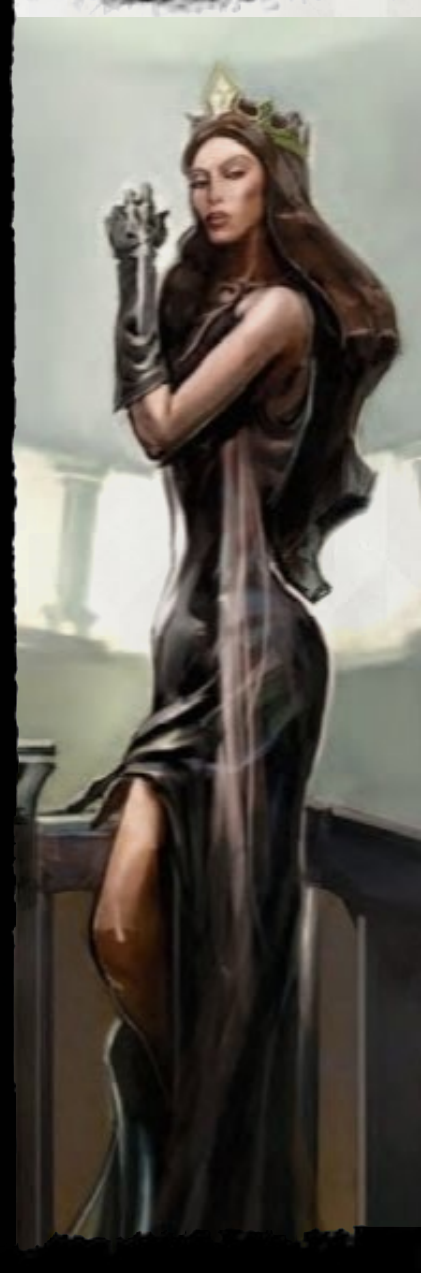


SLINKER, SAILOR, SOLDIER, SPY



52 NPCs

A veritable host of villains, allies, and quest-givers to populate your campaign in the world's greatest roleplaying game



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CREDITS

Publisher: Dungeon Masters Guild

Author: Adam Hancock

Cover Design: Adam Hancock

Interior Layout: Adam Hancock

Art: DMs Guild Resources, Wikimedia Commons

PLAYTESTERS

Jared Bailey (with Becky and Chloe), Jennifer Gupta (and family), and Patrick Lydon (with Adam, Angela, Arielle, and Shiva)

ADDITIONAL FEEDBACK

Barry Dore, Martin Piták & Nathan Stewart

ABOUT THIS PRODUCT

Slinker, Sailor, Soldier, Spy is a supplement that puts 52 unique non-player characters, and the tools to make countless more, in your hands. Once you've used the dozens of stat blocks you'll find in these pages, use the non-player character classes to create more NPCs to challenge, aid, and give quests to your campaign's player characters.

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PART I

NPC Codex

RARER THAN RUBIES

Nonplayer characters (NPCs) are in short supply. There are only twenty-one NPCs in the *Monster Manual*, numbering less than ten percent of all the stat blocks that book has. At the time of this writing, there were still only 149 NPC stat blocks scattered throughout more than a dozen hardcover books.

Slinker, Sailor, Soldier, Spy gives you dozens of new PC stat blocks. On top of that, here you'll also find easy-to-follow rules in the form of four NPC classes to guide you in making your own original NPCs.

The goal here is to create a system so robust that it could fill virtually every gap of every NPC archetype, whether that be ne'er-do-well scoundrel, arcane spellcaster, nature priest, or almost any other. So if there is a concept you don't see realized Part I of this book, Part II provides guidance about how to quickly fill that gap with NPC-specific builds.

NPC ≠ PC

NPCs are very different than their player character counterparts. Build an NPC with the *Player's Handbook* and you come away with an unnecessarily complex and overly long stat block. Let's face it, NPCs play by their own secret rules. From the lowly **commoner** to the powerful **archmage**, NPCs are virtually limitless in their variety, yet usually simple enough to fit on a half-page block.

Certainly, there are some NPCs who seem a lot like PCs, even sharing certain class features or spell lists. But others are so different you could never hope to build them with the character options found in the *Player's Handbook*. So, what's the secret to building NPCs? That's what this book promises to show you.

NPC SECRETS REVEALED

How did I arrive at creating four new NPC classes? Well, I've reverse-engineered all relevant NPC stat blocks published by Wizards of the Coast. I put each NPC in a general category, made lists of every feature, weeded out racial traits, matched the features with hit die progression, made an educated guess or two, and voila! I'll admit, the resultant NPC classes aren't aesthetically pleasing on paper. You'll notice they're a bit strange, with irregular progression, a maze of options, and scattershot features.

But the stat blocks they produce are proof of their effectiveness. The NPC classes, presented here, give you effective rules so you can build your own NPCs that look like they came from a D&D designer's desk.

RACIAL TRAITS

What about those NPC racial traits I mentioned? They have been catalogued and preserved for use. See the Race Modifiers section in Part II. There you can transform your 'any-humanoid' NPC into a drow, goblin, yuan-ti, genasi, and more by adding the racial traits found there. Again, simply going by the racial traits detailed in the *Player's Handbook* wouldn't do. That produces a stat block too complex and unwieldy for an NPC. But apply the race modifiers here in *Slinker, Sailor, Soldier, Spy*, and you'll have a manageable block that resembles a Wizards of the Coast creation.

EACH ONE UNIQUE

The NPC classes presented in Part II of *Slinker, Sailor, Soldier, Spy* will get you 95 percent of the way there. But I believe that an NPC is incomplete until it has at least one feature or trait all its own, a unique characteristic that sets it apart. What that singular feature might be is up to you, the creator. But whatever it is, this unique feature should be a flavorful one that captures the essence of the NPC concept.

For example, an **inquisitor** is always unexpected, an **inventor** can construct machines, a **jouster** fights better in front of an audience, and a **mercenary** is motivated by money. You'll find features for each of these NPCs that mechanically emulate their trademark characteristics. Use them as inspiration to create your own.

OR JUST PLUG AND PLAY

But I don't want to make my own NPCs, you may cry.

If all this NPC-creation talk is boring you, don't worry. Are you here just to mine the book for stat blocks you want to use immediately? Well, you're in luck. Here there are 52 original and fully-realized NPCs that you can use in your campaign right now!

ALCHEMIST

Medium humanoid (any race), any alignment

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

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

Saving Throws Int +5, Wis +2
Skills Arcana +5, Investigation +5
Senses passive Perception 10
Languages Common, Draconic, Dwarvish, Elvish
Challenge 2 (450 XP)

Fool's Gold. As an action, the alchemist can make up to 1 pound of any metal take on the appearance and feel of pure gold for 1 minute. Nothing short of a *detect magic* spell or other magic can detect the counterfeit.

Transmuter's Stone. The alchemist carries a magic stone it crafted that grants its bearer one of the following effects:

- Darkvision out to a range of 60 feet
- An extra 10 feet of speed while the bearer is unencumbered
- Proficiency with Constitution saving throws
- Resistance to acid, cold, fire, lightning, or thunder damage (alchemist's choice whenever the alchemist chooses this benefit)

If the alchemist has the stone and casts a transmutation spell of 1st level or higher, it can change the effect of the stone.

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

Cantrips (at will): *control flames, gust, mold earth, shape water*

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

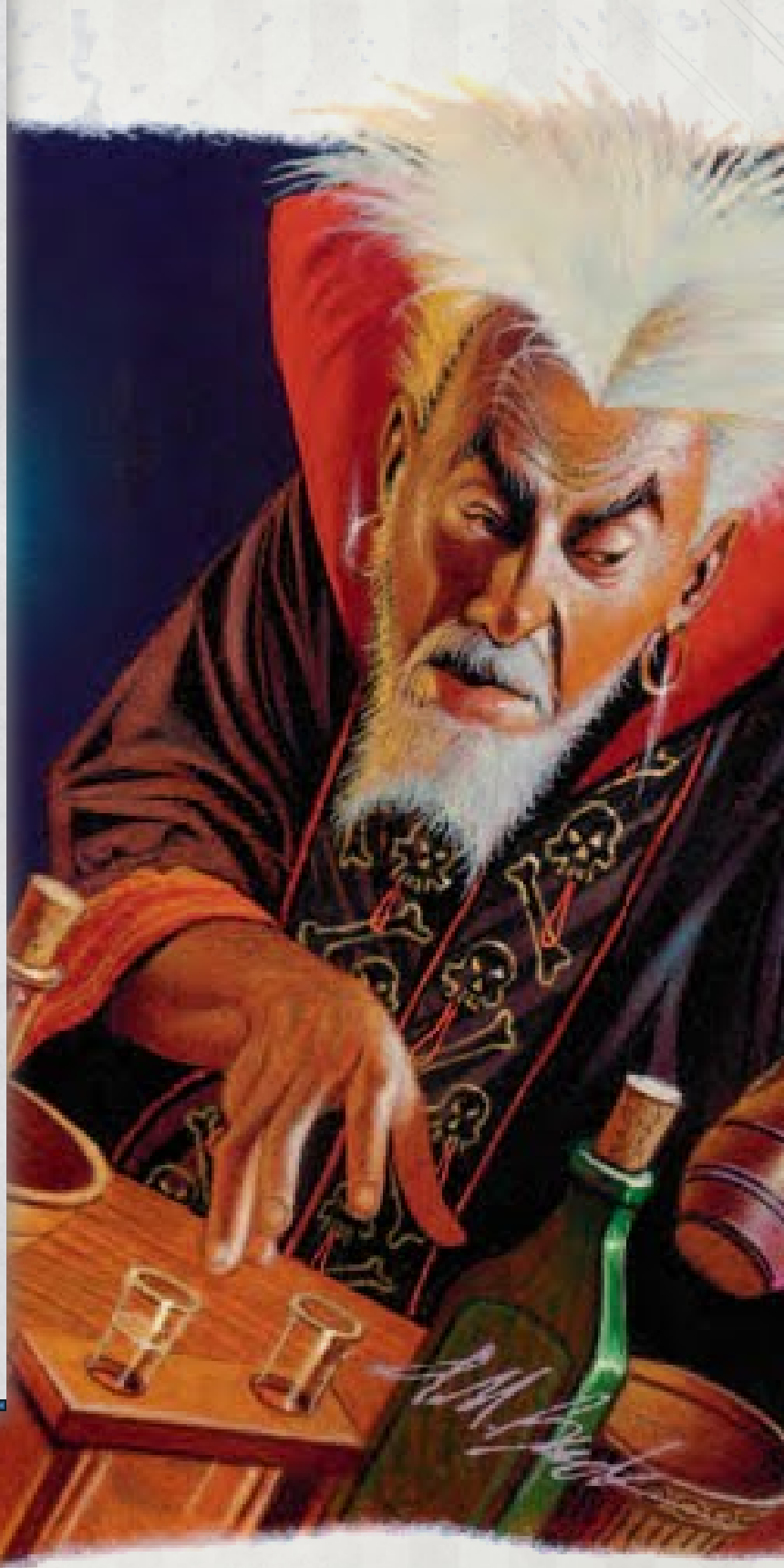
2nd level (3 slots): *alter self, enlarge/reduce, pyrotechnics*

3rd level (3 slots): *erupting earth, gaseous form*

Actions

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

The **alchemist**, above all, wishes to permanently transform lead into gold. As a result of its studies, the alchemist has acquired much skill in shaping and changing raw elements.



ARCHPRIEST

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt, shield)

Hit Points 123 (19d8 + 38)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	15 (+2)	16 (+3)	20 (+5)	16 (+3)

Saving Throws Con +7, Wis +10, Cha +8

Skills Insight +10, Medicine +10, Persuasion +8, Religion +8

Senses passive Perception 15

Languages Celestial, Common, Dwarvish, Halfling
Challenge 9 (5,000 XP)

Divine Conduit. After meditating for 10 minutes, the archpriest can establish a direct link to its deity. Any questions put to the archpriest are answered by the deity through the archpriest's mouth. In all other ways, this functions like a *commune* spell.

Magic Resistance. The archpriest has advantage on saving throws against spells and other magic effects.

Spellcasting. The priest is a 19th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). The archpriest has the following cleric spells prepared.

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

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

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

3rd level (3 slots): *dispel magic*, *mass healing word*, *spiritual guardians*

4th level (3 slots): *banishment*, *death ward*, *freedom of movement*

5th level (3 slots): *dawn*, *flame strike*, *mass cure wounds*

6th level (2 slot): *heal*, *true seeing*

7th level (1 slot): *conjure celestial*, *fire storm*

8th level (1 slot): *control weather*, *holy aura*

9th level (1 slot): *gate*, *mass heal*

Actions

Multiattack. The archpriest makes two mace attacks.

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



An archpriest is a deity's representative on earth. It has lived a life that so embodies the god's teachings that it has been elevated to this status.

Summon Celestial (Recharges After a Long Rest). The archpriest magically summons a ki-rin. The summoned creature appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other celestials. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

Bonus Actions

Eminence. The archpriest 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 archpriest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

BOUNTY HUNTER

Medium humanoid (any race), any alignment

Armor Class 17 (studded leather)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	18 (+4)	13 (+1)	16 (+3)	10 (+0)

Saving Throws Dex +8, Cha +2

Skills Deception +3, Intimidation +6, Investigation +7, Perception +6

Senses passive Perception 16

Damage Resistances poison

Languages Common, Undercommon, thieves' cant

Challenge 8 (3,900 XP)

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

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

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

Who Shot First? Once per turn, the bounty hunter can make a Dexterity (Sleight of Hand) check to subtly attack with a ranged weapon, opposed by a Wisdom (Perception) check from those around it. If the target fails the check, the bounty hunter has advantage on the attack. Other observers can attempt the Perception check as well. Anyone who fails the skill contest cannot tell from whom the attack came.

Actions

Multiattack. The bounty hunter makes three attacks with its scimitar or its net or two attacks with its crossbow.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Hand Crossbow. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Net. *Ranged Weapon Attack:* +7 to hit, range 5/15 ft., one target. *Hit:* A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

Bonus Actions

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



BRIGAND

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

Armor Class 15 (leather, shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Str +2, Con +4

Skills Perception +3, Survival +3

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 2 (450 XP)

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

Woodsmen. When in forests, the brigand ignores difficult terrain and has advantage on Stealth checks.

Actions

Multiattack. The brigand makes two attacks with its shortsword or its longbow.

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

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

Brigands live on wooded hills and in deep forests. When a wagon or party come by, they come out of hiding to ambush, steal, and murder.

STRATEGY

Less experienced brigands might just jump out of hiding, yelling and waving weapons. That does the trick nine times out of ten. Then again, those odds catch up with you eventually.

Smart brigands instead employ one of the following strategies:

Distress. If the mark looks naive, some brigands stage an ambush while hiding themselves. An overturned cart in the road, lots of animal blood, and footprints leading off into the trees are often enough to lead would-be rescuers into an ambush.

Hit and Run. A classic strategy is to harry the mark. Fire a volley of arrows, then run like hell. Lose them in the trees, then do it again. Eventually, the mark runs out of healing spells and potions and must stop to rest. Then the brigands close in to finish them off.



Tabaxi who use their feline reflexes for thievery are **cat burglars**. They can see in the dark, scale the sides of buildings, jump from rooftop to rooftop, and always land on their feet. And even if they drop their sword, they can still claw enemy faces.



CAT BURGLAR

Medium humanoid (tabaxi), any alignment

Armor Class 16 (studded leather)

Hit Points 40 (9d8)

Speed 30 ft., climb 20 ft.

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

Skills Acrobatics +8, Athletics +6, Perception +4, Sleight of Hand +6, Stealth +6

Senses darkvision 60 ft., passive Perception 14

Languages Common, Halfling, thieves' cant

Challenge 3 (700 XP)

Feline Agility. When the burglar moves on its turn in combat, it can double its speed until the end of the turn. Once it uses this ability, the burglar can't use it again until it moves 0 feet on one of its turns.

Land On Your Feet. The burglar subtracts 1d6 from rolls to determine falling damage.

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

Actions

Multiattack. The burglar makes two attacks with its claws or its shortsword.

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

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

Bonus Actions

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

Reactions

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

CHILD OF MASK

Medium humanoid (any race), chaotic neutral

Armor Class 17 (studded leather)

Hit Points 190 (20d8 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	10 (+0)	19 (+4)	8 (-1)

Saving Throws Dex +9, Int +4

Skills Deception +3, Perception +12, Stealth +13, Sleight of Hand +9

Senses passive Perception 22

Damage Resistances poison

Languages Common, Halfling, thieves' cant

Challenge 12 (8,400 XP)

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

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

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

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

Actions

Multiattack. The child of Mask makes three longsword attacks or two crossbow attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage, and the target must make a DC 16 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Heavy Crossbow. *Ranged Weapon Attack:* +9 to hit, range 100/400 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage, and the target must make a DC 16 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Bonus Actions

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

BLESSINGS OF MASK

Mask, the god of thieves, is so pleased with the child of Mask that he grants it one of these features:

Blindsight. The child of Mask can perceive its surroundings up to 30 ft without relying on sight.

Shadow Blend. While in dim light or darkness, the child of Mask can become invisible, along with anything it is wearing or carrying. The invisibility lasts until the child of Mask attacks, is in bright light, or is incapacitated.

Shadow Jump. As a bonus action, the child of Mask can teleport up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness.



COURT MAGE

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	20 (+5)	12 (+1)	12 (+1)

Saving Throws Int +9, Wis +5

Skills Arcana +9, History +9

Senses passive Perception 11

Languages Common, Dwarvish, Elvish, Undercommon

Challenge 11 (7,200 XP)

Arcane Ward. The court mage has a magical ward that has 30 hit points. Whenever the court mage takes damage, the ward takes the damage instead. If the ward is reduced to 0 hit points, the court mage takes any remaining damage. When the court mage casts an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell.

Spellcasting. The mage is a 17th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *light*, *lightning lure*, *prestidigitation*, *ray of frost*

1st level (4 slots): *mage armor*, *magic missile*, *protection from evil and good*, *shield*

2nd level (3 slots): *darkness*, *hold person*, *suggestion*

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

4th level (3 slots): *Mordenkainen's private sanctum*, *stoneskin*, *wall of fire*

5th level (2 slots): *dominate person*, *synaptic static*

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

7th level (1 slot): *forcecage*, *prismatic spray*

8th level (1 slot): *antimagic field*, *mind blank*

9th level (1 slot): *prismatic wall*

Actions

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

Bonus Actions

My Liege (Recharges After a Long Rest). The court mage can transfer its arcane ward to its monarch or lord. The ward reverts to the mage after 1 minute.

The **court mage** has sworn undying fealty to a monarch or other head of state.



DARK GENASI

Medium humanoid (water genasi), neutral evil

Armor Class 20

Hit Points 152 (16d8 + 80)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	20 (+5)	12 (+1)	16 (+3)	17 (+3)

Saving Throws Dex +8, Con +8

Skills Deception +9, Perception +6, Persuasion +6, Stealth +11

Damage Resistances acid

Senses blindsight 30 ft., passive Perception 16

Languages Common, Primordial, Undercommon

Challenge 9 (5,000 XP)

Amphibious. The genasi can breathe air and water.

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

Elemental Defense. When the genasi is wearing no armor, its AC includes its Constitution modifier.

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

Innate Spellcasting. The genasi's innate spellcasting ability is Constitution. It can innately cast the following spells:

At will: *shape water*

1/day: *create or destroy water*

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

Actions

Multiattack. The genasi makes three melee attacks and cannot be disarmed.

Black Water Blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, plus 7 (2d6) acid damage.

Bonus Actions

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

Some water genasi live in subterranean waters. **Dark genasi** have never seen sunlight, and have lived among only Underdark races since birth. Drow, duergar, trolls, and other evil peoples have polluted these genasi's minds, as one contaminates water.





DEATH PRIEST

Medium humanoid (any race), any evil alignment

Armor Class 18 (studded leather, shield)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	18 (+4)	10 (+0)	20 (+5)	11 (+0)

Saving Throws Con +8, Wis +9, Cha +4

Skills Intimidation +4, Religion +4, Sleight of Hand +8, Stealth +8

Condition Immunities charmed, frightened

Senses passive Perception 15

Languages Abyssal, Common, Infernal, Undercommon
Challenge 8 (3,900 XP)

Magic Resistance. The priest has advantage on saving throws against spells and other magic effects.

