Brigands and Bad Guys

A COMPENDIUM OF ALL THE VARIOUS STAT BLOCKS contained within the world of Mircuria. See the build a bad guy resource for a set of pre-made moves and ideas.

Contents

Pirates

Pirate

Medium Humanoid, Any Alignment

Armor Class 13 (BR 3) (Light Undercover Shirt)
Hit Points 17 (3d8 + 3)
Speed 30 ft, climb 20 ft.

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

Skills Perception +3, Acrobatics +4
Senses Passive Perception 13
Languages Common and up to two other languages
Challenge 1   **Proficiency Bonus** +2

Cunning Action. The pirate may take the disengage, dash or hide actions as bonus actions

Hearty. The pirate has advantage on saves against the poisoned effect

Actions

Revolver. *Ranged Weapon Attack* +4 to hit, range 50/180., one target. *Hit:* 11 (2d8 + 2) piercing damage. Shell Loading 6.

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

Ambush Pirate

Medium Humanoid, Any Alignment

Armor Class 14 (BR 3) (Light Undercover Shirt)
Hit Points 22 (4d8 + 4)
Speed 30 ft, climb 20 ft.

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

Skills Perception +3, Acrobatics +5, Stealth +5
Senses Passive Perception 13
Languages Common and up to two other languages
Challenge 1   **Proficiency Bonus** +2

Cunning Action. The pirate may take the disengage, dash or hide actions as bonus actions

Hearty. The pirate has advantage on saves against the poisoned effect

Sneak Attack. Once per turn, when a single target attacking from hidden, add 2d6 piercing damage to the damage.

Ambusher. All successful attacks against a surprised creature count as critical hits.

Quick Draw. This creature attacks with advantage when the target has not had their turn yet.

Actions

Revolver. *Ranged Weapon Attack* +4 to hit, range 50/180., one target. *Hit:* 11 (2d8 + 2) piercing damage. Shell Loading 6.

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

Ship Guard

Medium Humanoid, Any Alignment

Armor Class 15(BR 3) (Light Duty Armour)
Hit Points 30 (4d10 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	10 (0)	12 (+1)	11 (+0)

Skills Perception +3, Athletics +5
Senses Passive Perception 15
Languages Common and up to two other languages
Challenge 2   **Proficiency Bonus** +2

Hearty. The pirate has advantage on saves against the poisoned effect.

Crowd Manager. The Guard may make the shove action as a bonus action.

Actions

Lever Actions Rifle. *Ranged Weapon Attack* +5 to hit, range 100/200., one target. *Hit:* 14 (2d10 + 3) piercing damage. Long Load 6

Revolver. *Ranged Weapon Attack* +3 to hit, range 50/180., one target. *Hit:* 10 (2d8 + 1) piercing damage. Shell Loading 6.

Shock Grenade.(2/day) Pick one point within 50 ft, all creatures within a 20 ft sphere of that point must make a DC 13 dexterity saving throw or take 3d6 lightning damage and be stunned until the end of this creatures next turn, on a success, creatures take half damage and are not stunned.

Pirate Sniper

Medium Humanoid, Any Alignment

Armor Class 14(BR 3) (Light Undercover Shirt)
Hit Points 20 (3d8 + 3)
Speed 30 ft.

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

Skills Perception +6, Stealth +5
Senses Passive Perception 16
Languages Common and up to two other languages
Challenge 2   **Proficiency Bonus** +2

Sneak Attack. Once per turn, when attacking a single target with advantage, this creature deals an addition 2d6 piercing damage.

Actions

Sniper Rifle. (Must be fired while prone) *Ranged Weapon Attack* +5 to hit, range 100/1200., one target. *Hit:* 21 (3d12 + 3) piercing damage. Long Load 3. This weapon attacks with disadvantage wile the target is within normal range but does not attack with disadvantage when in long range. In addition, when attacking from prone the intelligence or dexterity bonus may be used in place of strength.

Revolver. *Ranged Weapon Attack* +5 to hit, range 50/180., one target. *Hit:* 12 (2d8 + 3) piercing damage. Shell Loading 6.

Zone In. The Sniper uses its action to gain advantage on the next Sniper Rifle attack it makes.

Bonus Actions

Armour Piercer. The Sniper may take a bonus action to focus up on a single target, ignoring any ballistics resistance that that target has until the start of their next turn.

