +3, Stealth +4, Survival +3

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 15

Languages Infernal, Any one language (usually Common)

Challenge 1/2 (100 XP)

Innate Spellcasting. The tiefling scout can use the *thaumaturgy* cantrip due to its infernal heritage. This also allows the tiefling scout to cast the *hellish rebuke* spell as a 2nd-level spell once with this trait and regain the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks).

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

ACTIONS

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

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.

TIEFLING (FERAL) SCOUT

Medium humanoid, any

Armor Class 14 (Leather Armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR 11 (+0) **DEX** 16 (+3) **CON** 12 (+1)

INT 12 (+1) **WIS** 13 (+1) **CHA** 10 (+0)

Skills Nature +2, Perception +3, Stealth +5, Survival +3

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 15

Languages Infernal, Any one language (usually Common)

Challenge 1/2 (100 XP)

Innate Spellcasting. The tiefling scout can use the *vicious mockery* cantrip due to its infernal heritage. This also allows the tiefling scout to cast the *charm person* spell as a 2nd-level spell once with this trait and regain the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks).

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

ACTIONS

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

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

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

TIEFLING (FERAL, WINGED) SCOUT

Medium humanoid, any

Armor Class 14 (Leather Armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft., fly 30ft.

STR 11 (+0) **DEX** 16 (+3) **CON** 12 (+1)

INT 12 (+1) **WIS** 13 (+1) **CHA** 10 (+0)

Skills Nature +2, Perception +3, Stealth +5, Survival +3

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 15

Languages Infernal, Any one language (usually Common)

Challenge 1/2 (100 XP)

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

Winged. The scout has bat-like wings sprouting from its shoulder blades. This grants the scout a flying speed of 30 feet.

ACTIONS

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

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

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

TIEFLING SPY

Medium humanoid, any

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR 10 (+0) **DEX** 15 (+2) **CON** 10 (+0)

INT 13 (+1) **WIS** 14 (+2) **CHA** 18 (+4)

Skills Deception +6, Insight +4, Investigation +3, Perception +4, Persuasion +6, Sleight of Hand +4, Stealth +4

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 16

Languages Infernal, Any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Innate Spellcasting. The tiefling spy can use the *thaumaturgy* cantrip due to its infernal heritage. This also allows the tiefling spy to cast the *hellish rebuke* spell as a 2nd-level spell once with this trait and regain the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks).

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

ACTIONS

Multiattack. The spy makes two melee attacks.

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

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

TIEFLING (FERAL) SPY

Medium humanoid, any

Armor Class 13

Hit Points 27 (6d8)

Speed 30 ft.

STR 10 (+0) **DEX** 17 (+3) **CON** 10 (+0)

INT 13 (+1) **WIS** 14 (+2) **CHA** 16 (+3)

Skills Deception +5, Insight +4, Investigation +3, Perception +4, Persuasion +5, Sleight of Hand +5, Stealth +5

Damage Resistances Fire



Senses Darkvision 60 ft., Passive Perception 16

Languages Infernal, Any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Innate Spellcasting. The tiefling spy can use the *vicious mockery* cantrip due to its infernal heritage. This also allows the tiefling spy to cast the *charm person* spell as a 2nd-level spell once with this trait and regain the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

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

ACTIONS

Multiattack. The spy makes two melee attacks.

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

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

TIEFLING (FERAL, WINGED) SPY

Medium humanoid, any

Armor Class 13

Hit Points 27 (6d8)

Speed 30 ft., fly 30 ft.

STR 10 (+0) **DEX** 17 (+3) **CON** 10 (+0)

INT 13 (+1) **WIS** 14 (+2) **CHA** 16 (+3)

Skills Deception +5, Insight +4, Investigation +3, Perception +4, Persuasion +5, Sleight of Hand +5, Stealth +5

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 16

Languages Infernal, Any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

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

Winged. The spy has bat-like wings sprouting from its shoulder blades. This grants the spy a flying speed of 30 feet.

ACTIONS

Multiattack. The spy makes two melee attacks.

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

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

TIEFLING THUG

Medium humanoid, any

Armor Class 11 (Leather Armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR 15 (+2) **DEX** 11 (+0) **CON** 14 (+2)

INT 11 (+0) **WIS** 10 (+0) **CHA** 13 (+1)

Skills Intimidation +3

Damage Resistances Fire

Senses Darkvision 60, Passive Perception 10

Languages Infernal, Any one language (usually Common)

Challenge 1/2 (100 XP)

Innate Spellcasting. The tiefling thug can use the *thaumaturgy* cantrip due to its infernal heritage. This also allows the tiefling thug to cast the *hellish rebuke* spell as a 2nd-level spell once with this trait and regain the ability to do so when they finish a

long rest. Its spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks).