Spellcasting. The priest is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The priest has the following cleric spells prepared.

Cantrips (at will): *guidance, sacred flame, spare the dying, toll the dead, thaumaturgy*

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

2nd level (3 slots): *blindness/deafness, gentle repose, silence, spiritual weapon*

3rd level (3 slots): *animate dead, bestow curse, feign death*

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

5th level (3 slots): *contagion, hallow*

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

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

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

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

Actions

Multiattack. The priest makes two rapier attacks.

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

Curse (Recharges After a Long Rest). The priest targets one creature that it can see within 30 feet of it. The target must succeed on a DC 17 Wisdom saving throw or be cursed.

The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a *greater restoration* spell, *remove curse* spell, or similar magic. When the curse ends, the priest takes 10 (3d6) psychic damage.

Dance of Death (Recharges After a Short or Long Rest). The priest can cast *dance macabre* as an action, requiring no components.

DEMIGOD

Medium humanoid (any race), any alignment

Armor Class 15 (18 with *mage armor*)

Hit Points 190 (20d8 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	20 (+5)	20 (+5)	10 (+0)	8 (-1)

Saving Throws Int +10, Wis +5

Skills Arcana +10, Religion +10

Senses passive Perception 10

Languages Abyssal, Celestial, Common, Infernal

Challenge 14 (11,500 XP)

Potent Cantrip. When the demigod casts a damaging cantrip and misses, or the target succeeds on its saving throw, the target still takes half the cantrip's damage but suffers no other effect.

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

Signature Spells (Recharges After a Short or Long Rest).

The demigod always has *fireball* and *lightning bolt* prepared and can cast them once each without expending a spell slot.

Spellcasting. The demigod is a 20th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). The demigod can cast *burning hands* and *scorching ray* at will and has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *fire bolt*, *frostbite*, *prestidigitation*, *thunderclap*

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

2nd level (3 slots): *darkness*, *shatter*

3rd level (3 slots): *Leomund's tiny hut*

4th level (3 slots): *storm sphere*, *vitriolic sphere*, *wall of fire*

5th level (3 slots): *Bigby's hand*, *dawn*, *wall of force*

6th level (2 slot): *chain lightning*, *Otiluke's freezing sphere*, *sunbeam*

7th level (2 slot): *delayed blast fireball*, *forcecage*, *whirlwind*

8th level (1 slot): *maddening darkness*, *sunburst*

9th level (1 slot): *meteor swarm*

Actions

Staff. *Melee Weapon Attack:* +8 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 3d6 (10) force damage.

A **demigod** is a wizard that has grown so powerful that, for all intents and purposes, it transcends mortality. Entire empires bow before her. Few dare oppose her, and those who do face fiery destruction.



Dragon disciples are those so awestruck with the might and majesty of dragons that they revere them as gods and try to emulate them. Faith fueling their divine magic, these willing servants live to please their draconic masters.

DRAGON DISCIPLE

Medium humanoid (any race), any alignment

Armor Class 16 (scale mail, shield)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

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

Saving Throws Con +3, Cha +4
Skills Intimidation +4, Religion +2, Perception +5
Senses passive Perception 15
Languages Common, Draconic, Primordial
Challenge 2 (450 XP)

Draconic Majesty. Each creature of the disciple's choice that is within 30 feet of the disciple and aware of it must succeed on a DC 13 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 disciple's Draconic Majesty Presence for the next 24 hours.

Righteous Fury. The disciple deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attack).

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

Cantrips (at will): *light, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, shield of faith*

2nd level (3 slots): *blindness/deafness, enhance ability, hold person*

3rd level (3 slots): *protection from energy, spirit guardians, water walk*

Actions

Multiattack. The disciple makes two scimitar attacks.

Scimitar. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 plus 1d8) slashing damage.

DWARF MONARCH

Medium humanoid (dwarf), any lawful alignment

Armor Class 20 (plate, shield)

Hit Points 199 (21d8 + 105)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	11 (+0)	12 (+1)	15 (+2)

Saving Throws Str +9, Con +9, Wis +5

Skills Intimidation +6, Persuasion +6

Senses darkvision 60 ft., passive Perception 15

Languages Common, Dwarvish

Challenge 9 (5,000 XP)

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

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

In addition, the monarch has advantage on saving throws against being frightened.

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

Actions

Multiattack. The monarch makes three warhammer attacks.

Warhammer. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Bonus Actions

Second Wind (Recharges after a Short or Long Rest). The monarch can regain 20 hit points.

Reactions

Moradin's Breath (Recharges After a Short or Long Rest). When the monarch hits with a melee weapon attack, it can then point its warhammer to release a 30-foot cone of flame that deals 13 (3d8) fire damage.

A **dwarf monarch** is both wise and strong, embodying the traits of the god Moradin. When war breaks out, the monarch is the first to don armor and shield and run to battle, inspiring the troops and leading dwarven armies to victory.





ELF LORD

Medium humanoid (high elf), any chaotic alignment

Armor Class 19 (studded leather, shield)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	18 (+4)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Str +3, Con +7, Wis +4

Skills Acrobatics +8, History +3, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish

Challenge 7 (2,900 XP)

Corellon's Shapes. The elf lord can cast *alter self* at will.

Fey Ancestry. The elf lord has advantage on saving throws against being charmed, and magic can't put it to sleep.

Actions

Multiattack. The elf lord makes three attacks with its rapier or its longbow.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Bonus Actions

Lightfooted. The elf lord can take the Dash or Disengage action as a bonus action on each of its turns.

Reactions

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

GAMBLER

Medium humanoid (any race), any alignment

Armor Class 13 (leather)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

10 (+0) 14 (+2) 12 (+1) 12 (+1) 13 (+1) 14 (+2)

Skills Deception +4, Sleight of Hand +4

Senses passive Perception 11

Languages Common, Dwarvish

Challenge 1/4 (50 XP)

Lucky (1/Day). The gambler can call on its luck (no action required) to reroll one attack roll, ability check, or saving throw. The gambler must use the second roll.


Actions

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.

Bonus Actions

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



A gambler spends its days playing games of chance and bluff. It has some skill with the blade, should someone accuse the gambler of cheating. The luck it has with cards and dice can also help the gambler when a fight breaks out.

GOBLIN SNEAK

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather)
Hit Points 33 (6d6 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	15 (+2)	11 (+0)	9 (-1)	11 (+0)

Skills Deception +2, Perception +3, Sleight of Hand +6, Stealth +8

Senses darkvision 60 ft., passive Perception 13

Languages Common, Goblin, Undercommon

Challenge 2 (450 XP)

Shadow Blend. While hiding in dim light or darkness, the goblin imposes disadvantage on any ability checks made to perceive it. Even the passive Perception of other creatures suffers a -5 penalty. This effect lasts until the goblin attacks, is in bright light, or is incapacitated.

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

Actions

Multiattack. The goblin makes two attacks with its scimitar or its shortbow.

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

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Bonus Actions

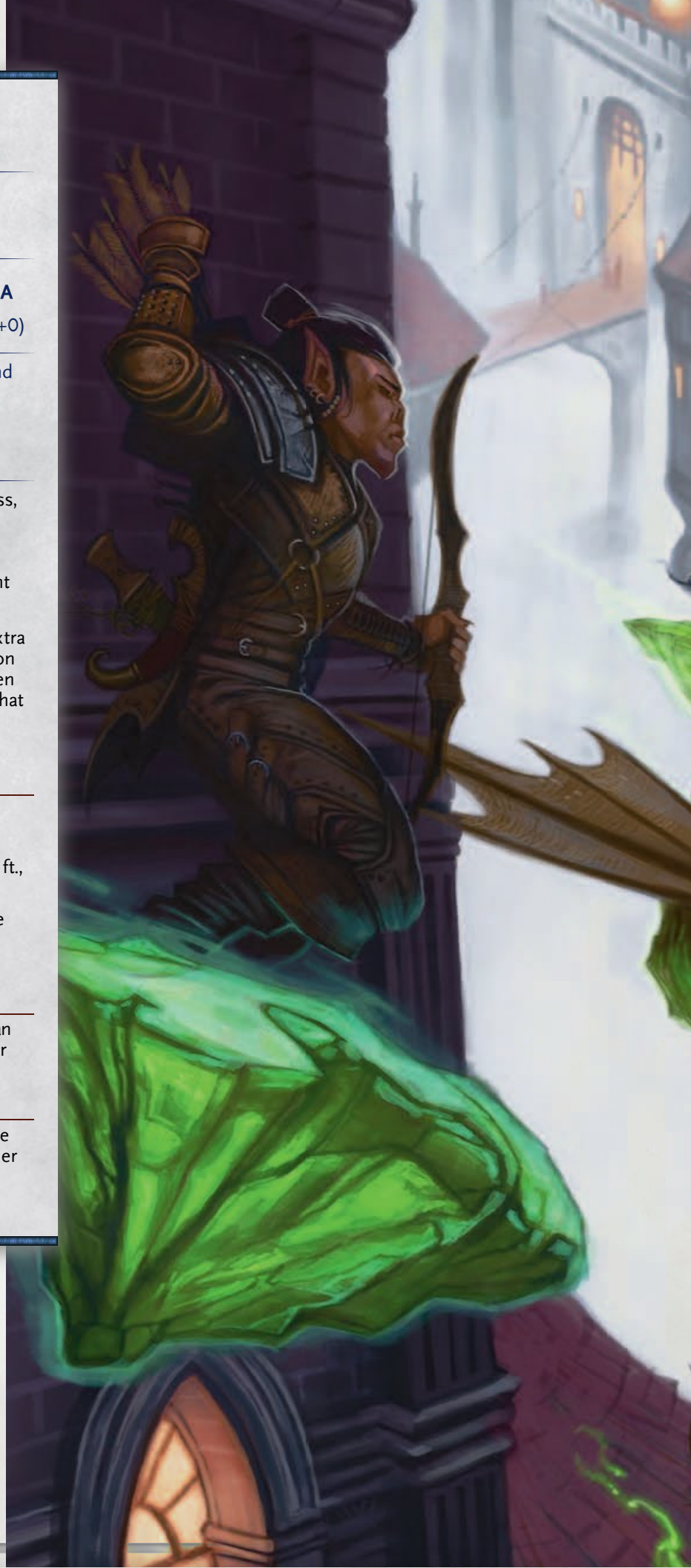
Cunning Action. On each of its turns, the goblin can use a bonus action to take the Dash, Disengage, or Hide action.

Reactions

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

Nearly all goblins are stealthy. But the **goblin sneak** is truly exceptional. Hobgoblins employ them as spies, saboteurs, and assassins. Bugbears admire them. And goblin bosses fear them, since they know sneaks are more powerful than they are.

Goblin sneaks sometimes find themselves far from goblinoid society, under the employ of villains of all sorts, including drow, beholders, and vampires.



GURU

Medium humanoid (any race), any alignment

Armor Class 12 (hide)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	11 (+0)	19 (+4)	13 (+1)

Saving Throws Wis +6, Cha +3
Skills Arcana +2, Nature +2, Religion +2
Senses passive Perception 14
Languages Common, Draconic, Primordial
Challenge 2 (450 XP)

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

Discern Lie. The guru knows when it hears a creature speak a lie in a language it knows.

Spellcasting. The guru is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The guru has the following cleric spells prepared:

Cantrips (at will): *guidance, light, sacred flame, thaumaturgy*

1st level (4 slots): *ceremony, command, detect evil and good, sanctuary*

2nd level (3 slots): *augury, calm emotions, hold person*

3rd level (3 slots): *clairvoyance, meld into stone, speak with dead*

4th level (2 slots): *divination, guardian of faith*

Actions

Multiattack. The guru makes two lance attacks.

Psychic Lance. *Melee Spell Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 10 (1d12 + 4) psychic damage.

A **guru** is a master mystical teacher. Its spellcraft focuses on uncovering secrets and probing the recesses of others' minds. When in danger, the guru can summon a psychic lance from a pocket dimension. This weapon is transparent and radiates dim blue light for 5 feet. When stabbed with it, the target suffers no physical damage but it wreaks havoc on the mind.



HALFLING FOOTPRINT OF BRANDOBARIS

Small humanoid (halfling), any alignment

Armor Class 17 (studded leather)

Hit Points 161 (19d6 + 95)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	20 (+5)	12 (+1)	13 (+1)	20 (+5)

Saving Throws Dex +9, Cha +9

Skills Acrobatics +9, Deception +9, Stealth +13, Sleight of Hand +13

Senses passive Perception 11

Languages Common, Halfling, Sylvan, thieves' cant

Challenge 9 (5,000 XP)

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

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

Halfling Nimbleness. The halfling can move through the space of any creature that is of a size larger than its.

Lucky. When the halfling rolls a 1 on an attack roll, ability check, or saving throw, it can reroll the die and must use the new roll.

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

Actions

Multiattack. The halfling makes three dagger attacks or two crossbow attacks.

Dagger. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage, or 7 (1d4 + 5) when thrown. Also, the tip of this dagger opens any nonmagical lock.

Hand Crossbow. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Bonus Actions

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

Reactions

Fancy Feet (Recharge 5-6). When an attacker hits the halfling with a weapon or spell attack, it can choose to avoid taking damage by teleporting up to 30 feet to an unoccupied space that it can see.

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

Some halflings so please the Master of Stealth that he grants them special gifts: a dagger that opens any lock and the ability to slip away when enemies close in. These are no common thieves, but have become **halfling footprints of Brandobaris**.



HAMMER OF MORADIN

Medium humanoid (dwarf), lawful good

Armor Class 20 (plate, shield)
Hit Points 127 (17d8 + 51)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	10 (+0)	20 (+5)	11 (+0)

Saving Throws Con +7, Wis +9, Cha +4
Skills History +4, Insight +9, Medicine +9, Religion +4
Senses darkvision 60 ft., passive Perception 15
Languages Common, Dwarvish, Goblin, Orc
Challenge 8 (3,900 XP)

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

Guided Strike (Recharges After a Short or Long Rest). The hammer grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The hammer can make this choice after the roll is made but before it hits or misses.

Magic Resistance. The hammer has advantage on saving throws against spells and other magic effects.

Righteous Fury. The hammer deals an extra 13 (3d8) damage when it hits with a weapon attack (included in the attack).

Spellcasting. The hammer is a 17th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The hammer has the following cleric spells prepared.

Cantrips (at will): *guidance, light, mending, sacred flame, word of radiance*

1st level (4 slots): *guiding bolt, healing word, sanctuary, shield of faith*

2nd level (3 slots): *continual flame, locate object, spiritual weapon*

3rd level (3 slots): *glyph of warding, meld into stone, protection from energy*

4th level (3 slots): *death ward, freedom of movement, stone shape*

5th level (2 slots): *flame strike, holy weapon*

6th level (1 slot): *blade barrier, heal*

7th level (1 slot): *temple of the gods*

8th level (1 slot): *earthquake, holy aura*

9th level (1 slot): *gate, mass heal*

Actions

Multiattack. The hammer makes two warhammer attacks.

Warhammer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) bludgeoning damage.

Reactions

Moradin's Breath (Recharges After a Short or Long Rest). When the hammer hits with a melee weapon attack, it can then point its warhammer and release a 30-foot cone of flame that deals 13 (3d8) fire damage.

The **Hammers of Moradin** are mostly crusaders and war priests and are found in nearly every major dwarven settlement. The Hammers command dwarven armies and occasionally serve as a strike force to deal with orc tribes, dragon incursion, or invading fiendish armies.

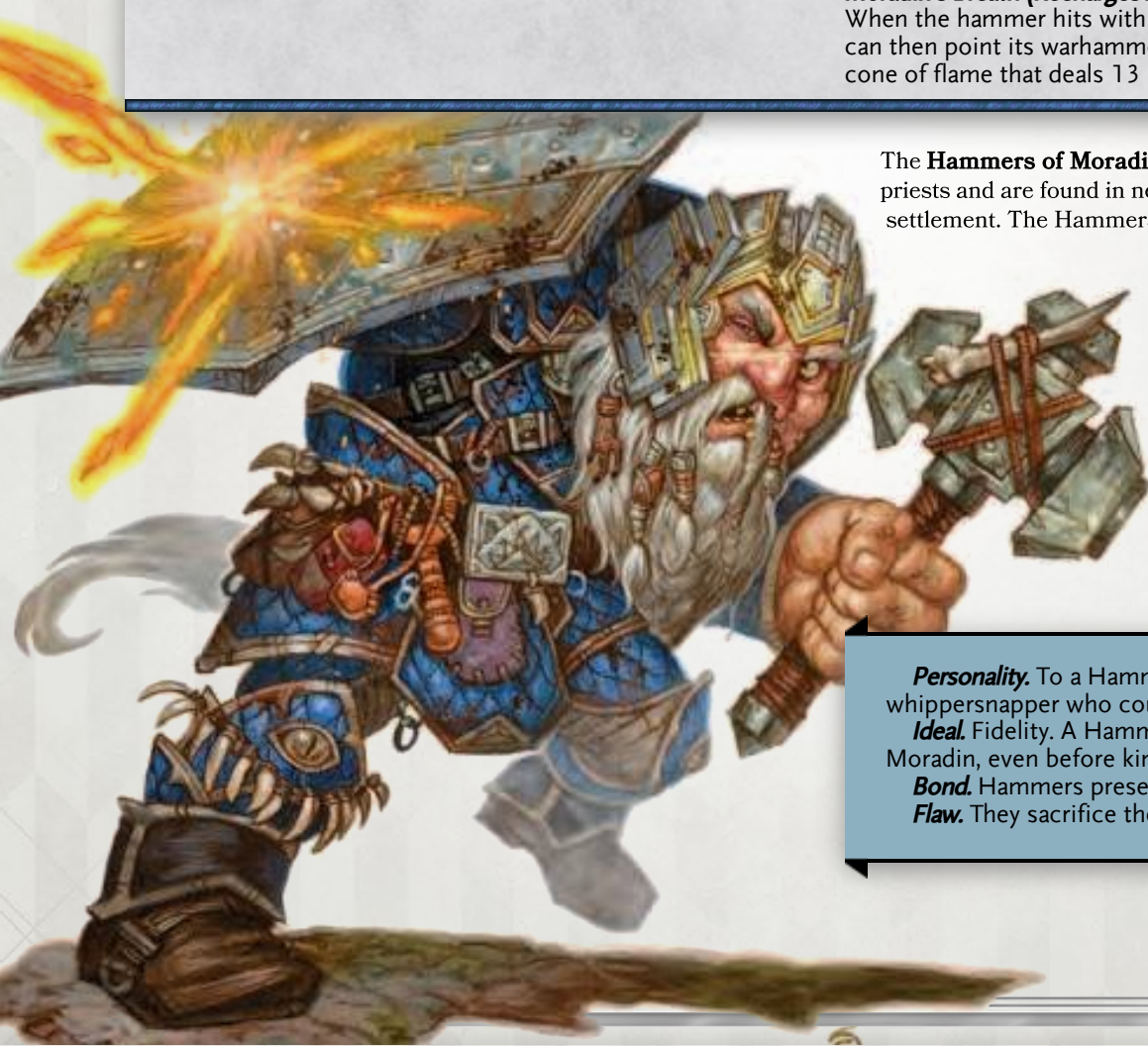
This elite order defends existing dwarven strongholds and carves out new dwarven territories. For Hammers, theirs is holy work, implementing Moradin's divine will.

Personality. To a Hammer, everyone is a young whippersnapper who could learn a thing or two.

Ideal. Fidelity. A Hammer's loyalty lies with Moradin, even before king or queen.

Bond. Hammers preserve dwarven society.

Flaw. They sacrifice the present for future's sake.



HEALER

Medium humanoid (any race), any alignment

Armor Class 16 (chain mail)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

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

Saving Throws Con +4, Wis +4

Skills Medicine +4, Religion +2, Persuasion +3

Senses passive Perception 12

Languages Common, Celestial, Elvish

Challenge 2 (450 XP)

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

Guided Strike (Recharges After a Short or Long Rest).

The healer grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The healer can make this choice after the roll is made but before it hits or misses.

Lifeblood. A few ounces of the healer's blood can serve as a *potion of healing*, provided the healer still lives when its blood is drunk. Each potion made this way inflicts 3 (1d4 + 1) piercing damage to the healer.