Pirate Heavy Gunner

Medium Humanoid, Any Alignment

Armor Class 19(DR 5) (Land Warrior Armour + Shield)
Hit Points 42 (5d10 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	17 (+3)	11 (+0)	12 (+1)	13 (+1)

Saving Throws Constitution +6
Skills Athletics +6, Intimidation +4
Senses Passive Perception 11
Languages Common and up to two other languages
Challenge 4   **Proficiency Bonus** +3

Hearty. The pirate has advantage on saves against the poisoned effect

Shield Shooting. This pirate may wield a shield and a two-handed firearm at the same time, they must take a bonus action on their turn to brace the firearm against the shield before firing it.

Grenadier. The pirate may throw a grenade as a bonus action if it does not throw one with its main action.

Actions

Multiattack. When this pirate takes the attack action with the Light Machine Gun it may attack twice instead of once.

Light Machine Gun. *Ranged Weapon Attack* +6 to hit, range 40/120., one target. *Hit:* 14 (2d10 + 3) piercing damage. Long Load 50. Automatic (1d10).

Revolver. *Ranged Weapon Attack* +2 to hit, range 50/180., one target. *Hit:* 8 (2d8 - 1) piercing damage. Shell Loading 6.

Bonus Actions

Fragmentation Grenade. (2/day) The pirate picks one point within 50 ft of it, all creatures within a 20 ft cube of that point must make a DC 13 dexterity saving throw or take 3d6 piercing damage, on a success, creatures take half damage.

Pirate Grenadier

Medium Humanoid, Any Alignment

Armor Class 15(BR 3) (Multi-Layer Vest)
Hit Points 34 (4d10 + 8)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	11 (+0)	9 (-1)	13 (+1)

Saving Throws Dexterity +4, Constitution +4
Skills Tinkers Tools +4, Tech +2
Senses Passive Perception 9
Languages Common and up to two other languages
Damage Resistances. Fire, Thunder
Challenge 3   **Proficiency Bonus** +2

Hearty. The pirate has advantage on saves against the poisoned effect.

Tempered. Through many failed experiments, the pirate has gained resistance to fire and thunder damage.

Grenadier. The pirate may throw a grenade as a bonus action provided it does not throw one with its main action.

Trapper. As an action, the pirate may set any of its grenades as a trap which detonates whenever a creature enters within 5 feet of it and is not aware of it. A creature caught in a trap rolls the relevant saving throw at disadvantage.

Actions

Revolver. *Ranged Weapon Attack* +2 to hit, range 50/180., one target. *Hit:* 8 (2d8 - 1) piercing damage. Shell Loading 6.

Pressure Grenade. (1/day) Pick one point within 50 ft, all creatures within a 10 ft cube of that point must make a DC 15 strength saving throw or take 2d8 force damage and be pushed 10 ft away from that point and fall prone, on a success, creatures take half damage and are not moved. This grenade deals double damage to objects and structures.

Gas Grenade. (2/day) Pick one point within 50 ft, all creatures within a 20 ft cube of that point must make a DC 14 constitution saving throw or take 2d8 poison damage and become afflicted by the poisoned condition, on a success, creatures take half damageand are not poisoned. Creatures may re-attempt the save at the end of each of their turns to end the poisoned condition

Flash Grenade. (2/day) Pick one point within 50 ft, all creatures within a 20 ft cube of that point must make a DC 14 constitution saving throw or take 2d6 radiant damage and become blinded until the end of this creatures next turn, on a success, creatures take half damage and are not blinded.

Fragmentation Grenade. (5/day) Pick one point within 50 ft, all creatures within a 20 ft cube of that point must make a DC 13 dexterity saving throw or take 3d6 piercing damage, on a success, creatures take half damage.

Drones

Recon Drone
Tiny Drone, Unaligned

Armor Class 14(BR 3) (Metal Covering)
Hit Points 23 (3d8 + 6)
Speed 40 ft, fly 40 ft.