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

ACTIONS

Multiattack. The thug makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

TIEFLING (FERAL) THUG

Medium humanoid, any

Armor Class 12 (Leather Armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR 15 (+2) **DEX** 13 (+1) **CON** 14 (+2)

INT 11 (+0) **WIS** 10 (+0) **CHA** 11 (+0)

Skills Intimidation +2

Damage Resistances Fire

Senses Darkvision 60, Passive Perception 10

Languages Infernal, Any one language (usually Common)

Challenge 1/2 (100 XP)

Innate Spellcasting. The tiefling thug can use the *vicious mockery* cantrip due to its infernal heritage. This also allows the tiefling thug to cast the *charm person* spell as a 2nd-level spell once with this trait and regain the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks).

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

ACTIONS

Multiattack. The thug makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10+1) piercing damage.

TIEFLING (FERAL, WINGED) THUG

Medium humanoid, any

Armor Class 12 (Leather Armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft., fly 30 ft.

STR 15 (+2) **DEX** 13 (+1) **CON** 14 (+2)

INT 11 (+0) **WIS** 10 (+0) **CHA** 11 (+0)

Skills Intimidation +2

Damage Resistances Fire

Senses Darkvision 60, Passive Perception 10

Languages Infernal, Any one language (usually Common)

Challenge 1/2 (100 XP)

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

Winged. The thug has bat-like wings sprouting from its shoulder blades. This grants the thug a flying speed of 30 feet.

ACTIONS

Multiattack. The thug makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10+1) piercing damage.

TIEFLING TRIBAL WARRIOR

Medium humanoid, any

Armor Class 12 (Hide Armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR 13 (+1) **DEX** 11 (+0) **CON** 12 (+1)

INT 9 (-1) **WIS** 11 (+0) **CHA** 10 (+0)

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 10

Languages Infernal, Any one language

Challenge 1/8 (25 XP)

Innate Spellcasting. The tiefling tribal warrior can use the *thaumaturgy* cantrip due to its infernal heritage. Its spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks).

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



ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

TIEFLING (FERAL) TRIBAL WARRIOR

Medium humanoid, any

Armor Class 13 (Hide Armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR 13 (+1) **DEX** 13 (+1) **CON** 12 (+1)

INT 9 (-1) **WIS** 11 (+0) **CHA** 8 (-1)

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 10

Languages Infernal, Any one language

Challenge 1/8 (25 XP)

Innate Spellcasting. The tiefling tribal warrior can use the *vicious mockery* cantrip due to its infernal heritage. Its spellcasting ability is Charisma (spell save DC 9, +1 to hit with spell attacks).

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

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

TIEFLING (FERAL, WINGED) TRIBAL WARRIOR

Medium humanoid, any

Armor Class 13 (Hide Armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft., fly 30 ft.

STR 13 (+1) **DEX** 13 (+1) **CON** 12 (+1)

INT 9 (-1) **WIS** 11 (+0) **CHA** 8 (-1)

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 10

Languages Infernal, Any one language

Challenge 1/8 (25 XP)

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

Winged. The warrior has bat-like wings sprouting from its shoulder blades. This grants the warrior a flying speed of 30 feet.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

TIEFLING VETERAN

Medium humanoid, any

Armor Class 17 (Splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR 16 (+3) **DEX** 13 (+1) **CON** 14 (+2)

INT 11 (+0) **WIS** 11 (+0) **CHA** 12 (+1)

Skills Athletics +5, Perception +2

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 12

Languages Infernal, Any one language (usually Common)

Challenge 3 (700 XP)

Innate Spellcasting. The tiefling veteran can use the *thaumaturgy* cantrip due to its infernal heritage. This also allows the tiefling veteran to cast the *hellish rebuke* spell as a 2nd-level spell once with this trait, and the *darkness* spell once with this trait and regains the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks).

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

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

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

TIEFLING (FERAL) VETERAN

Medium humanoid, any

Armor Class 17 (Splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR 16 (+3) **DEX** 15 (+2) **CON** 14 (+2)

INT 11 (+0) **WIS** 11 (+0) **CHA** 10 (+0)

Skills Athletics +5, Perception +2

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 12

Languages Infernal, Any one language (usually Common)

Challenge 3 (700 XP)

Innate Spellcasting. The tiefling veteran can use the *vicious mockery* cantrip due to its infernal heritage. This also allows the tiefling veteran to cast the *charm person* spell as a 2nd-level spell once with this trait, and the *darkness* spell once with this trait and regains the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks).

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

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

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

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

TIEFLING (FERAL, WINGED) VETERAN

Medium humanoid, any

Armor Class 17 (Splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR 16 (+3) **DEX** 15 (+2) **CON** 14 (+2)

INT 11 (+0) **WIS** 11 (+0) **CHA** 10 (+0)

Skills Athletics +5, Perception +2

Damage Resistances Fire

Senses Darkvision 60 ft., Passive Perception 12

Languages Infernal, Any one language (usually Common)

Challenge 3 (700 XP)

Winged. The veteran has bat-like wings sprouting from its shoulder blades. This grants the veteran a flying speed of 30 feet.

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

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

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

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

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