Spellcasting. The healer is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The healer has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, resistance, spare the dying*

1st level (4 slots): *bless, cure wounds, healing word*

2nd level (3 slots): *gentle repose, lesser restoration, prayer of healing*

3rd level (3 slots): *life transference, mass healing word, revivify*

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

Actions

Multiattack. The healer makes two sickle attacks.

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

Healers have dedicated themselves to the art of magical medicine. By themselves, healers are relatively harmless. But as part of a team, they prolong the stamina and lives of their allies to the point that the healer's team may feel invincible.

If encountered alone, the healer's Challenge Rating is only **1/2 (100 XP)**. It's far deadlier with allies.



HEDGE WIZARD

Medium humanoid (any race), any alignment

Armor Class 11

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Arcana +4, Nature +4

Senses passive Perception 10

Languages Common, Sylvan

Challenge 1/4 (50 XP)

Tree Stride (Recharges After a Short or Long Rest). The hedge wizard can use 10 feet of its movement to step magically into one living tree or bush within 5 feet of it and emerge from a second living tree or bush within 60 feet of it that it can see, appearing in an unoccupied space within 5 feet of the second plant. Both trees or bushes must be Large or bigger.

Spellcasting. The hedge wizard is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *minor illusion*, *thunderclap*

1st level (3 slots): *chromatic orb*, *disguise self*, *ice knife*, *Tasha's hideous laughter*

Actions

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

Hedge wizards are minor mages who are often looked down on by more powerful arcane spellcasters. More often than not, they live on the outskirts of town and have close ties to nature.



HELLSPAWN WARRIOR

Medium humanoid (tiefling), lawful evil

Armor Class 18 (plate)
Hit Points 190 (20d8 + 100)
Speed 30 ft.

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

Saving Throws Str +9, Con +9, Wis +5
Skills Athletics +9, Deception +5, Intimidation +5
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 11
Languages Common, Infernal
Challenge 8 (3,900 XP)

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

Actions

Multiattack. The warrior makes three greataxe attacks.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

Bonus Actions

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the warrior can regain 20 hp.

Reactions

Hurl through Hell (Recharges After a Long Rest). When the warrior hits a creature with an attack, it can use this feature to instantly transport the target through the lower planes. The creature disappears and hurtles through a nightmare landscape.

At the end of the warrior's next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not a fiend, it takes 55 (10d10) psychic damage as it reels from its horrific experience.

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

Some tieflings wholly embrace their infernal heritage, becoming agents of the devils in hell. These are the dreaded **hellspawn warriors**.

While most tieflings born on the Material Plane live and die there, a few strive to see the Nine Hells or the citadel-spire of Asmodeus. Those precious few are welcomed home and trained as hellspawn warriors. Full-blooded devils consider these tieflings a credit to their otherwise pathetic mongrel race.



HIGH MAGE

Medium humanoid (elf), any alignment

Armor Class 14 (17 with *mage armor*)

Hit Points 77 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	20 (+5)	10 (+0)	10 (+0)

Saving Throws Dex +8, Int +9

Skills Arcana +9, Nature +9, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Elvish, Primordial, Sylvan

Challenge 9 (5,000 XP)

Fey Ancestry. The mage has advantage on saving throws against being charmed, and magic can't put it to sleep.

Potent Cantrip. When the mage casts a damaging cantrip and misses, or the target succeeds on its saving throw, the target still takes half the cantrip's damage but suffers no other effect.

Spellcasting. The mage is a 14th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *fire bolt*, *green-flame blade*, *mage hand*, *prestidigitation*

1st level (4 slots): *earth tremor*, *feather fall*, *fog cloud*, *ice knife*, *mage armor*

2nd level (3 slots): *flaming sphere*, *magic weapon*, *misty step*

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

4th level (3 slots): *conjure minor elementals*, *polymorph*, *wall of fire*

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

6th level (1 slot): *chain lightning*, *investiture of flame*

7th level (1 slot): *reverse gravity*, *whirlwind*

Actions

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage, plus 9 (2d8) fire damage, and a different creature of the mage's choice that it can see within 5 feet of the target takes 14 (2d8 + 5) fire damage.

Bonus Actions

Fey Step (Recharge 5–6). The mage can teleport up to 30 feet to an unoccupied space it can see.



The elvish race seems innately linked to the arcane arts. At the height of elvish wizardry stands the **high mage**. Trained in the arcane lore of its people, this paragon of sylvan wizardry seeks to advance the causes of elvendom on earth.



Once in a generation, a hobgoblin rises that embodies all the militancy and might of its race. It is known as the **hobgoblin paragon**. It usually unites dozens of goblinoid tribes into one massive army and carves out an empire in its wake.

Paragons have intense devotion to battle. They will kill an ally rather than see it fall by enemy hands, and they try to respect their foes, giving them honorable albeit violent deaths.

Personality. War is my all-encompassing obsession. I fight till my muscles shake with fatigue. I rest only to fight again.

Ideal. Strength. Weakness is a fate worse than death.

Bond. I respect my prey. If I can, I give them honorable deaths.

Flaw. I assume those under my command are as honorable as I.

HOBGOBLIN PARAGON

Medium humanoid (hobgoblin), lawful evil

Armor Class 20 (plate, shield)

Hit Points 237 (25d8 + 125)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	14 (+2)	11 (+0)	15 (+2)

Saving Throws Str +9, Con +9, Wis +4

Skills Athletics +9, Intimidation +6

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 11 (7,200 XP)

Fearless. The paragon has advantage on saving throws against being frightened.

Martial Advantage. Once per turn, the paragon can deal an extra 17 (5d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

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

Actions

Multiattack. The paragon makes three melee attacks. Alternatively, it can make three ranged attacks with its javelins.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

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

Bonus Actions

Maglubiyet's Blessing. The paragon can sacrifice an ally to Maglubiyet to gain his blessing. Once per turn, the paragon can attack an ally as a bonus action and, if the ally drops to 0 hp, the paragon gains advantage on its next attack.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the paragon can regain 20 hit points.



Some **hypnotists** are harmless entertainers, but many others live to con and exploit the weak-minded. They have some skill in the arcane arts, but to deceive and entrap, not entertain.

HYPNOTIST

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 13 (3d8)
Speed 30 ft.

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

Skills Arcana +4, Insight +2
Senses passive Perception 10
Languages Common, Elvish, Sylvan
Challenge 1/2 (100 XP)

Charm (1/Day). The hypnotist targets one humanoid it can see within 30 feet of it. If the target can see the hypnotist, the target must succeed on a DC 12 Wisdom saving throw against this magic or be charmed by the hypnotist. The charmed target regards the hypnotist as a trusted friend to be heeded and protected. Although the target isn't under the hypnotist's control, it takes the hypnotist's requests or actions in the most favorable way it can.

Each time the hypnotist or the hypnotist's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the hypnotist is dead, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Spellcasting. The hypnotist is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *friends*, *minor illusion*, *toll the dead*

1st level (4 slots): *detect magic*, *sleep*, *suggestion*, *Tasha's hideous laughter*

2nd level (2 slots): *mind spike*, *see invisibility*

Actions

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

INQUISITOR

Medium humanoid (any race), any alignment

Armor Class 19 (splint, shield)

Hit Points 82 (15d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	10 (+0)	20 (+5)	15 (+2)

Saving Throws Con +5, Wis +9, Cha +6

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

Condition Immunities charmed, frightened

Senses passive Perception 14

Languages Common, Dwarvish, Elvish

Challenge 6 (2,300 XP)

Discern Lie. The inquisitor knows when it hears a creature speak a lie in a language it knows.

Magic Resistance. The inquisitor has advantage on saving throws against spells and other magic effects.

Unexpected. No one ever expects an inquisitor. The inquisitor has advantage on Dexterity checks made to determine its place in initiative order.

Spellcasting. The inquisitor is a 15th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The inquisitor has the following cleric spells prepared.

Cantrips (at will): *light, sacred flame, thaumaturgy, toll the dead, word of radiance*

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

2nd level (3 slots): *blindness/deafness, hold person, zone of truth*

3rd level (3 slots): *bestow curse, dispel magic, magic circle, speak with dead*

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

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

6th level (1 slot): *harm, forbiddance, true seeing*

7th level (1 slot): *divine word*

8th level (1 slot): *holy aura*

Actions

Multiattack. The inquisitor makes two longsword attacks.

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

Charged with rooting out heretics, **inquisitors** excel at uncovering secrets, probing minds, and punishing enemies of the faith. Evil inquisitors use torture to extract confessions from their victims. Good inquisitors seek to root out heresy but hope to redeem wayward souls, if possible.



INVENTOR

Small humanoid (gnome), any alignment

Armor Class 11 (14 with *mage armor*)

Hit Points 60 (11d6 + 22)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	14 (+2)	18 (+4)	10 (+0)	12 (+1)

Saving Throws Con +5, Int +7

Skills Arcana +7, Investigation +7

Senses darkvision 60 ft., passive Perception 10

Languages Common, Draconic, Dwarvish, Gnomish, Primordial

Challenge 7 (2,900 XP)

Potent Cantrip. When the inventor casts a damaging cantrip and misses, or the target succeeds on its saving throw, the target still takes half the cantrip's damage but suffers no other effect.

Tinker. The inventor can spend 1 hour and 500 gp worth of materials to construct a **bronze scout**. The scout ceases to function after 24 hours (unless the inventor spends 1 hour repairing it to keep the scout functioning), or when the inventor uses its action to dismantle it; at that time, the inventor can reclaim the materials used to create it. The inventor can have up to three such scouts active at a time.

Spellcasting. The inventor is an 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *light*, *mage hand*, *shocking grasp*

1st level (4 slots): *alarm*, *color spray*, *detect magic*, *grease*, *Tenser's floating disk*

2nd level (3 slots): *blur*, *invisibility*, *Nystul's magic aura*, *pyrotechnics*

3rd level (3 slots): *blink*, *fireball*

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

5th level (2 slots): *Bigby's hand*

6th level (1 slot): *disintegrate*

An **inventor** loves discovery and the joy of creating new things. It pursues magic, as it does with all its passions, with reckless abandon and boundless enthusiasm.



JOUSTER

Medium humanoid (any race), any alignment

Armor Class 19 (half plate, shield)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

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

Saving Throws Str +7, Con +7, Wis +3

Skills Animal Handling +3, Athletics +7, Performance +3

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

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

Performer. If there are two or more noncombatants that the joustier can see and for as long as the joustier has all its hit points, the joustier has advantage on melee weapon attacks.

Actions

Multiattack. The joustier makes two lance attacks or three longsword attacks.

Lance. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (2d12 + 4) piercing damage.

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

Reactions

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

DESTRIER

Large beast, unaligned

Armor Class 16 (half plate)

Hit Points 19 (3d10 + 3)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	2 (-4)	12 (+1)	7 (-2)

Senses passive Perception 11

Languages –

Challenge 1 (200 XP)

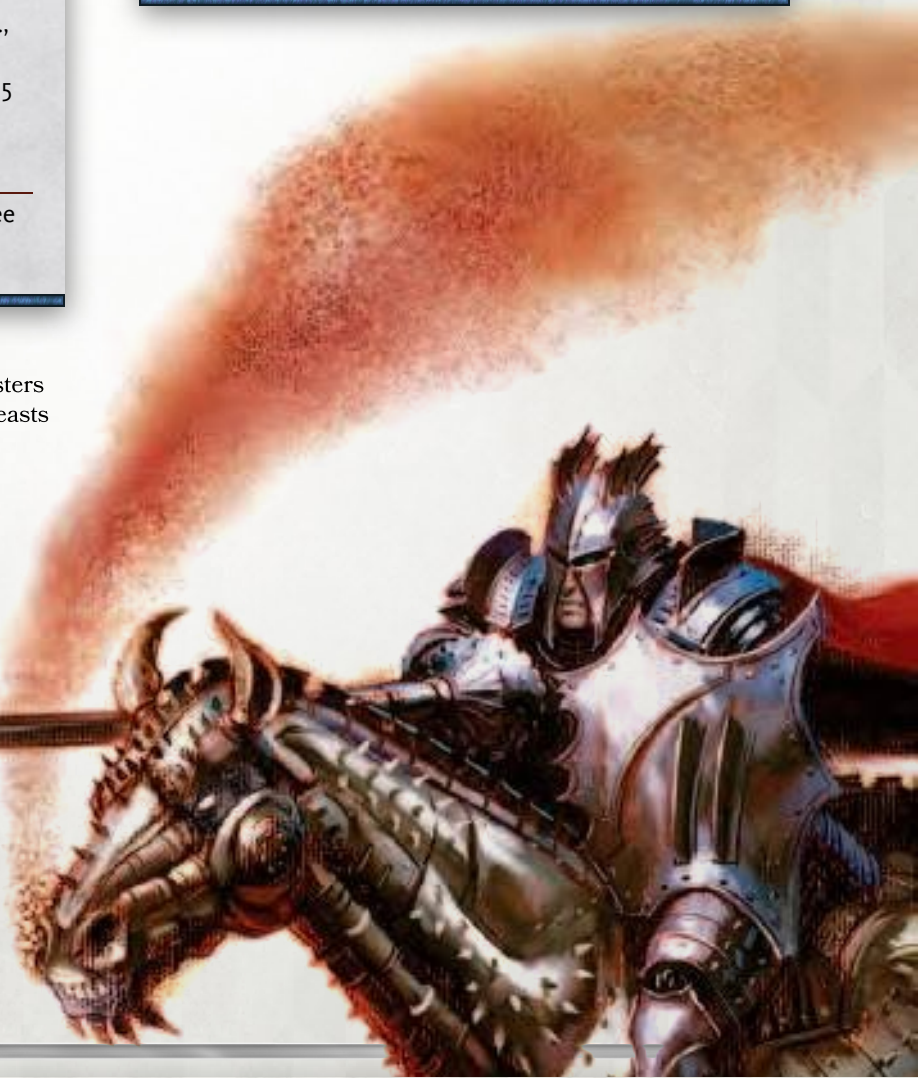
Trampling Charge. If the destrier moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the destrier can make one stomp attack against it as a bonus action.

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Stomp. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one prone creature. *Hit:* 14 (3d6 + 4) bludgeoning damage.

When not on the battlefield, the **joustier** competes in tournaments and other types of ceremonial combat. Joustiers ride a special type of warhorse called **destriers**, hardy beasts that wear barding to match their riders' armor.



KINGPIN

Medium humanoid (any race), any alignment

Armor Class 18 (studded leather)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

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

Saving Throws Dex +6, Int +7

Skills Deception +9, Insight +6, Intimidation +9, Persuasion +6

Senses passive Perception 13

Languages Common, Deep Speech, thieves' cant

Challenge 8 (3,900 XP)

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

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

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

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

Suave Defense. While the kingpin is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier.

Actions

Multiattack. The kingpin makes three rapier attacks or two crossbow attacks.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

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

Bonus Actions

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

Reactions

Take the Hit. When a creature the kingpin can see targets it with an attack, the kingpin chooses an ally within 10 feet of it. The ally becomes the target of the attack instead.



The **kingpin** is a leader of organized crime. It has a vast number of lackeys, any of which would take the fall for their boss.

LEGIONARY

Medium humanoid (any race), any alignment

Armor Class 19 (splint, shield)

Hit Points 133 (14d8 + 70)

Speed 30 ft.

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

Saving Throws Str +8, Con +8, Wis +4

Skills Athletics +8, Intimidation +3, Perception +4

Senses passive Perception 14

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Camaraderie. When an ally the legionary can see is reduced to 0 hit points, the legionary has advantage on melee weapon attacks on its next turn.

Indomitable (1/Day). The legionary rerolls a failed saving throw.

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

Actions

Multiattack. The legionary makes three attacks with its longsword or its javelins.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Legionaries fight in close-knit groups that serve together for a decade or more at a time. Each member is considered a brother- or sister-in-arms.

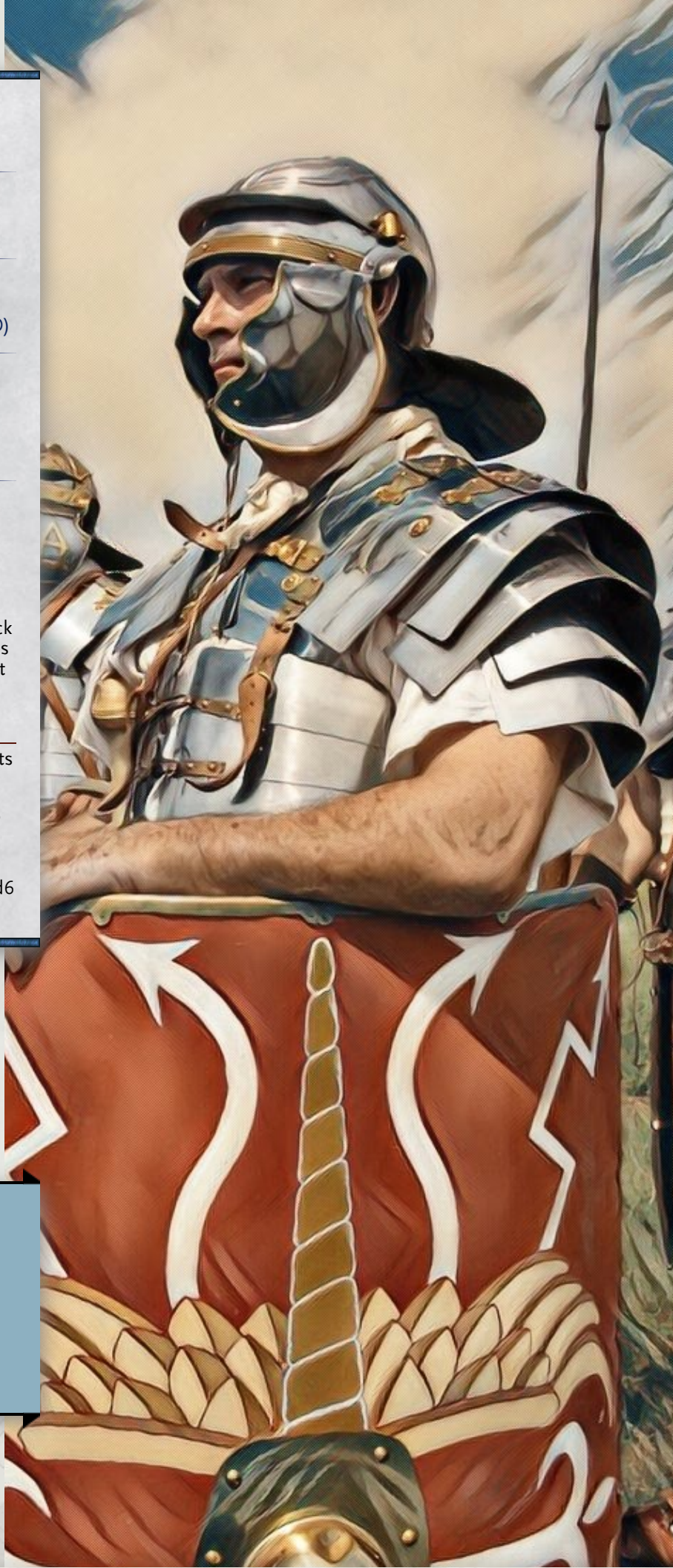
In battle, their large shields protect them as they approach. Once in range, they launch their javelins, decimating the enemy army. Then they close the remaining distance and finish the job with swords.

Personality. My own will is swallowed up in the will of the group. We are a united fighting force, one body with our captain as the head.

Ideal. Camaraderie. Have you ever been a part of something bigger than yourself? If not, then you would not understand.

Bond. Never leave a brother or sister behind.

Flaw. I feel totally lost when separated from my company.



MAGLUBIYET'S CHOSEN

Medium humanoid (bugbear), neutral evil

Armor Class 16 (hide armor, shield)

Hit Points 104 (16d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	15 (+2)	8 (-1)	16 (+3)	9 (-1)

Saving Throws Con +6, Wis +7, Cha +3

Skills Athletics +8, Religion +3, Stealth +7, Survival +7

Senses darkvision 60 ft., passive Perception 14

Languages Common, Dwarvish, Goblin, Orc

Challenge 6 (2,300 XP)

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

Magic Resistance. The bugbear has advantage on saving throws against spells and other magic effects.

Righteous Fury. The bugbear deals an extra 13 (3d8) damage when it hits with a weapon attack (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Spellcasting. The bugbear is a 16th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The bugbear has the following cleric spells prepared.

Cantrips (at will): *guidance*, *resistance*, *sacred flame*, *thaumaturgy*, *word of radiance*

1st level (4 slots): *bane*, *command*, *guiding bolt*, *inflict wounds*

2nd level (3 slots): *blindness/deafness*, *enhance ability*, *hold person*

3rd level (3 slots): *animate dead*, *bestow curse*, *spirit guardians*

4th level (3 slots): *banishment*, *guardian of faith*, *locate creature*

5th level (2 slots): *flame strike*, *holy weapon*

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

7th level (1 slot): *fire storm*

8th level (1 slot): *earthquake*

Actions

Multiattack. The bugbear makes two attacks with its longsword or its javelins.

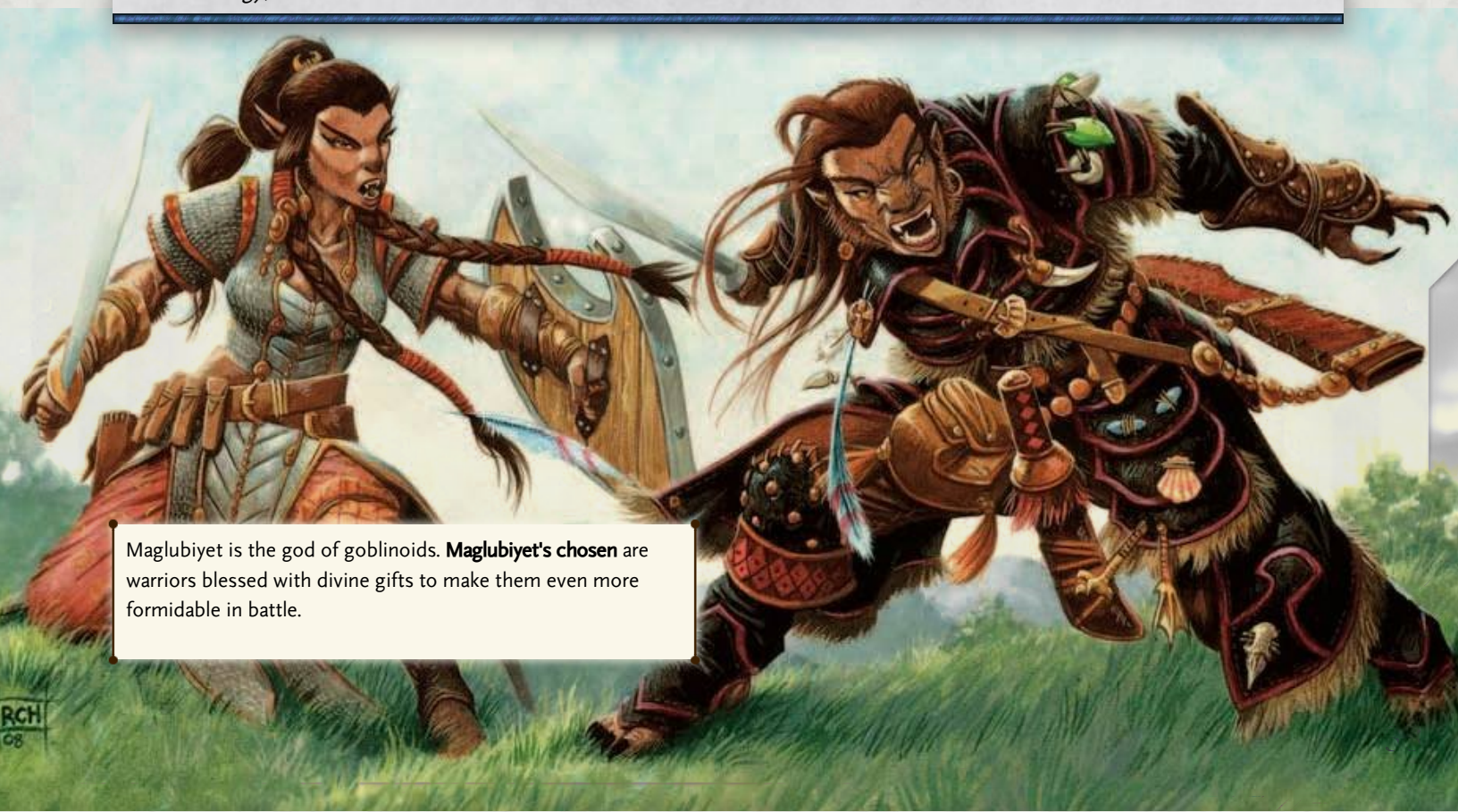
Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 26 (5d8 + 4) slashing damage, or 28 (2d10 + 4, plus 3d8) slashing damage if used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 24 (2d6 + 4, plus 3d8) piercing damage in melee or 20 (1d6 + 4, plus 3d8) piercing damage at range.

Bonus Actions

Maglubiyet's Fickle Favor. The bugbear can bestow Maglubiyet's blessing on one ally it can see within 30 feet of it. The ally takes 7 (2d6) psychic damage but has advantage on the next attack roll it makes until the end of its next turn.

Maglubiyet is the god of goblinoids. **Maglubiyet's chosen** are warriors blessed with divine gifts to make them even more formidable in battle.



MAGOCRAT

Medium humanoid (any race), any alignment

Armor Class 11

Hit Points 72 (16d8)

Speed 30 ft.

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

Saving Throws Int +8, Wis +4

Skills Arcana +8, Persuasion +7

Senses passive Perception 12

Languages Common, Draconic, Dwarvish, Elvish

Challenge 11 (7,200 XP)

Potent Cantrip. When the magocrat casts a damaging cantrip and misses, or the target succeeds on its saving throw, the target still takes half the cantrip's damage but suffers no other effect.

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

Cantrips (at will): *booming blade*, *chill touch*, *light*, *mending*, *prestidigitation*

1st level (4 slots): *charm person*, *detect magic*, *magic missile*, *shield*

2nd level (3 slots): *alter self*, *detect thoughts*, *hold person*

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

4th level (3 slots): *arcane eye*, *greater invisibility*, *phantasmal killer*

5th level (2 slots): *geas*, *wall of force*

6th level (1 slot): *create homunculus*, *guards and wards*

7th level (1 slot): *finger of death*, *Mordenkainen's magnificent mansion*

8th level (1 slot): *mighty fortress*

Actions

Cane. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage, plus 9 (2d8) thunder damage, and the target becomes sheathed in booming energy until the start of the magocrat's next turn. If the target willingly moves before then, it immediately takes another 13 (3d8) thunder damage.

The **magocrat** is a very powerful aristocrat, with magic in spades and political clout to match.



MASTER ARCHER

Medium humanoid (any race), any alignment

Armor Class 17 (studded leather)

Hit Points 199 (23d8 + 105)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	20 (+5)	10 (+0)	18 (+4)	10 (+0)

Saving Throws Str +4, Con +9, Wis +8

Skills Acrobatics +9, Intimidation +4, Perception +8

Senses passive Perception 18

Languages any one language (usually Common)

Challenge 10 (5,900 XP)

Magic Arrow. Whenever the archer fires a nonmagical arrow from a shortbow or longbow, it can make the arrow magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

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

Actions

Multiattack. The archer makes three longbow attacks.

Longbow. Melee Weapon Attack: +9 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Bonus Actions

Archer's Eye (4/Day). As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

Second Wind (Recharges after a Short or Long Rest). The archer can regain 20 hit points.

Some become so gifted in the art of archery that they achieve almost godlike aim and precision. These are **master archers**. Just one of them can decimate oncoming armies or take down a dragon or giant.

ARCANE ARCHERS

Some master archers are so skilled, their arrows assume magical properties. Such awesome warriors are called arcane archers. At the DM's discretion, they can use Arcane Shot options from the fighter subclass of the same name.



MERCENARY

Medium humanoid (any race), any alignment

Armor Class 15 (scale mail)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

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

Saving Throws Str +5, Con +5

Skills Athletics +5, Insight +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Cut Purse Strings. When the mercenary hits with a melee weapon attack, it can forgo dealing damage to steal a pack, purse, or pouch off the target.

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

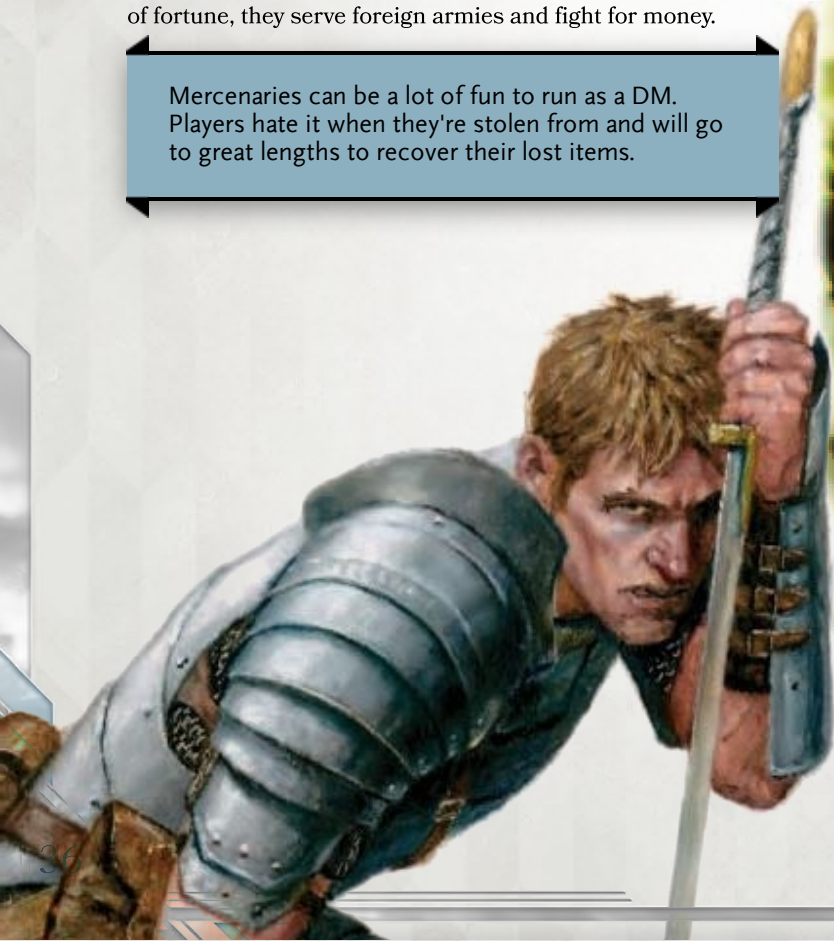
Actions

Multiattack. The mercenary makes two longsword attacks.

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

A **mercenary** is an elite soldier for hire. Often called soldiers of fortune, they serve foreign armies and fight for money.

Mercenaries can be a lot of fun to run as a DM. Players hate it when they're stolen from and will go to great lengths to recover their lost items.



OCCULTIST

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

Armor Class 10
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	10 (+0)	16 (+3)	10 (+0)	13 (+1)

Saving Throws Int +5, Cha +3
Skills Arcana +5, Intimidation +3
Senses passive Perception 10
Languages Abyssal, Common, Deep Speech, Infernal
Challenge 1 (200 XP)

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

Cantrips (at will): *chill touch*, *dancing lights*, *mage hand*

1st level (4 slots): *false life*, *ice knife*, *silent image*, *unseen servant*

2nd level (3 slots): *detect thoughts*, *suggestion*

3rd level (2 slots): *animate dead*, *gaseous form*

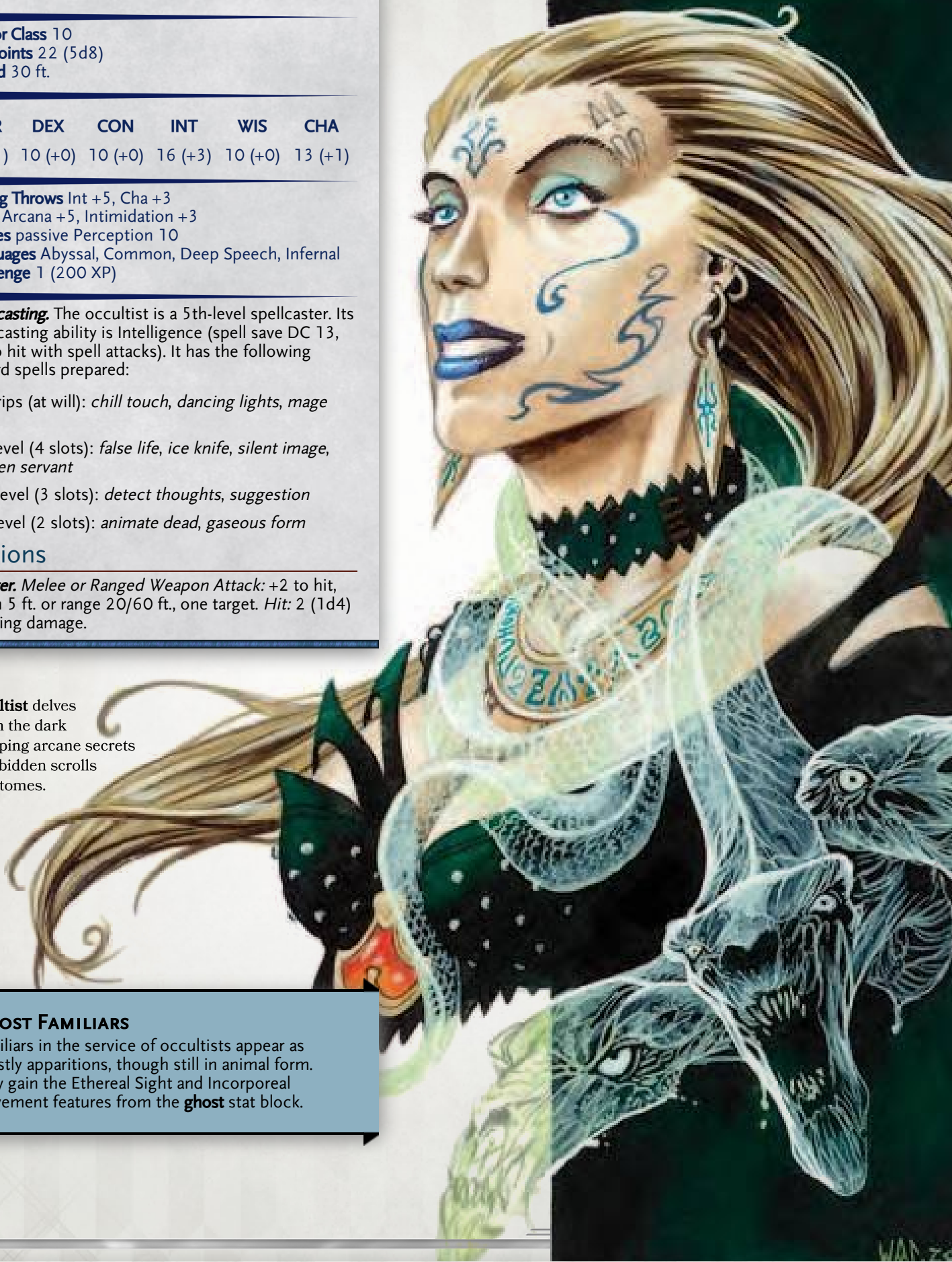
Actions

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

An **occultist** delves deeply in the dark arts, reaping arcane secrets from forbidden scrolls and evil tomes.

GHOST FAMILIARS

Familiars in the service of occultists appear as ghostly apparitions, though still in animal form. They gain the Ethereal Sight and Incorporeal Movement features from the **ghost** stat block.



ORACLE

Medium humanoid (any race), any alignment

Armor Class 13 (breastplate)

Hit Points 77 (14d8 + 14)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	13 (+1)	10 (+0)	20 (+5)	20 (+5)

Saving Throws Con +5, Wis +9, Cha +9

Skills Insight +9, Intimidation +9, Religion +4, Performance +9

Condition Immunities frightened

Senses passive Perception 14

Languages Abyssal, Celestial, Common

Challenge 6 (2,300 XP)

Cursed. The oracle's legs are supernaturally burnt and withered. It limps, and its walking speed is halved.

Devotion. The oracle is immune to the frightened condition and has advantage on saving throws against being charmed.

Magic Resistance. The oracle has advantage on saving throws against spells and other magic effects.

Spellcasting. The oracle is a 14th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The oracle has the following cleric spells prepared:

Cantrips (at will): *guidance, resistance, spare the dying, thaumaturgy, toll the dead*

1st level (4 slots): *command, detect evil and good, detect poison and disease*

2nd level (3 slots): *augury, hold person, locate object, zone of truth*

3rd level (3 slots): *clairvoyance, tongues, spirit guardians*

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

5th level (2 slots): *commune, geas, legend lore, scrying*

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

7th level (1 slot): *divine word*

Actions

Multiattack. The oracle makes two spear attacks.

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

Evil Eye (Recharges After a Short or Long Rest). The oracle targets one creature that it can see within 10 feet of it and casts one of the following spells on the target, requiring neither somatic nor material components to do so: *animal friendship, charm person, or hold person*. If the target succeeds on the initial saving throw, the oracle is blinded until the end of its next turn. Once a target succeeds on a saving throw against this effect, it is immune to the Evil Eye power for 24 hours.

An **oracle** is a mouthpiece of the gods, speaking prophecy and divination directly from divine sources. An oracle's pronouncements are never wrong, though many who hear them incorrectly interpret its words. Oracles are blessed with these gifts and, unfortunately for them, also cursed.

ORACLE CURSES

Oracles can be cursed with all manner of afflictions and maladies. At the DM's discretion, one of the following curses can replace the one in the stat block.

- permanently deafened
- permanently blinded
- no amount of food quells its hunger
- no amount of drink quenches its thirst
- speaks only Abyssal, Celestial, or Infernal
- touching another person causes the oracle searing but illusory pain
- can't help but read the surface thoughts of any humanoid within 30 ft
- evil spirits plague it, manifesting as harsh whispers and small objects being harmlessly tossed about the room



ORC WARLORD

Medium humanoid (orc), chaotic evil

Armor Class 18 (plate)
Hit Points 180 (19d8 + 95)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	8 (-1)	10 (+0)	16 (+3)

Saving Throws Str +8, Con +8, Wis +3
Skills Athletics +8, Intimidation +6, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Orc
Challenge 8 (3,900 XP)

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

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

Actions

Multiattack. The warlord makes three attacks with its greatsword or its javelins.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage in melee or 8 (1d6 + 5) piercing damage at range.

Bonus Actions

Aggressive. As a bonus action, the warlord can move up to its speed toward a hostile creature that it can see.

Reactions

Gruumsh's Inspiration. When an orc ally the warlord can see hits an enemy with a weapon attack, the warlord can inspire its ally to add 4 (1d8) extra damage to the attack.

Personality. I am loud, bloodthirsty, lewd, stubborn, and rude. In other words, I am a damn fine orc.

Ideal. Tyranny. I will unite all the orc tribes, plunder every town and village, and butcher every elf.

Bond. My tribe and I will kill every elf we see: man, woman, and child.

Flaw. I stole this armor from a human but sometimes I am too impatient to put it on.

Orc warlords are the greatest champions of their race. They embody the characteristics of Gruumsh and inspire those beneath them to ever greater violence.



Outlaws are wanted men and women on the run. They often find themselves in wildernesses on the outskirts of the city or kingdom they once called home. To return would mean imprisonment or execution. But not all are guilty of their alleged crimes, and some hope to depose corrupt rulers.



OUTLAW

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

Armor Class 17 (studded leather)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	12 (+1)	10 (+0)	14 (+2)	10 (+0)

Skills Athletics +4, Perception +6, Stealth +9, Survival +4

Senses passive Perception 16

Languages Common, Sylvan, thieves' cant

Challenge 4 (1,100 XP)

Sneak Attack. Once per turn, the outlaw deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the outlaw that isn't incapacitated and the outlaw doesn't have disadvantage on the attack roll.

Actions

Multiattack. The outlaw makes two attacks with its longbow or its shortsword.

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage, and the target's speed is reduced by 10 feet until the end of its next turn.

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Bonus Actions

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

Reactions

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

PICKPOCKET

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

Armor Class 12
Hit Points 4 (1d8)
Speed 30 ft.

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

Skills Sleight of Hand +4, Stealth +4
Senses passive Perception 10
Languages Common, Halfling
Challenge 1/8 (25 XP)

Blend In. Pickpockets have advantage on Dexterity (Stealth) checks to hide in a crowd of people.

Actions

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

Pickpockets survive by lifting items of value off unsuspecting targets. They are rank-and-file thieves, engaging in the easiest and least dangerous kind of robbery. That's not to say their lives aren't dangerous. Even petty theft can be a death sentence in some cities. But, of course, they have to catch you first.

Pickpockets' motivations are as varied as they come. Most do it just to survive. Some do it for thrills or by compulsion. Still others are even altruistic, stealing for those who cannot feed themselves. Many burglars get their start as pickpockets before moving on to bigger-stakes jobs.



Plane travelers are those who have traveled so long and so far throughout the multiverse that they no longer consider any plane home. As a result of their frequent plane hopping, their bodies are never fully at rest. Their face and features shift and blur, phasing out of reality and back.

WHY DO YOU PLANE SHIFT SO OFTEN?

d10 Reason

- 1 I have an unending thirst for knowledge.
- 2 A lifetime ago, I traveled my own world from end to end. I'd seen everything, but I wasn't done.
- 3 I travel for the same reason alcoholics drink: To help me forget my sorrows. Now I can't stop.
- 4 I seek something, or someone, in particular, and I don't know where to find it.
- 5 I'm hot on the heels of an old enemy, and I have been for centuries.
- 6 I hope to find a worthy foe, someone who actually poses a threat to me.
- 7 As far as I know, I am the last of my kind. I hope to find some remnant of my people somewhere in the multiverse.
- 8 To discover the meaning of life. I'm still looking.
- 9 I'm looking for the departed soul of the love of my life.
- 10 I'm so old I've long since forgotten why.



PLANE TRAVELER

Medium humanoid (any race), any alignment

Armor Class 14 (17 with *mage armor*)

Hit Points 142 (19d8 + 57)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	20 (+5)	10 (+0)	11 (+0)

Saving Throws Int +10, Wis +5

Skills Arcana +10, Perception +5

Senses passive Perception 15

Languages Celestial, Common, Infernal, Primordial

Challenge 13 (10,000 XP)

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

Potent Cantrip. When the traveler casts a damaging cantrip and misses, or the target succeeds on its saving throw, the target still takes half the cantrip's damage but suffers no other effect.

Semi-Incorporeal. There is a 20 percent chance of a nonmagical melee or ranged attack that would hit the traveler to instead pass through it harmlessly as if the traveler weren't there.

Spellcasting. The traveler is a 19th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). The plane traveler can cast *feather fall* and *misty step* at will and has the following wizard spells prepared:

Cantrips (at will): *light*, *message*, *prestidigitation*, *thunderclap*, *toll the dead*

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

2nd level (3 slots): *dust devil*, *levitate*

3rd level (3 slots): *clairvoyance*, *gaseous form*, *thunder step*

4th level (3 slots): *dimension door*, *Evard's black tentacles*

5th level (3 slots): *far step*, *steel wind strike*, *teleportation circle*

6th level (2 slot): *arcane gate*, *scatter*

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

8th level (1 slot): *incendiary cloud*, *maddening darkness*

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

Actions

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

PRELATE

Medium humanoid (any race), any alignment

Armor Class 13 (studded leather)

Hit Points 60 (11d8 + 11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	10 (+0)	18 (+4)	16 (+3)

Saving Throws Con +4, Wis +7, Cha +6

Skills Deception +6, Intimidation +6, Religion +3, Persuasion +6

Senses passive Perception 14

Languages Abyssal, Common, Infernal

Challenge 4 (1,100 XP)

Spellcasting. The prelate is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The prelate has the following cleric spells prepared:

Cantrips (at will): *guidance, light, resistance, thaumaturgy, toll the dead*

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

2nd level (3 slots): *aid, blindness/deafness, silence*

3rd level (3 slots): *bestow curse, remove curse, spirit guardians*

4th level (3 slots): *banishment, locate creature*

5th level (2 slots): *commune, geas*

6th level (1 slot): *harm*

Actions

Multiattack. The prelate makes two rapier attacks.

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

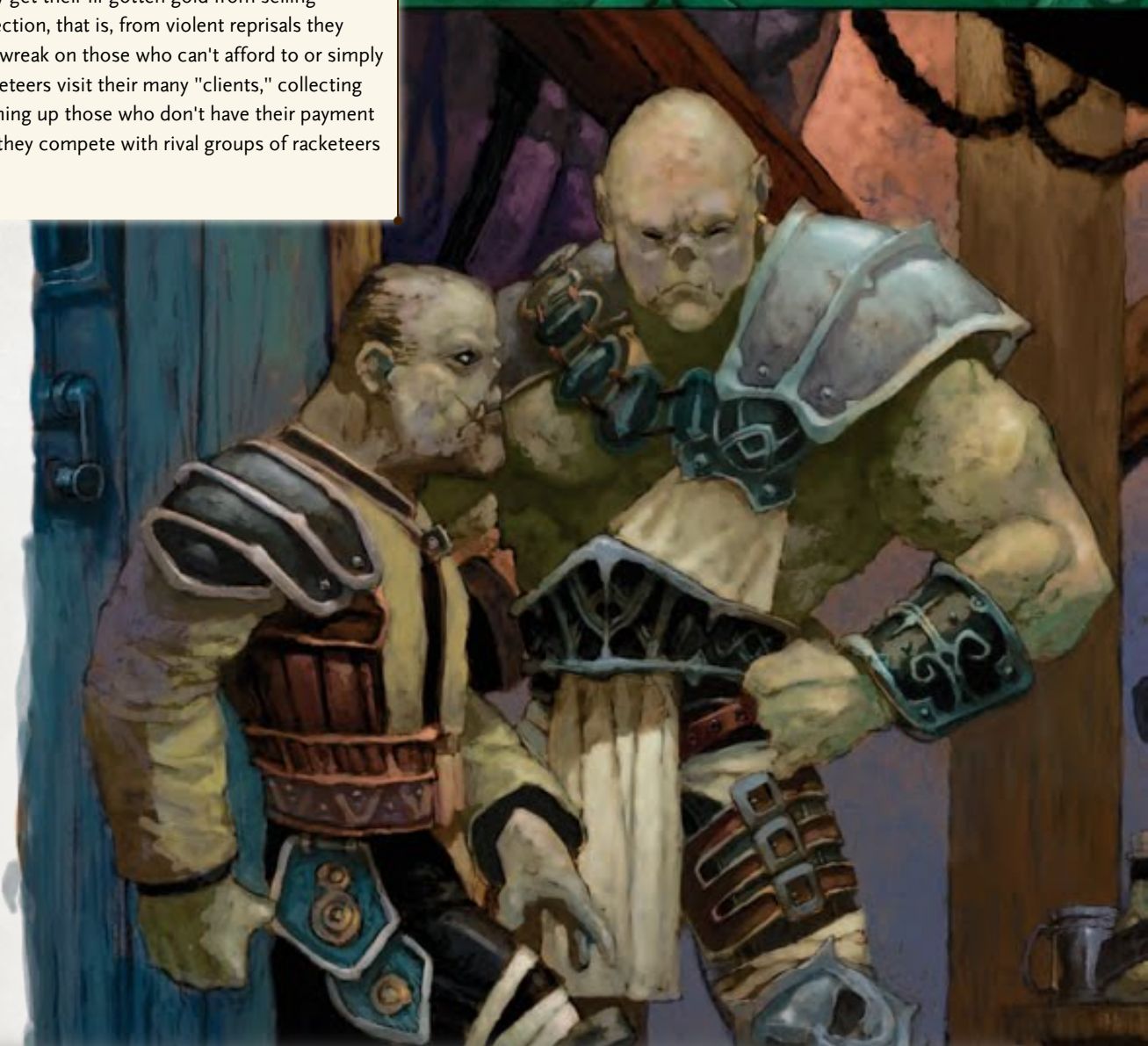
Summon Outsider (1/Day). The prelate attempts to magically summon a deva or yochlol with a 50 percent chance of success. If the attempt fails, the prelate takes 5 (1d10) psychic damage. Otherwise, the summoned outsider appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other outsiders. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

Bonus Actions

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



Racketeers like to put the squeeze on local businesses and organizations. They get their ill-gotten gold from selling "protection." Protection, that is, from violent reprisals they themselves would wreak on those who can't afford to or simply won't pay up. Racketeers visit their many "clients," collecting payment and roughing up those who don't have their payment ready. Sometimes they compete with rival groups of racketeers for turf.



RACKETEER

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

Armor Class 13 (studded leather)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

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

Skills Intimidation +3, Persuasion +3

Senses passive Perception 10

Languages Common, Orc

Challenge 1 (200 XP)

Break Kneecaps. A melee weapon deals one extra die of damage when the racketeer hits with it and the target is a racketeering client or rival racketeer.

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

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Bonus Actions

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

SHOCK TROOPER

Medium humanoid (any race), any alignment

Armor Class 18 (breastplate, shield)

Hit Points 161 (17d8 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Str +8, Con +8, Wis +3

Skills Athletics +8, Intimidation +3, Perception +3

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 7 (2,900 XP)

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

Stronger Together. If the trooper is wielding a shield and is within 5 feet of an ally who is also wielding a shield, that ally gains a +2 bonus to Armor Class.

Actions

Multiattack. The shock trooper makes three melee weapon attacks.

Pike. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage, or 16 (2d10 + 5) slashing damage if used with two hands.

Reactions

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

You're only as strong as your weakest link!

Shock troopers are elite forces trained to punch holes in enemy lines. Together they form a wedge-shaped wall of impenetrable shields and bristling pikes. The vanguard holds shields in front while all others raise them above their heads. Arrows and spears bounce harmlessly off, while cavalry are skewered and infantry flee. The shock troopers storm the enemy ranks, leaving gaps in their defenses and sowing discord.



SLEUTH

Medium humanoid (any race), any alignment

Armor Class 17 (studded leather)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

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

Saving Throws Dex +8, Int +8

Skills Investigation +8, Perception +6

Damage Resistances psychic

Senses passive Perception 16

Languages Common, Dwarvish, thieves' cant

Challenge 7 (2,900 XP)

Discern Lie. The sleuth knows when it hears a creature speak a lie in a language it knows.

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

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

Actions

Multiattack. The sleuth makes three rapier attacks or two crossbow attacks.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Bonus Actions

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

Reactions

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

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

A **sleuth** solves crimes by investigation and interrogation. Sleuths are usually found in larger cities where a lord or monarch employs them, though some are private detectives for hire.



SMUGGLER

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

Armor Class 14 (studded leather)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

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

Skills Deception +4, Perception +3

Senses passive Perception 13

Languages Common, Elvish

Challenge 1/2 (100 XP)

Cache. The smuggler automatically succeeds on Investigation and Perception checks made to find hidden valuables kept in secret compartments.

Sneak Attack. Once per turn, the smuggler 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 smuggler that isn't incapacitated and the smuggler 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) slashing damage.

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

Bonus Actions

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

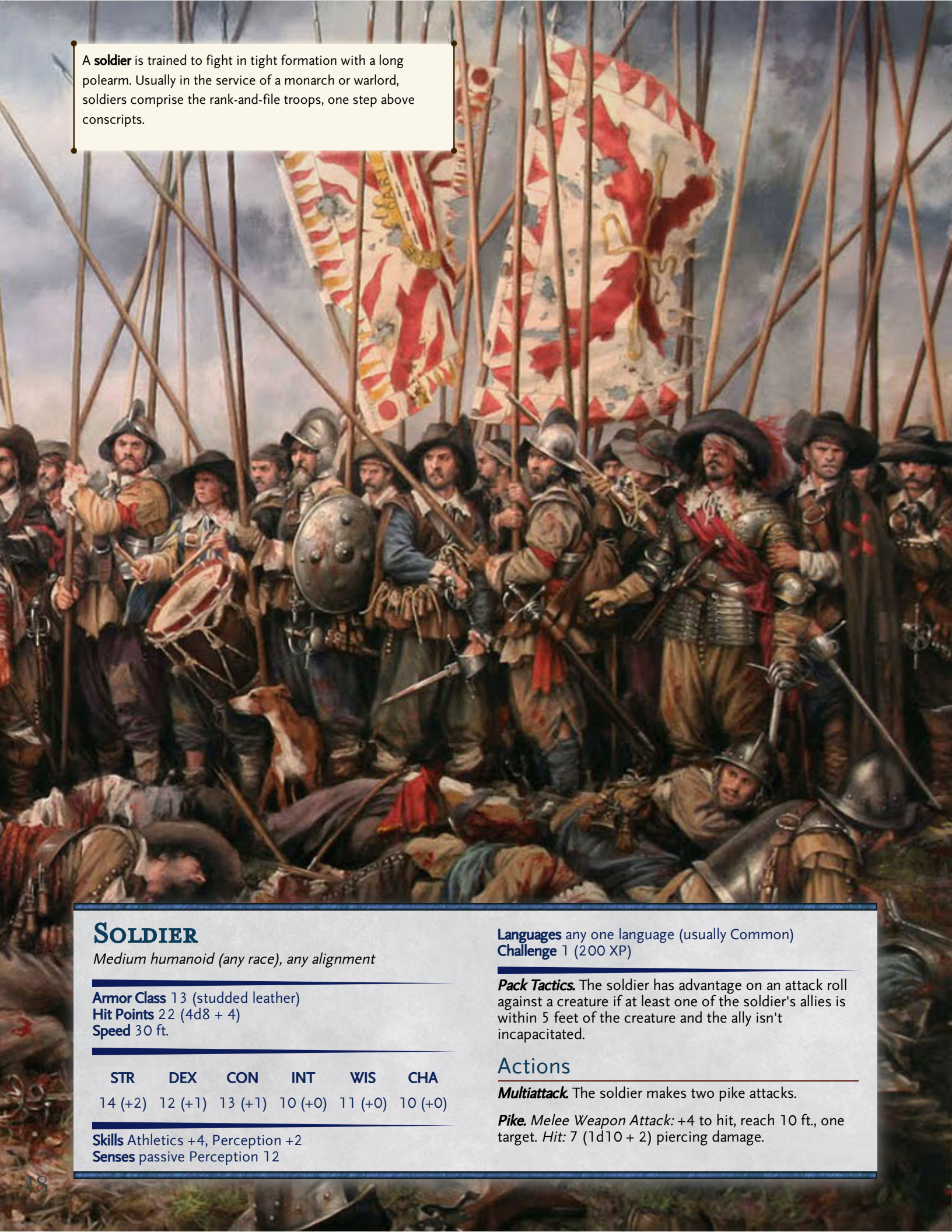
Whether they smuggle by river boat, sailing ship, caravan, wagon, or horse, **smugglers** keep the black market in business.

With an uncanny intuition about hiding places, they are masters at using secret compartments and other hidey-holes. They can detect a good hiding spot just by looking around a room or hold.

d6 Smuggled Goods

- 1 untaxed coin and jewels
- 2 spices or drugs
- 3 weapons and armor
- 4 magic items
- 5 refugees or emigrants
- 6 large, unhatched eggs





A **soldier** is trained to fight in tight formation with a long polearm. Usually in the service of a monarch or warlord, soldiers comprise the rank-and-file troops, one step above conscripts.

SOLDIER

Medium humanoid (any race), any alignment

Armor Class 13 (studded leather)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR

DEX

CON

INT

WIS

CHA

14 (+2) 12 (+1) 13 (+1) 10 (+0) 11 (+0) 10 (+0)

Skills Athletics +4, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1 (200 XP)

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

Actions

Multiattack. The soldier makes two pike attacks.

Pike. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. **Hit:** 7 (1d10 + 2) piercing damage.

SUPER HERO

Medium humanoid (any race), any alignment

Armor Class 20 (plate, shield)

Hit Points 247 (26d8 + 130)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	11 (+0)	11 (+0)	12 (+1)

Saving Throws Str +9, Con +9, Wis +4

Skills Athletics +9, Intimidation +5, Perception +4

Senses passive Perception 14

Languages any one language (usually Common)

Challenge 11 (7,200 XP)

Indomitable (3/Day). The hero rerolls a failed saving throw.

Actions

Multiattack. The hero makes three attacks with its longsword or its longbow.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft. or range 30/120 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Bonus Actions

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the hero can regain 20 hit points.

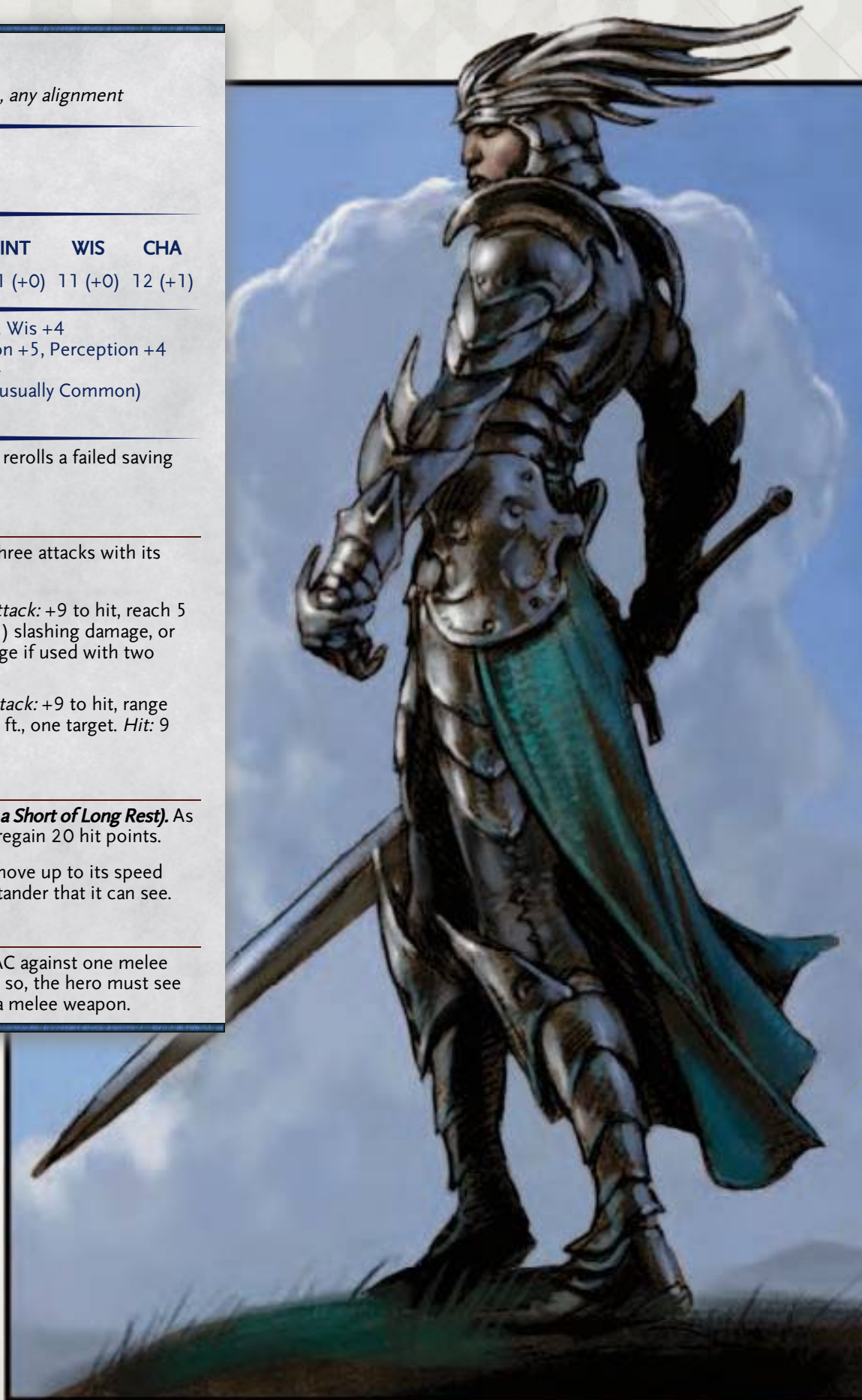
To the Rescue. The hero can move up to its speed toward a wounded ally or bystander that it can see.

Reactions

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

Super heroes represent the best a particular race has to offer. They are physically flawless and possess an unparalleled drive to save and aid.

On the flip side, some super heroes turn to evil and become super villains. With the same gifts and powers as heroes, villains are a threat to all those around them.



TRICKSTER

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)
Hit Points 60 (11d8 + 11)
Speed 30 ft.

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

Saving Throws Dex +7, Int +5

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

Senses passive Perception 14

Languages Common, Draconic, thieves' cant

Challenge 4 (1,100 XP)

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

Innate Spellcasting. The trickster's innate spellcasting ability is Intelligence. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *mage hand* (the hand is invisible), *minor illusion*, *prestidigitation*

1/day each: *disguise self*, *invisibility*, *Tasha's hideous laughter*

Sneak Attack. Once per turn, the trickster deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the trickster that isn't incapacitated and the trickster doesn't have disadvantage on the attack roll.

Actions

Multiattack. The trickster makes two 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.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Bonus Actions

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

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

MASTER TRICKSTER

Medium humanoid (any race), any alignment

Armor Class 18 (+1 studded leather)
Hit Points 161 (17d8 + 85)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	20 (+5)	20 (+5)	12 (+1)	14 (+2)

Saving Throws Dex +9, Int +9

Skills Arcana +9, Perception +5, Sleight of Hand +9, Stealth +9

Senses passive Perception 15

Languages Common, Draconic, thieves' cant

Challenge 10 (5,900 XP)

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

Innate Spellcasting. The trickster's innate spellcasting ability is Intelligence. It can innately cast the following spells (spell save DC 19), requiring no material components:

At will: *mage hand* (the hand is invisible), *major illusion*, *prestidigitation*

1/day each: *alter self*, *hypnotic pattern*, *greater invisibility*, *phantasmal killer*

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

Actions

Multiattack. The trickster makes three dagger attacks.

Envenomed Dagger. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage, plus the target must succeed on a DC 15 Constitution saving throw or take 11 (2d10) poison damage.

Light Crossbow. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Bonus Actions

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

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

VILLAGE PRIEST

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 11 (2d8 + 2)
Speed 30 ft.

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

Skills Persuasion +3, Religion +2
Senses passive Perception 12
Languages Common, Dwarvish, Halfling
Challenge 1/4 (50 XP)

Spellcasting. The priest is a 2nd-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): *guidance*, *light*, *sacred flame*

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

Actions

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

Reactions

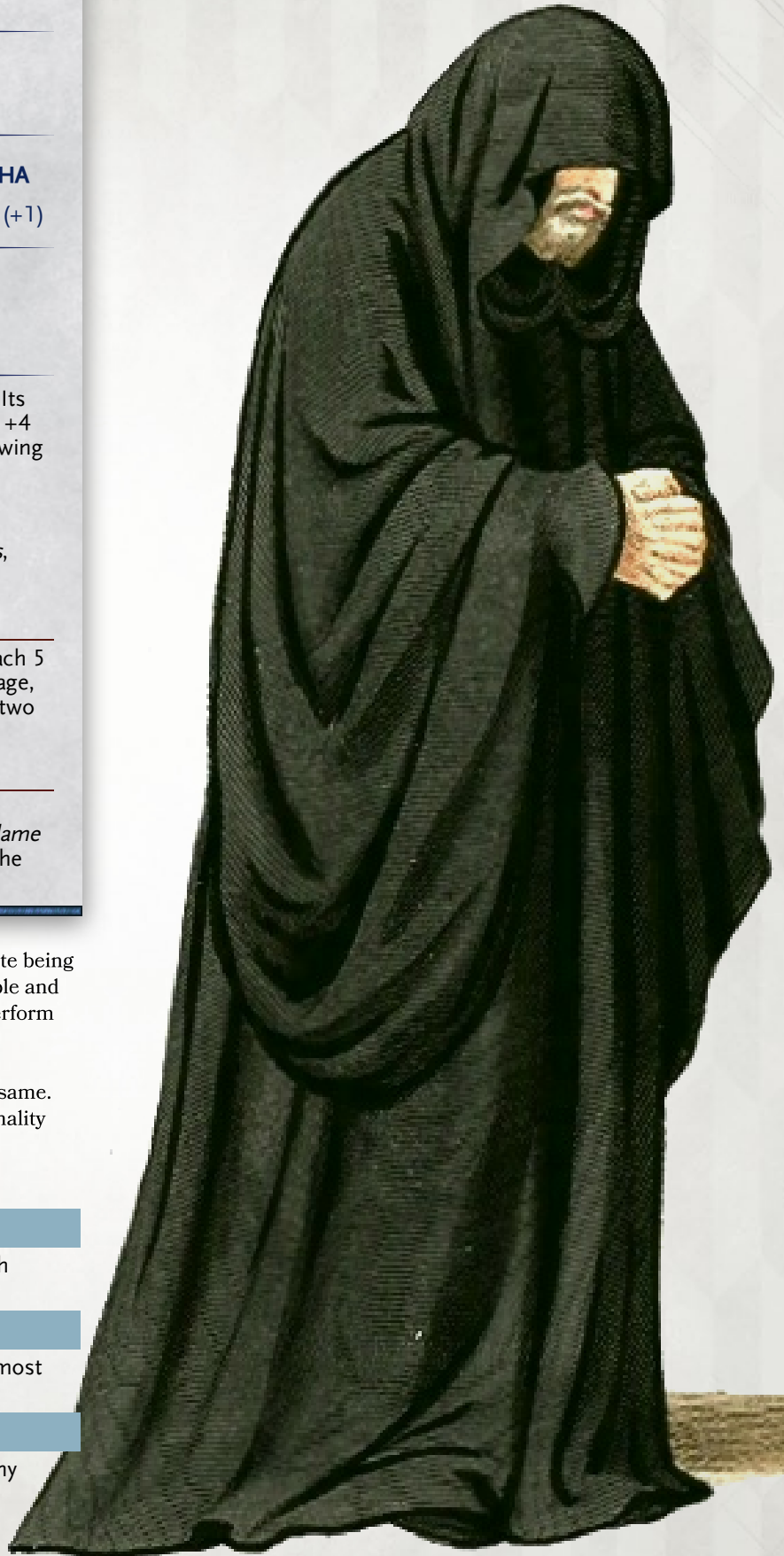
Censure. In response to seeing an ally from its hometown attacked, the priest can cast *sacred flame* as a reaction, provided the target of the spell is the attacker and it is in range of the spell.

A **village priest** is a staple of most D&D towns. Despite being almost as common as blacksmiths, they are an indelible and crucial part of the village they serve. Village priests perform religious rites, cure the sick and wounded, protect the townsfolk, and scare off enemies.

It's important that village priests don't all seem the same. Here are some characteristics to breathe some personality into yours.

d6 Trait

- 1 I may have a slight drinking problem.
- 2 I belong to a race that most people equate with violence, but I'm the nicest person.
- 3 I have doubts and struggle with my faith.
- 4 I have a rough past and I know and say things most priests wouldn't or shouldn't.
- 5 I have an illegitimate child in town. Don't tell.
- 6 Dreams about my village's destruction haunt my nights.



WAR MAGE

Medium humanoid (any race), any alignment

Armor Class 11 (14 with mage armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Saving Throws Str +2, Int +5

Skills Arcana +5, Persuasion +2

Senses passive Perception 10

Languages Common, Dwarvish, Goblin, Orc

Challenge 4 (1,100 XP)

Potent Cantrip. When the war mage casts a damaging cantrip and misses, or the target succeeds on its saving throw, the target still takes half the cantrip's damage but suffers no other effect.

Protect the Troops. When casting an abjuration wizard spell with a range of Self, the war mage can instead cast it on an ally it can see within 30 feet.

Spellcasting. The war mage is an 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *frostbite*, *ray of frost*, *thunderclap*

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

2nd level (3 slots): *scorching ray*, *shatter*, *warding wind*

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

4th level (2 slots): *banishment*, *vitriolic sphere*

Actions

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

A **war mage** is born for battle. These specialized spellcasters are most often found leading troops into battle, decimating enemy armies with deadly fireballs.



WARMONGER

Medium humanoid (any race), any alignment

Armor Class 17 (splint)
Hit Points 152 (16d8 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	10 (+0)	8 (-1)	16 (+3)

Saving Throws Str +8, Con +8, Wis +2
Skills Intimidation +6, Persuasion +6
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 6 (2,300 XP)

Incite Violence. The warmonger has advantage on all Charisma checks to spur others to commit violent acts.

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

In addition, the warmonger has advantage on saving throws against being frightened.

Actions

Multiattack. The warmonger makes three greatsword attacks.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Reactions

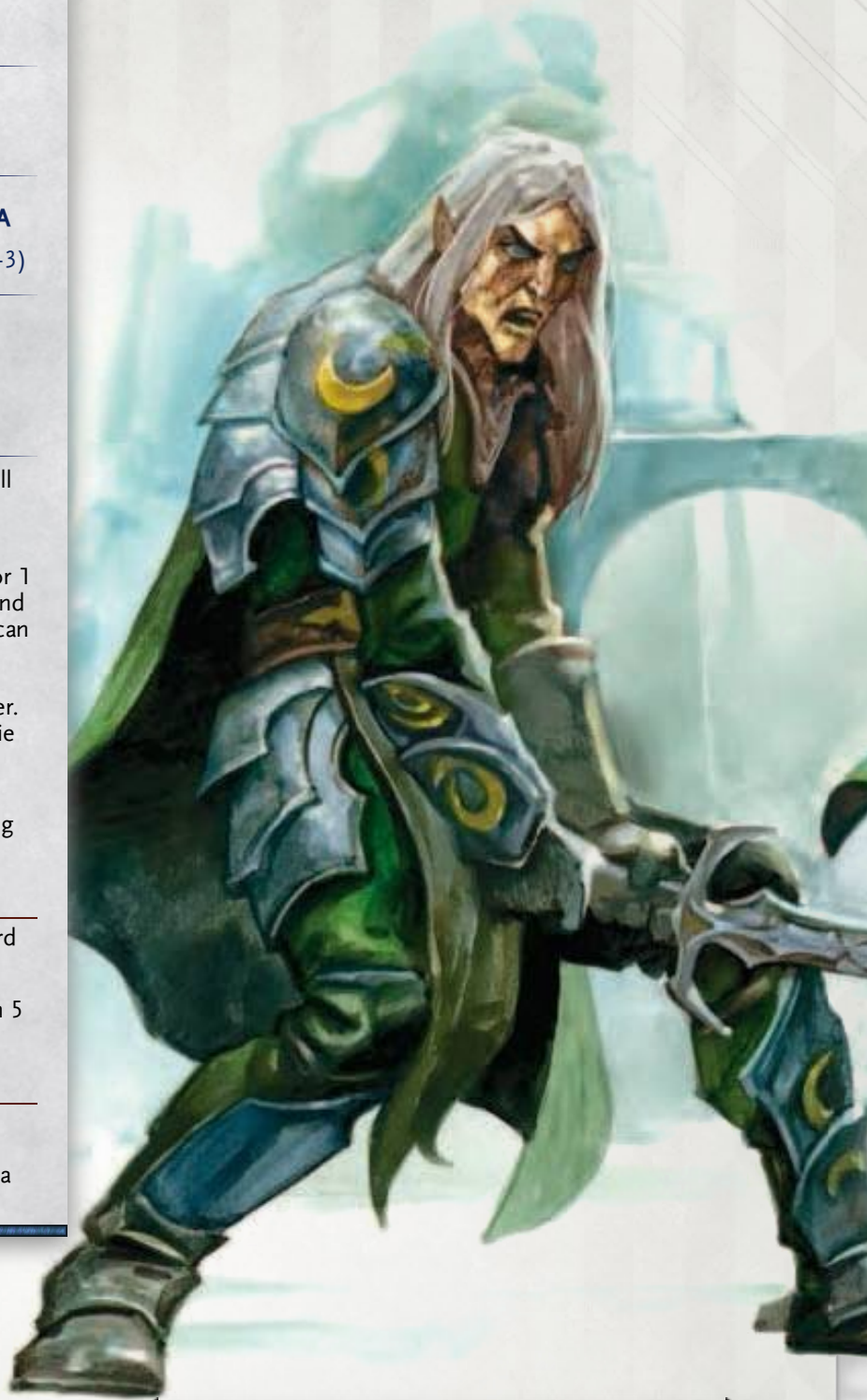
Parry. The warmonger adds 2 to its AC against one melee attack that would hit it. To do so, the warmonger must see the attacker and be wielding a melee weapon.

A **warmonger** hates its enemies so much that it must constantly be fighting or preparing to do so. It will use any means of persuasion or subterfuge to incite others to violence against its enemies as well.

Roll on the following table to generate a motive.

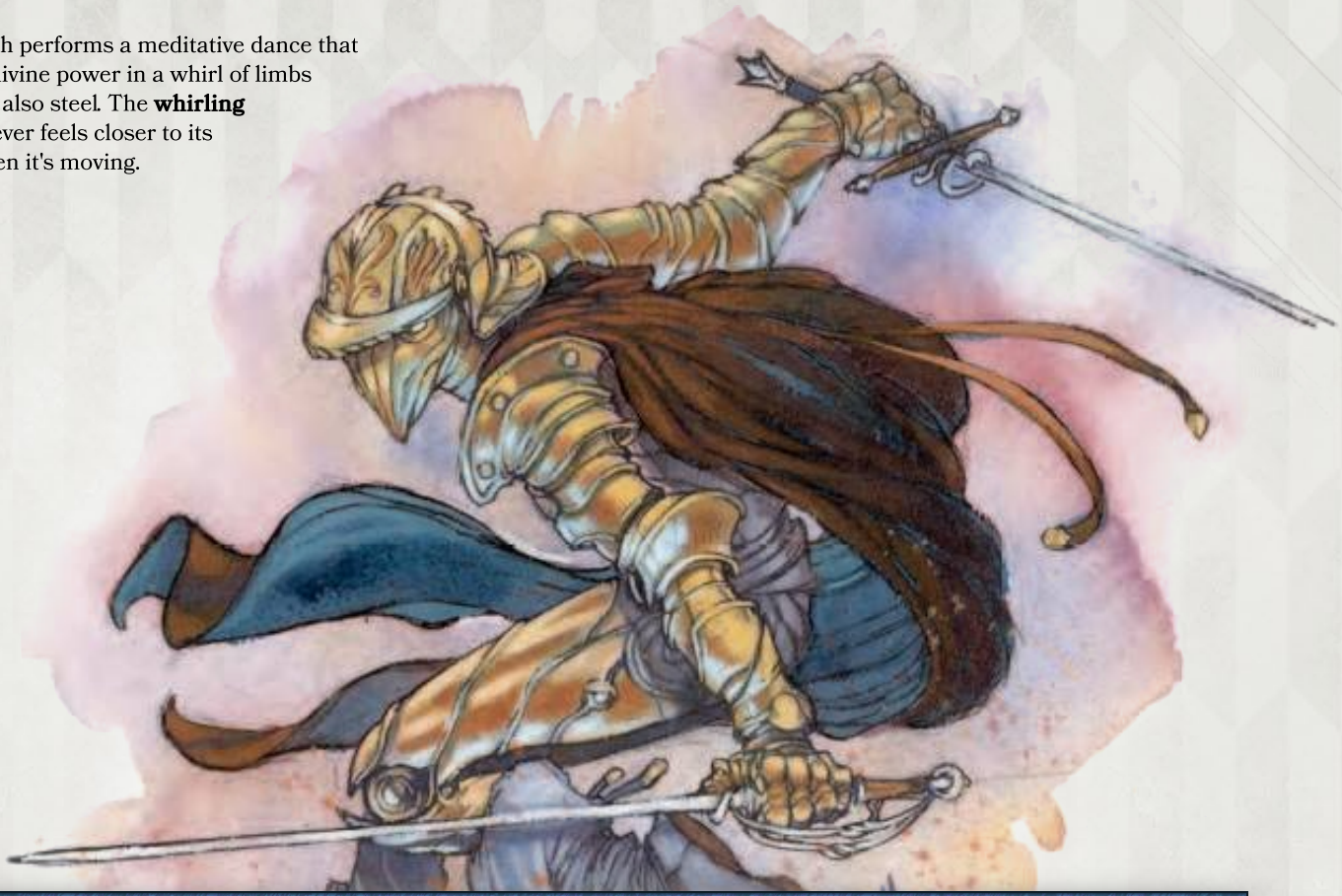
WARMONGER MOTIVE

d4	Motive
1	Prejudice
2	Vengeance
3	Greed
4	Bloodlust



Personality. People take notice when I walk into the room, then quickly look away. Even my personality is a force to be reckoned with.
Bond. I will build an army to destroy my enemies.
Ideal. Relentless. I cannot rest until the object of my hate is utterly destroyed.
Flaw. I'm troubled. I often forget to eat and sleep.

The dervish performs a meditative dance that channels divine power in a whirl of limbs and, often, also steel. The **whirling dervish** never feels closer to its god as when it's moving.



WHIRLING DERVISH

Medium humanoid (any race), any alignment

Armor Class 17 (half plate)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	12 (+1)	10 (+0)	18 (+4)	12 (+1)

Saving Throws Con +5, Wis +8, Cha +5

Skills Acrobatics +8, Religion +4, Performance +5, Persuasion +5

Senses passive Perception 14

Languages Common, Elvish, Giant

Challenge 4 (1,100 XP)

Guided Strike (Recharges After a Short or Long Rest). The dervish grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The dervish can make this choice after the roll is made but before it hits or misses.

Magic Resistance. The dervish has advantage on saving throws against spells and other magic effects.

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

Cantrips (at will): *resistance, sacred flame, thaumaturgy, toll the dead, word of radiance*

1st level (4 slots): *guiding bolt, healing word, inflict wounds, shield of faith*

2nd level (3 slots): *calm emotions, enhance ability, spiritual weapon*

3rd level (3 slots): *magic circle, mass healing word, water walk*

4th level (3 slots): *freedom of movement, guardian of faith, stone shape*

5th level (2 slots): *flame strike, holy weapon*

6th level (1 slot): *blade barrier*

7th level (1 slot): *etherealness*

Actions

Multiattack. The dervish makes two rapier attacks.

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

Bonus Actions

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

Reactions

Whirling Blades. On a hit with a finesse weapon attack, the dervish can use a reaction to attack another enemy within reach.

PART II

NPC Classes

The rest of *Slinker, Sailor, Soldier, Spy* presents four non-player classes: burglar, mage, priest, and warrior. Unlike the classes found in the *Player's Handbook*, these NPC classes are incompatible with player characters and should not be used for PCs.

Rather, these four NPC classes are the product of reverse-engineering WotC-published stat blocks and are designed to approximate the power progression and features of the NPCs found in official hardcovers.

STEP 1: CHOOSE A CLASS

Just like classes designed for PCs, NPC classes broadly describe a character's role, special talents, and tactics in combat or social contests. *Slinker, Sailor, Soldier, Spy* offers four classes, which together should cover the majority of NPC roles and combat tactics.

LEVEL

Part of choosing an NPC class is choosing a class level as well. Doing so determines how challenging the NPC is to player characters. The higher the level, the more challenging the NPC.

There isn't a one-to-one correspondence between NPC class level and monster Challenge Rating (CR). However, every NPC class table has a CR column to provide a rough approximation. For example, a 1st-level warrior is estimated to be CR 0, while a 10th-level warrior is estimated to be CR 3.

Keep in mind that this is just an estimate and we recommend using the Creating a Monster guidelines in chapter 9 of the *Dungeon Master's Guide* to get to the NPC's true CR.

Once you know the NPC's level, record all the features that its class gives it from 1st up to that chosen level.

HIT POINTS AND HIT DICE

Hit points and hit dice are somewhat streamlined in NPC classes. For starters, NPC classes all use the same hit dice: d8s for Medium characters and d6s for Small characters. Despite the similarity and to eliminate any confusion, this information is still listed under each NPC class.

Hit points follow suit. For each level, with 1st level being no exception, a Medium NPC gains 4½ hit points + Constitution modifier and a Small NPC gains 3½ hit points + Constitution modifier. As always in D&D, round down.

PROFICIENCY BONUS

Each NPC class table has a Proficiency Bonus column. This functions exactly like proficiency bonuses for classes in the *Player's Handbook* except NPC classes might have a different (usually slower) progression.

STEP 2: DETERMINE ABILITY SCORES

The NPC creation process uses the Point Buy method to determine ability scores. But instead of having 27 points to spend on NPC ability scores, each class has its own unique number of points. The number is listed among the class features. For example, burglars have 16 points to start while warriors begin with 12 points.

Using the Ability Score Point Cost table in chapter 1 of the *Player's Handbook*, spend the allotted points as listed in the NPC class. The result is always something less than a 1st-level PC, but don't worry. NPC classes have far more Ability Score Increases and will quickly surpass PC classes.

STEP 3: ADD A TRADEMARK FEATURE (OPTIONAL)

After choosing a class and determining ability scores, your NPC could already be complete. Outfit it with armor or weapons, if proficient, and you have a working NPC.

But I heartily recommend giving the NPC a trademark feature. Nearly all of the 52 NPCs in *Slinker, Sailor, Soldier, Spy* has a trademark feature. For example, the **elf lord** has Corellon's Shapes while the **dwarf monarch** has Moradin's Breath.

These trademark features are your own invention, specifically themed to bring out the unique role or personality of the NPC you're creating. Aim for something that captures the essence of your NPC concept. There are dozens of examples in this book. Go forth and make more.

STEP 4: CHOOSE A RACE (OPTIONAL)

Finally, if you wish to make your NPC race-specific, use the Race Modifiers section at the end of this chapter. Doing so alters any NPC to make it take on the characteristics of a specific race.

Like NPC classes, these Race Modifiers are not as complex as the racial traits listed in the *Player's Handbook*. Those would be too complex for an NPC. Rather, the Race Modifiers merely give the most prominent or flavorful features of that race, giving a good approximation of the race without diving too deep into minute details.

STEP 5: ASSIGN A CHALLENGE RATING

Every monster has a Challenge Rating (CR), and so should your NPC. The class tables for each NPC class gives you a rough approximation. But you would do well to also use the Final Challenge Rating process described in chapter 9 of the *Dungeon Master's Guide*. Now your NPC is ready!

BURGLAR

The burglar is the NPC equivalent of a rogue. And, like rogues, burglars are a versatile bunch. They can be everything from brutes with big clubs to wilderness experts to petty thieves to career criminals. While it's true that some have hearts of gold and the very rare burglar might even put its skills to work for the law, but most burglars are morally ambiguous and only look out for number one: themselves. One thing they all have in common, drop your guard and prepare to be punished.

CLASS FEATURES

As a burglar, the NPC gains the following class features.

HIT POINTS

Hit Dice: 1d8 per burglar level, or 1d6 per burglar level if the NPC is Small

Hit Points: $4\frac{1}{2}$ + the Medium NPC's Constitution modifier, or $3\frac{1}{2}$ + the Small NPC's Constitution modifier (rounded down)

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, hand crossbows, rapiers, scimitars, shortwords

Tools: None

Point Buy: 16 points to spend on ability scores

Saving Throws: None

Skills: Two skills of its choice

Languages: Any two languages

EQUIPMENT

The 1st-level burglar starts with the following equipment:

- (a) scimitar, (b) shortsword, or (c) dagger
- Leather armor and a set of common clothes

ABILITY SCORE BOOST

At 3rd level, when the NPC starts down the burglar path, it becomes much more than an ordinary thief. Upon leveling up at 3rd, it gains a pool of 12 points. With each point in this pool, it can increase an ability score by 1. It can't increase an ability score above 18 using this feature. Once the pool of points is spent, it cannot be replenished.

Upon reaching 14th level, the burglar again receives points to spend on ability score increases. This time the pool is 20 points and the maximum an ability score can be is 20.

CUNNING ACTION

Starting at 3rd level, the burglar can take a bonus action to take the Dash, Disengage, or Hide action.

BURGLAR

Level	CR	Proficiency Bonus	Features
1st	1/8	+2	—
2nd	1/8	+2	—
3rd	1/4	+2	Ability Score Boost, Cunning Action
4th	1/2	+2	Sneak Attack (2d6)
5th	1	+2	—
6th	1	+2	Multiattack, Skilled
7th	2	+2	—
8th	3	+2	Archetype, Bonus Language
9th	4	+2	—
10th	4	+2	Sneak Attack (3d6)
11th	5	+3	Bonus Proficiencies, Evasion
12th	6	+3	Multiattack (1), Sneak Attack (4d6)
13th	7	+3	—
14th	7	+3	Ability Score Boost
15th	8	+3	—
16th	9	+3	—
17th	10	+4	—
18th	10	+4	Brute
19th	11	+4	—
20th	12	+4	—

SNEAK ATTACK

Beginning at 4th level, the burglar deals an extra 2d6 damage when it hits a target with a finesse or ranged weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the burglar that isn't incapacitated and the burglar doesn't have disadvantage on the attack roll.

The amount of extra damage increases by 1d6 at 10th level and again at 12th level.

MULTIATTACK

Beginning at 6th level, the burglar can attack twice, instead of once, whenever it takes the Attack Action on its turn.

The number of attacks increases to three when the burglar reaches 12th level in this class.

SKILLED

At 6th level, the burglar gains one of the following options of its choice.

EXPERTISE

The burglar gains two more skill proficiencies. In addition, the burglar chooses two of its skill proficiencies, which may or may not be the skill proficiencies it just gained. Its proficiency bonus is doubled for any ability check it makes that uses either of the chosen proficiencies.

PARRY

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

ARCHETYPE

At 8th level, the burglar gains one of the following options of its choice.

ASSASSINATE

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

In addition, the burglar gains resistance to poison damage.

UNCANNY DODGE

As a reaction, the burglar halves the damage that it takes from an attack that hits it. It must be able to see the attacker.

BONUS LANGUAGE

The burglar learns to speak, read, and write one language of its choice. Alternately, the burglar may learn thieves' cant.

BONUS PROFICIENCIES

At 11th level, the burglar gains proficiency with Dexterity saving throws. It also gains proficiency in one other saving throw of its choice.

EVASION

At 11th level, if the burglar is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the burglar instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

BRUTE

Starting at 18th level, a melee weapon deals one extra die of its damage when the burglar hits with it.

LIST OF BURGLARS

1ST LEVEL

pickpocket 41

2ND LEVEL

cultist *BR*

3RD LEVEL

gambler 17

4TH LEVEL

smuggler 47

5TH LEVEL

racketeer 44

6TH LEVEL

spy *BR*

7TH LEVEL

goblin sneak 18

8TH LEVEL

orc red fang of Shargaas *VGtM*

9TH LEVEL

cat burglar 8

10TH LEVEL

outlaw 40

11TH LEVEL

trickster 50

12TH LEVEL

assassin *BR*

13TH LEVEL

master thief *VGtM*

14TH LEVEL

sleuth 46

15TH LEVEL

bounty hunter 6

16TH LEVEL

dark genasi 11

17TH LEVEL

master trickster 50

18TH LEVEL

kingpin 31

19TH LEVEL

halfling footprint of Brandobaris 20

20TH LEVEL

child of Mask 9

BR *Basic Rules*
MM *Monster Manual*
LMP *Lost Mine of Phandelver (Starter Set)*
MToF *Mordenkainen's Tome of Foes*
VGtM *Volo's Guide to Monsters*

MAGE

Mages are the NPC equivalent of wizards. Just like wizards, mages are all about amassing arcane knowledge to cast more and more powerful spells. As they grow in arcane might, mages' spells become harder to resist and easier for them to cast. Some mages specialize in a school of magic, but many others are equal opportunity arcanists, learning whatever spells come their way. The most powerful mages very much resemble demigods and may even attain cult followings.

CLASS FEATURES

As a mage, the NPC gains the following class features.

HIT POINTS

Hit Dice: 1d8 per mage level, or 1d6 per mage level if the NPC is Small

Hit Points: 4½ + the Medium NPC's Constitution modifier, or 3½ + the Small NPC's Constitution modifier (rounded down)

PROFICIENCIES

Armor: None

Weapons: Daggers, darts, slings, quarterstaves, light crossbows

Tools: None

Point Buy: 18 points to spend on ability scores

Saving Throws: None

Skills: Arcana and one other skill of its choice

Languages: Any one language (usually Common)

EQUIPMENT

The 1st-level mage starts with the following equipment:

- (a) quarterstaff or (b) dagger
- (a) component pouch or (b) arcane focus
- (a) scholar's robes or (b) a set of common clothes
- A spellbook

SPELLCASTING

A student of arcane magic, the mage has has glimmerings of true power that can grow to arcane might.

MAGE															
Level	CR	Proficiency Bonus	Features	Cantrips Known	Cantrips										
					1st	2nd	3rd	4th	5th	6th	7th	8th	9th		
1st	1/4	+2	Spellcasting	3	2	—	—	—	—	—	—	—	—	—	—
2nd	1/4	+2	Bonus Language	3	3	—	—	—	—	—	—	—	—	—	—
3rd	1/2	+2	Bonus Language	3	4	2	—	—	—	—	—	—	—	—	—
4th	1	+2	Ability Score Improvement, Bonus Language, Bonus Proficiencies	3	4	3	—	—	—	—	—	—	—	—	—
5th	1	+2	—	3	4	3	2	—	—	—	—	—	—	—	—
6th	2	+2	Ability Score Improvement, Potent Cantrip	4	4	3	3	—	—	—	—	—	—	—	—
7th	3	+2	Ability Score Improvement	4	4	3	3	1	—	—	—	—	—	—	—
8th	4	+2	—	4	4	3	3	2	—	—	—	—	—	—	—
9th	5	+3	Ability Score Improvement	4	4	3	3	3	1	—	—	—	—	—	—
10th	6	+3	—	4	4	3	3	3	2	—	—	—	—	—	—
11th	7	+3	Ability Score Improvement	4	4	3	3	3	2	1	—	—	—	—	—
12th	8	+4	Ability Score Improvement	4	4	3	3	3	2	1	—	—	—	—	—
13th	9	+4	—	5	4	3	3	3	2	1	1	—	—	—	—
14th	9	+4	Ability Score Improvement	5	4	3	3	3	2	1	1	—	—	—	—
15th	10	+4	—	5	4	3	3	3	2	1	1	1	—	—	—
16th	11	+4	Ability Score Improvement	5	4	3	3	3	2	1	1	1	—	—	—
17th	11	+4	Ability Score Improvement	5	4	3	3	3	2	1	1	1	1	—	—
18th	12	+4	Magic Resistance, Spell Mastery	5	4	3	3	3	3	1	1	1	1	—	—
19th	13	+5	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1	—	—
20th	14	+5	Signature Spells	5	4	3	3	3	3	2	2	1	1	—	—

A mage with the Spellcasting class feature has a spellcaster level and spell slots, which it uses to cast its spells of 1st level and higher (as explained in chapter 10 of the *Basic Rules*). The spellcaster level is also used for any cantrips included in the feature.

The mage has a list of spells prepared from the wizard class. The wizard is considered a member of the wizard class when attuning to or using a magic item that requires membership in the wizard class or access to its spell list.

A mage can cast a spell from its list at a higher level if it has the spell slot to do so. For example, a priest with the 3rd-level *lightning bolt* spell can cast it as a 5th-level spell by using one of its 5th-level spell slots.

The DM can change the spells that a mage knows or has prepared, replacing any spell on a mage's spell list with a different spell of the same level and from the wizard spell list. If the DM does so, the DM might cause the monster to be a greater or lesser threat than suggested by its challenge rating.

SPELLCASTING ABILITY

Intelligence is the mage's spellcasting ability for its wizard spells, since it learns its spells through dedicated study and memorization. The mage uses its Intelligence whenever a spell refers to its spellcasting ability. In addition, it uses its Intelligence modifier when setting the saving throw DC for a wizard spell it casts and when making an attack roll with one.

Spell Save DC = 8 + the mage's proficiency bonus + its Intelligence modifier

Spell attack modifier = the mage's proficiency bonus + its Intelligence modifier

BONUS LANGUAGES

Mages are expert scholars and, early on, master several languages. When the mage reaches 2nd level, and again at 3rd and 4th level, it learns one language of its choice.

ABILITY SCORE IMPROVEMENT

When the mage reaches 4th level, and again at 6th, 7th, 9th, 11th, 12th, 14th, 16th, 17th, and 19th level, it can increase one ability score of its choice by 2, or it can increase two ability scores of its choice by 1. As normal, it can't increase an ability score above 20 using this feature.

BONUS PROFICIENCIES

At 4th level, the mage gains proficiency with Intelligence saving throws. It also gains proficiency in one other saving throw of its choice.

POTENT CANTRIP

Starting at 6th level, the mage's damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against the mage's cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

POTENT CANTRIP VARIANTS

A mage can forgo the Potent Cantrip feature and instead choose one of the following features:

Arcane Ward. See the **abjurer** stat block in *Volo's Guide to Monsters*.

Benign Transportation. See the **conjurer** stat block in *Volo's Guide to Monsters*.

Displacement. See the **illusionist** stat block in *Volo's Guide to Monsters*.

Grim Harvest. See the **necromancer** stat block in *Volo's Guide to Monsters*.

Instinctive Charm. See the **enchanter** stat block in *Volo's Guide to Monsters*.

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

Portent. See the **diviner** stat block in *Volo's Guide to Monsters*.

Sculpt Spells. See the **evoker** stat block in *Volo's Guide to Monsters*.

Transmuter's Stone. See the **transmuter** stat block in *Volo's Guide to Monsters*.

MAGIC RESISTANCE

At 18th level, the mage gains advantage on saving throws against spells and other magical effects.

SPELL MASTERY

At 18th level, the mage chooses a 1st-level wizard spell and a 2nd-level wizard spell that are in its spellbook. It can cast those spells at their lowest level without expending a spell slot when it has them prepared.

SIGNATURE SPELLS

At 20th level, the mage chooses two 3rd-level wizard spells in its spellbook as its signature spells. It always has these spells prepared, they don't count against the number of spells it has prepared, and it can cast each of them once at 3rd level without expending a spell slot.



LIST OF MAGES

1ST LEVEL	
apprentice wizard	<i>VGtM</i>
2ND LEVEL	
hedge wizard	23
3RD LEVEL	
hypnotist	27
4TH LEVEL	
evil mage	<i>LMoP</i>
Nezznar the Black Spider	<i>LMoP</i>
5TH LEVEL	
occultist	37
6TH LEVEL	
alchemist	4
7TH LEVEL	
hobgoblin devastator	<i>VGtM</i>
illuionist	<i>VGtM</i>
8TH LEVEL	
war mage	52
9TH LEVEL	
conjurer	<i>VGtM</i>
enchanter	<i>VGtM</i>
mage	<i>BR</i>
transmuter	<i>VGtM</i>
10TH LEVEL	
drow mage	<i>MM</i>
11TH LEVEL	
inventor	29
12TH LEVEL	
evoker	<i>VGtM</i>
necromancer	<i>VGtM</i>
13TH LEVEL	
abjurer	<i>VGtM</i>
14TH LEVEL	
high mage	25
15TH LEVEL	
diviner	<i>VGtM</i>
16TH LEVEL	
magocrat	34
17TH LEVEL	
court mage	10
18TH LEVEL	
archmage	<i>BR</i>
19TH LEVEL	
plane traveler	42
20TH LEVEL	
demigod	13

<i>BR</i>	<i>Basic Rules</i>
<i>MM</i>	<i>Monster Manual</i>
<i>LMoP</i>	<i>Lost Mine of Phandelver (Starter Set)</i>
<i>VGtM</i>	<i>Volo's Guide to Monsters</i>

PRIEST

The priest is the NPC equivalent of a cleric. Priests act as emissaries of the gods on earth. A priest receives great favors from the god it serves, from divine magic to extraplanar servants to special protection to vengeful punishments hurled at those who oppose it. Priests are natural-born leaders and powerful cultural figures who lead their people sometimes to glory, sometimes to ruin.

CLASS FEATURES

As a priest, the NPC gains the following class features.

HIT POINTS

Hit Dice: 1d8 per priest level, or 1d6 per priest level if the NPC is Small

Hit Points: 4½ + the Medium NPC's Constitution modifier, or 3½ + the Small NPC's Constitution modifier (rounded down)

PROFICIENCIES

Armor: None

Weapons: Simple weapons

Tools: None

Point Buy: 18 points to spend on ability scores

Saving Throws: None

Skills: Religion and one other skill of the priest's choice

EQUIPMENT

The 1st-level priest starts with the following equipment:

- (a) vestments or (b) common clothes
- a club and a holy symbol

SPELLCASTING

As a conduit for divine power, the priest can cast cleric spells.

A priest with the Spellcasting class feature has a spellcaster level and spell slots, which it uses to cast its spells of 1st level and higher (as explained in chapter 10 of the *Basic Rules*). The spellcaster level is also used for any cantrips included in the feature.

The priest has a list of spells prepared from the cleric class. The list might also include spells from the Divine Domain feature. The priest is considered a member of the cleric class when attuning to or using a magic item that requires membership in the cleric class or access to its spell list.

A priest can cast a spell from its list at a higher level if it has the spell slot to do so. For example, a priest with the 3rd-level *spirit guardians* spell can cast it as a 5th-level spell by using one of its 5th-level spell slots.

The DM can change the spells that a priest knows or has prepared, replacing any spell on a priest's spell list with a different spell of the same level and from the cleric list. If the DM does so, the DM might cause the monster to be a greater or lesser threat than suggested by its challenge rating.

PRIEST

Level	CR	Proficiency Bonus	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	1/4	+2	Spellcasting	3	3	—	—	—	—	—	—	—	—
2nd	1/4	+2	Ability Score Increase, Bonus Languages	3	3	—	—	—	—	—	—	—	—
3rd	1/2	+2	Ability Score Increase, Arms and Armor, Divine Gift	3	4	2	—	—	—	—	—	—	—
4th	1/2	+2	Ability Score Increase, Bonus Proficiencies, Multiattack	4	4	3	—	—	—	—	—	—	—
5th	1	+2	Bonus Proficiencies	4	4	3	2	—	—	—	—	—	—
6th	1	+2	Ability Score Increase	4	4	3	3	—	—	—	—	—	—
7th	2	+2	Domain	4	4	3	3	1	—	—	—	—	—
8th	2	+2	Ability Score Increase, Multiattack improvement	4	4	3	3	2	—	—	—	—	—
9th	3	+3	Divine Gift improvement	4	4	3	3	3	1	—	—	—	—
10th	3	+3	Ability Score Increase, Bonus Proficiencies	5	4	3	3	3	2	—	—	—	—
11th	4	+3	Ability Score Increase	5	4	3	3	3	2	1	—	—	—
12th	4	+4	Magic Resistance	5	4	3	3	3	2	1	—	—	—
13th	5	+4	Ability Score Increase	5	4	3	3	3	2	1	1	—	—
14th	6	+4	—	5	4	3	3	3	2	1	1	—	—
15th	6	+4	Ability Score Increase, Divine Gift improvement	5	4	3	3	3	2	1	1	1	—
16th	7	+4	—	5	4	3	3	3	2	1	1	1	—
17th	7	+4	Ability Score Increase	5	4	3	3	3	2	1	1	1	1
18th	8	+4	Ability Score Increase	5	4	3	3	3	3	1	1	1	1
19th	8	+5	—	5	4	3	3	3	3	2	1	1	1
20th	9	+5	Ability Score Increase, Legendary Actions	5	4	3	3	3	3	2	2	1	1

SPELLCASTING ABILITY

Wisdom is the priest's spellcasting ability for its cleric spells. The power of its spells comes from its devotion. It uses its Wisdom whenever a cleric spell refers to its spellcasting ability. In addition, the priest uses its Wisdom modifier when setting the saving throw DC for a cleric spell it casts and when making an attack roll with one.

Spell Save DC = 8 + the priest's proficiency bonus + its Wisdom modifier

Spell attack modifier = the priest's proficiency bonus + its Wisdom modifier

ABILITY SCORE IMPROVEMENT

When the priest reaches 2nd level, and again at 3rd, 4th, 6th, 8th, 10th, 11th, 13th, 15th, 17th, 18th, and 20th level, it can increase one ability score of its choice by 2, or it can increase two ability scores of its choice by 1. As normal, it can't increase an ability score above 20 using this feature.

BONUS LANGUAGES

At 2nd level, the priest learns two languages of its choice.

ARMS AND ARMOR

At 3rd level, the priest gains proficiency in all armor, shields, and all weapons.

DIVINE GIFT

At 3rd level, the priest's god is so pleased that it grants the priest one of three divine gifts.

DEVOTION

The priest's deity inspires fortitude in the face of evil and discernment in treachery. The priest gains advantage on saving throws against being charmed or frightened.

Starting at 9th level, the priest becomes immune to the frightened condition. At 15th level, it becomes immune to the charmed condition.

EMINENCE

The god shows its might through the priest's fighting arm. Starting at 3rd level, as a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) damage to a target on a hit. The priest chooses whether it deals necrotic or radiant. 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.

At 9th level, the priest can change its extra damage type to acid, cold, fire, or lightning. At 15th level, the priest can change its extra damage type to poison, psychic, or thunder.

RIGHTEOUS FURY

The priest's god makes it mightier in battle. The priest deals an extra 4 (1d8) damage when it hits with a weapon attack.

At 9th level and again at 15th level, the extra damage increases by 1d8.

BONUS PROFICIENCIES

At 4th level and again at 10th level, the priest gains proficiency in one additional skill of its choice.

In addition, at 5th level, the priest gains proficiency in two of the following: Constitution saving throws, Wisdom saving throws, and Charisma saving throws. At 10th level, the priest gains the remaining saving throw.

MULTIATTACK

Beginning at 4th level, the priest can attack twice, instead of once, whenever it takes the Attack action on your turn. The weapon must have the Light property for the priest to use this ability.

At 8th level, the priest can attack twice with any weapon.

DOMAIN

At 7th level, the priest chooses one from the following features.

CURSE

The priest targets one creature that it can see within 30 feet of it. The target must succeed on a Wisdom saving throw equal to the priest's spell save DC or be cursed. While cursed, the target suffers one of the following effects.

- blinded
- deafened
- vulnerability to one type of damage of the priest's choice
- gains no benefit from finishing a short or long rest

The curse lasts until ended with a *greater restoration* spell, a *remove curse* spell, or similar magic. When the curse ends, the priest takes 10 (3d6) psychic damage.

Once it uses this feature, the priest must finish a long rest before it can use it again.

DISCERN LIE

The priest knows when it hears a creature speak a lie in a language it knows.

EVIL EYE

The priest targets one creature that it can see within 10 feet of it and casts one of the following spells on the target, requiring neither somatic nor material components to do so: *animal friendship*, *charm person*, or *hold person*. If the target succeeds on the initial saving throw, the priest is blinded until the end of its next turn. Once a target succeeds on a saving throw against this effect, it is immune to the Evil Eye power for 24 hours.

Once it uses this feature, the priest must finish a short or long rest before it can use it again.

FICKLE FAVOR

As a bonus action, the priest can bestow its god's blessing on one ally it can see within 30 feet of it. The ally takes 7 (2d6) psychic damage but has advantage on the next attack roll it makes until the end of its next turn.

GUIDED STRIKE

The priest grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The priest can make this choice after the roll is made but before it hits or misses.

Once it uses this feature, the priest must finish a short or long rest before it can use it again.

SUMMON OUTSIDER

The priest summons a celestial, elemental, fey, or fiend creature. The summoned creature appears in an unoccupied space within 60 feet of the priest and acts as an ally of the the priest. It remains for 10 minutes, until it dies, or until the priest dismisses it as an action.

Your priest's level determines which extraplanar creature the priest can summon, as shown on the Summon Outsider table.

It's possible for the priest to summon a creature with a higher CR than the Max CR listed on the table, but there is a 25% percent chance of failure for each CR number greater than the maximum listed on the table. For example, a 10th-level priest has only a 25% chance of success when attempting to summon a CR 10 creature. If the attempt fails, the priest takes 5 (1d10) psychic damage.

Once it uses this feature, the priest must finish a long rest before it can use it again.

MAGIC RESISTANCE

At 12th level, the priest gains advantage on saving throws against spells and other magic effects.

SUMMON OUTSIDER

Level	Max CR	Example
7th	5	earth elemental
8th	6	invisible stalker
10th	7	korred
11th	8	chain devil
13th	9	glabrezu
14th	10	deva
16th	11	djinni
17th	12	erinyes
19th	13	nalfeshnee
20th	14	ice devil

LEGENDARY ACTIONS

At 20th level, the priest can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The priest regains spent legendary actions at the start of its turn.

Attack. The priest makes one weapon attack.

Compel Outsider (Costs 2 Actions). An allied extraplanar creature within 30 feet of the priest uses its reaction to make one attack against a target of the priest's choice that it can see.

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



LIST OF PRIESTS

1ST LEVEL

acolyte *BR*

2ND LEVEL

village priest 51

3RD LEVEL

orc eye of Gruumsh *MM*

4TH LEVEL

cult fanatic *BR*

orc hand of Yurtrus *VGtM*

5TH LEVEL

orc claw of Luthic *VGtM*

priest *BR*

6TH LEVEL

dragon disciple 14

7TH LEVEL

healer 22

8TH LEVEL

guru 19

9TH LEVEL

war priest *VGtM*

10TH LEVEL

drow priestess of Lolth *MM*

11TH LEVEL

prelate 43

12TH LEVEL

drow inquisitor *MToF*

13TH LEVEL

whirling dervish 54

14TH LEVEL

oracle 38

15TH LEVEL

inquisitor 28

16TH LEVEL

Maglubiyet's chosen 33

17TH LEVEL

hammer of Moradin 21

18TH LEVEL

death priest 12

19TH LEVEL

archpriest 5

20TH LEVEL

drow matron mother *MToF*

BR *Basic Rules*
MM *Monster Manual*
LMoP *Lost Mine of Phandelver (Starter Set)*
MToF *Mordenkainen's Tome of Foes*
VGtM *Volo's Guide to Monsters*

WARRIOR

Warriors are the NPC equivalent of fighters. They start as mere commoners but train their bodies, hone their skill with blade and bow, and sharpen their martial prowess to become much more. There are many different kinds of warriors, from charismatic generals to bloody brutes to weapon specialists. What they all share is a singular devotion to winning battles.

CLASS FEATURES

As a warrior, the NPC gains the following class features.

HIT POINTS

Hit Dice: 1d8 per warrior level, or 1d6 per warrior level if the NPC is Small

Hit Points: 4½ + the Medium NPC's Constitution modifier, or 3½ + the Small NPC's Constitution modifier (rounded down)

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Point Buy: 12 points to spend on ability scores

Saving Throws: None

Skills: Choose one skill from among Athletics, Intimidation, or Perception, plus one other skill of your choice

Languages: Any one language (usually Common)

EQUIPMENT

The 1st-level warrior starts with the following equipment:

- (a) a spear, (b) a rapier, (c) a halberd, or (d) a scimitar and light crossbow with 20 bolts
- (a) leather armor, (b) hide armor, (c) breastplate, or (d) chain shirt and a shield
- (a) common clothes, (b) a uniform, or (c) fine clothes

MARTIAL TRAINING

At 2nd level, the warrior commences its martial training. It gains one of the following features of its choice.

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.

PARRY

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

REGIMEN

At 2nd level, the warrior takes up an exercise regimen that makes it much more than a simple commoner. It gains a pool of 8 points. With each point pool, the warrior can increase an ability score by 1. It can't increase an ability score above 16 using this feature. Once the pool of points is spent, it can never be replenished.

WARRIOR

Level	CR	Proficiency Bonus	Features
1st	0	+2	—
2nd	1/8	+2	Martial Training, Regimen
3rd	1/2	+2	Multiattack
4th	1	+2	Ability Score Increase
5th	1	+2	Bonus Proficiencies
6th	2	+2	Ability Score Increase
7th	2	+2	Ability Score Increase
8th	3	+2	Martial Specialty
9th	3	+2	Ability Score Increase, Bonus Proficiencies
10th	3	+2	Multiattack (2)
11th	4	+3	Ability Score Increase
12th	4	+3	Ability Score Increase
13th	5	+3	—
14th	5	+3	Ability Score Increase
15th	6	+3	—
16th	6	+3	Ability Score Increase
17th	7	+3	—
18th	7	+3	Ability Score Increase
19th	8	+3	Ability Score Increase
20th	8	+4	Second Wind
21st	9	+4	Ability Score Increase
22nd	9	+4	—
23rd	10	+4	Ability Score Increase
24th	10	+4	—
25th	11	+4	Ability Score Increase
26th	11	+4	Ability Score Increase
27th	12	+4	Legendary Actions, Survivor

MULTIATTACK

Beginning at 3rd level, the warrior can attack twice, instead of once, whenever it takes the Attack action on its turn.

The number of attacks increases to three when the warrior reaches 10th level in this class.

ABILITY SCORE INCREASE

When the warrior reaches 4th level, and again at 6th, 7th, 9th, 11th, 12th, 14th, 16th, 18th, 19th, 21st, 23rd, 25th, and 26th level, it can increase one ability score of its choice by 2, or it can increase two ability scores of its choice by 1. It can't increase an ability score above 20 using this feature.

BONUS PROFICIENCIES

At 5th level, the warrior gains proficiency in two of the following: Strength saving throws, Constitution saving throws, or Wisdom saving throws.

At 9th level, the warrior gains proficiency in the remaining saving throw from the above options.

MARTIAL SPECIALTY

At 8th level, the warrior chooses a specialty. It gains one of the following features of its choice.

ARCHER'S EYE

The warrior gains the Archer's Eye feature from the **archer** stat block in of *Volo's Guide to Monsters*. The warrior can use this feature a number of times equal its proficiency bonus. It must complete a long rest to regain use of this feature.

When the warrior chooses this specialty, it gains proficiency with Perception if it doesn't already have it.

BRUTE

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

When the warrior chooses this specialty, it gains proficiency with Intimidation if it doesn't already have it.

INDOMITABLE

The warrior can reroll a saving throw that it fails. If it does so, it must use the new roll, and it can't use this feature again until it finishes a long rest.

The warrior can use this feature twice between long rests starting at 17th level, and three times between long rests starting at 25th level.

When the warrior chooses this specialty, it gains proficiency with Athletics if it doesn't already have it.

LEADERSHIP

For 1 minute, the warrior 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 warrior. A creature can benefit from only one Leadership die at a time. This effect ends if the warrior is incapacitated.

Once it uses this feature, the warrior must finish a short or long rest before it can use it again.

In addition, the warrior has advantage on saving throws against being frightened.

SWASHBUCKLER

The warrior gains the Lightfooted and Suave Defense features from the **swashbuckler** stat block in *Volo's Guide to Monsters*.

When the warrior chooses this specialty, it gains proficiency with Acrobatics if it doesn't already have it.

SECOND WIND

Starting at 20th level, as a bonus action, the warrior can regain 20 hit points.

Once it uses this feature, the warrior must finish a short or long rest before it can use it again.

LEGENDARY ACTIONS

At 27th level, the warrior gains the Legendary Actions listed in the **warlord** stat block in Appendix B of *Volo's Guide to Monsters*.

SURVIVOR

At 27th level, the warrior gains the Survivor feature from the **warlord** stat block in Appendix B of *Volo's Guide to Monsters*.

LIST OF WARRIORS

1ST LEVEL

commoner BR

2ND LEVEL

bandit BR

guard BR

noble BR

tribal warrior BR

3RD LEVEL

Redbrand ruffian LMoP

4TH LEVEL

soldier 48

5TH LEVEL

Sildar Hallwinter LMoP

thug BR

6TH LEVEL

brigand 7

hobgoblin captain MM

7TH LEVEL

mercenary 36

8TH LEVEL

knight BR

orc blade of Ilneval VGtM

9TH LEVEL

veteran BR

10TH LEVEL

archer VGtM

bandit captain BR

duergar warlord MTof

11TH LEVEL

drow elite warrior MM

orc war chief MM

12TH LEVEL

swashbuckler VGtM

13TH LEVEL

hobgoblin warlord MM

jousting 30

14TH LEVEL

legionary 32

15TH LEVEL	
gladiator	BR
16TH LEVEL	
warmonger	53
17TH LEVEL	
shock trooper	45
18TH LEVEL	
elf lord	16
19TH LEVEL	
orc warlord	39
20TH LEVEL	
hellspawn warrior	24
21ST LEVEL	
dwarf monarch	15
22ND LEVEL	
champion	VGtM
23RD LEVEL	
master archer	35
24TH LEVEL	
drow house captain	MToF
25TH LEVEL	
hobgoblin paragon	26
26TH LEVEL	
super hero	49
27TH LEVEL	
warlord	VGtM

BR	Basic Rules
MM	Monster Manual
LMoP	Lost Mine of Phandelver (Starter Set)
MToF	Mordenkainen's Tome of Foes
VGtM	Volo's Guide to Monsters

RACE MODIFIERS

BUGBEAR

Darkvision. The NPC can see in dim light within 60 feet of it as if it were bright light, and in darkness as if it were dim light.

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

Surprise Attack. If the NPC surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Languages. The NPC can speak, read, and write Goblin.

DERRO

Superior Darkvision. The NPC can see in dim light within 120 feet of it as if it were bright light, and in darkness as if it were dim light.

Size. The NPC's size is Small.

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

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

Languages. The NPC can speak, read, and write Dwarvish and Undercommon.

DROW

Superior Darkvision. The NPC can see in dim light within 120 feet of it as if it were bright light, and in darkness as if it were dim light.

Fey Ancestry. The NPC has advantage on saving throws against being charmed, and magic can't put it to sleep.

Innate Spellcasting. The NPC's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

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

Languages. The NPC can speak, read, and write Elvish and Undercommon.

DUERGAR

Superior Darkvision. The NPC can see in dim light within 120 feet of it as if it were bright light, and in darkness as if it were dim light.

Duergar Resilience. The NPC has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Enlarge. For 1 minute, the NPC magically increases in size, along with anything it is wearing or carrying. While enlarged, the NPC is Large, doubles its damage dice on Strength-based weapon attacks, and makes Strength checks and Strength saving throws with advantage. If the NPC lacks the room to become Large, it attains the maximum size possible in the space available.

The NPC can't use this feature again until it finishes a short or long rest.



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

Invisibility. The NPC magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the NPC wears or carries is invisible with it.

The NPC can't use this feature again until it finishes a short or long rest.

Languages. The NPC can speak, read, and write Dwarvish and Undercommon.

DWARF

Darkvision. The NPC can see in dim light within 60 feet of it as if it were bright light, and in darkness as if it were dim light.

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

Languages. The NPC can speak, read, and write Dwarvish.

ELF OR HALF-ELF

Darkvision. The NPC can see in dim light within 60 feet of it as if it were bright light, and in darkness as if it were dim light.

Fey Ancestry. The NPC has advantage on saving throws against being charmed, and magic can't put it to sleep.

Languages. The NPC can speak, read, and write Elvish.

GENASI

Languages. The NPC can speak, read, and write Primordial.

EARTH GENASI

Earth Walk. Moving through difficult terrain made of earth or stone costs the NPC no extra movement.

Innate Spellcasting. The NPC's innate spellcasting ability is Constitution. It can innately cast the following spell, requiring no material components:

1/day: *pass without trace*

FIRE GENASI

Darkvision. The NPC can see in dim light within 60 feet of it as if it were bright light, and in darkness as if it were dim light.

Fire Resistance. The NPC has resistance to fire damage.

Innate Spellcasting. The NPC's innate spellcasting ability is Constitution. It can innately cast the following spells:

At will: *produce flame*

1/day: *burning hands*

WATER GENASI

Acid Resistance. The NPC has resistance to acid damage.

Amphibious. The NPC can breathe air and water.

Innate Spellcasting. The NPC's innate spellcasting ability is Constitution. It can innately cast the following spells:

At will: *shape water*

1/day: *create or destroy water*

Swim. The NPC has a swimming speed of 30 feet.

GNOME

Size. The NPC's size is Small.

Darkvision. The NPC can see in dim light within 60 feet of it as if it were bright light, and in darkness as if it were dim light.

Gnome Cunning. The NPC has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Languages. The NPC can speak, read, and write Gnomish.

GOBLIN

Size. The NPC's size is Small.

Darkvision. The NPC can see in dim light within 60 feet of it as if it were bright light, and in darkness as if it were dim light.

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

Redirect Attack. When a creature the NPC can see targets it with an attack, the NPC chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

Languages. The NPC can speak, read, and write Goblin.

HALFLING

Size. The NPC's size is Small.

Halfling Nimbleness. The NPC can move through the space of any creature that is of a size larger than its.

Lucky. When the NPC rolls a 1 on an attack roll, ability check, or saving throw, it can reroll the die and must use the new roll.

Languages. The NPC can speak, read, and write Halfling.

HALF-ORC

Darkvision. The NPC can see in dim light within 60 feet of it as if it were bright light, and in darkness as if it were dim light.

Relentless. If the NPC takes damage greater than its total number of hit dice and that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

The NPC can't use this feature again until it finishes a long rest.

Languages. The NPC can speak, read, and write Orc.

HOBGOBLIN

Darkvision. The NPC can see in dim light within 60 feet of it as if it were bright light, and in darkness as if it were dim light.

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

At 5th level, the extra damage increases to 10 (3d6). At 10th level, it increases to 14 (4d6) damage. At 15th level, it increases to 17 (5d6) damage.

Languages. The NPC can speak, read, and write Goblin.

KOBOLD

Size. The NPC's size is Small.

Darkvision. The NPC can see in dim light within 60 feet of it as if it were bright light, and in darkness as if it were dim light.

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

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

Languages. The NPC can speak, read, and write Draconic.

ORC

Darkvision. The NPC can see in dim light within 60 feet of it as if it were bright light, and in darkness as if it were dim light.

Aggressive. As a bonus action, the NPC can move up to its speed toward a hostile creature that it can see.

Languages. The NPC can speak, read, and write Orc.

TABAXI

Darkvision. The NPC can see in dim light within 60 feet of it as if it were bright light, and in darkness as if it were dim light.

Cat's Claws. The NPC has a climbing speed of 20 feet. In addition, its claws are natural weapons that deal slashing damage equal to 1d4 + its Strength modifier.

Feline Agility. When the NPC moves on its turn in combat, it can double its speed until the end of the turn. Once it uses this ability, the NPC can't use it again until it moves 0 feet on one of its turns.

TIEFLING

Darkvision. The NPC can see in dim light within 60 feet of it as if it were bright light, and in darkness as if it were dim light.

Hellish Resistance. The NPC has resistance to fire damage.

Languages. The NPC can speak, read, and write Infernal.

TORTLE

Hold Breath. The NPC can hold its breath for 1 hour.

Shell Defense. The NPC withdraws into its shell. Until it emerges, it gains a +4 bonus to AC and has advantage on Strength and Constitution saving throws. While in its shell, the NPC is prone, its speed is 0 and can't increase, it has disadvantage on Dexterity saving throws, it can't take reactions, and the only action it can take is a bonus action to emerge.

Languages. The NPC can speak, read, and write Aquan.

NPCs BY CHALLENGE RATING

This index organizes the NPCs in this product by challenge rating.

CHALLENGE 1/8 (25 XP)

gambler
pickpocket

CHALLENGE 1/4 (50 XP)

hedge wizard
village priest

CHALLENGE 1/2 (100 XP)

healer (alone)
hypnotist
smuggler

CHALLENGE 1 (200 XP)

occultist
racketeer
soldier

CHALLENGE 2 (450 XP)

alchemist
brigand
dragon disciple
goblin sneak
guru
healer (in group)
mercenary

CHALLENGE 3 (700 XP)

cat burglar

CHALLENGE 4 (1,100 XP)

outlaw
prelate
trickster
war mage
whirling dervish

CHALLENGE 5 (1,800 XP)

joustier
legionary

CHALLENGE 6 (2,300 XP)

inquisitor
Maglubiyet's chosen
oracle
warmonger

CHALLENGE 7 (2,900 XP)

elf lord
inventor
shock trooper
sleuth

CHALLENGE 8 (3,900 XP)

bounty hunter
death priest
kingpin
hammer of Moradin
hellspawn warrior
orc warlord

CHALLENGE 9 (5,000 XP)

archpriest
dark genasi
dwarf monarch
halfling footprint of Brandobaris
high mage

CHALLENGE 10 (5,900 XP)

master archer
master trickster

CHALLENGE 11 (7,200 XP)

court mage
hobgoblin paragon
magocrat
super hero

CHALLENGE 12 (8,400 XP)

child of Mask

CHALLENGE 13 (10,000 XP)

plane traveler

CHALLENGE 14 (11,500 XP)

demigod