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

Damage Immunities Necrotic, poison
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned
Senses darkvision 60 ft., passive Perception 17
Languages Understands the language of its creator but can't speak
Challenge 2   **Proficiency Bonus** +2

Immutable Form. The recon drone is immune to any spell or effect that would change its form

Nimble Escape. The recon drone may take the disengage or hide actions as a bonus action

Keep Senses. The recon drone has advantage on all perception checks

Actions

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

Bonus Actions

Marker Light. As a bonus action the Recon Drone may designate one creature it can see within 30 feet with a marker light, it must use actions to maintain this effect. This effect can be stacked multiple times and stacks with marker lights from other sources. While active this effect grants allies the following bonsuses when attacking the marked creature:

1. The attack has advantage
2. Gain a bonus to attack rolls equal to the number of marker lights on that creature
3. The creature cannot attempt to hide
4. Unless the creature is in full cover, they count as having no cover
5. Any successful attack against the creature counts as a critical hit.

Shield Drone
Tiny Drone, Unaligned

Armor Class 14(DR 4) (Metal Covering)
Hit Points 34 (4d10 + 12)
Speed 30 ft, fly 30 ft.

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

Damage Immunities Necrotic, poison
Damage Resistences Bludgeoning, piercing and slashing from nonmagical attacks
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned
Senses darkvision 60 ft., passive Perception 10
Languages Understands the language of its creator but can't speak
Challenge 2   **Proficiency Bonus** +2

Immutable Form. The recon drone is immune to any spell or effect that would change its form

Nimble Escape. The recon drone may take the disengage or hide actions as a bonus action

Actions

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

Health Shield Grant one ally within 10 ft 2d8 temporary hit points.

Mirror Image. (1/day) The Shield Drone casts Mirror Image on one creature within 5 ft, it must remain within 20 ft of the creature for the effect to remain active.

Bonus Actions

Portable Obscurer. The Shield Drone distributes a cloud of mirror particles armound one creature within 5ft, imposing disadvantage on all attacks against that creature.

Reactions

Instant Cover. When a creature within 30 ft of the shield drone is attacked, it may increase the AC of that creature by 2

Shield. (2/day) When a creature within 15 ft of the shield drone is attacked, it may increase the AC of that creature by 5

Squig Drone
Tiny Drone, Unaligned

Armor Class 16(BR 3) (Metal Covering)
Hit Points 24 (4d12)
Speed 40 ft, fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	5 (-3)	10 (+0)	10 (+0)

Damage Immunities Necrotic, poison
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned
Senses darkvision 60 ft., passive Perception 10
Languages Understands the language of its creator but can't speak
Challenge 2   **Proficiency Bonus** +2

Immutable Form. The Squig Drone is immune to any spell or effect that would change its form

Cunning Action. The Squig Drone may take the disengage, hide or dash actions as bonus actions.

Volatile. If the Squig is hit by a critical hit it must roll a d4, on a 4 the Squig detonates as in the Self-Detonate action. The same also happens if the Squig dies.

Actions

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

Self-Detonate The Squig drone detonates its internal explosives, all creatures within a 20ft sphere must make a DC 14 dexterity saving throw, taking 6d6 fire damage on a failed save and being moved 10 foot away. On a success, creatures take half damage and are not moved.

Eldritch Abominables

Dragger
Medium Abberation, Unaligned

Armor Class 16 (Natural Armour)
Hit Points 23 (3d10 + 6)
Speed 40 ft, swim 60 ft

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

Skill Proficiencies Athletics
Damage Immunities Poison, Psychic
Condition Immunities Charmed, Stunned
Senses darkvision 60 ft., passive Perception 10
Languages Gnothic
Challenge 1   **Proficiency Bonus** +2

Grabby. The Dragger has advantage on attacks it makes against a grappled creature.

Unnatural will (1/day). If an attack reduces the Dragger to 0 hit points but does not kill it outright it may instead drop to 1 hp

Actions

Multiattack. When attacking a grappled creature, the Dragger may make one Rip and one Tear attack on its attack action.

Rip. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 7 (1d6 + 3) slashing damage.

Tear. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 7 (1d6 + 3) piercing damage + 5 (1d8) poison damage.

Shining Dark Heavy Gunner
Medium Abberation, Unaligned

Armor Class 17 (Natural Armour)
Hit Points 38 (5d10 + 10)
Speed 30 ft, swim 60 ft

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

Skill Proficiencies Athletics
Damage Immunities Poison, Psychic
Condition Immunities Charmed, Stunned
Senses darkvision 60 ft., passive Perception 10
Languages Gnothic
Challenge 3   **Proficiency Bonus** +2

Unnatural will (1/day). If an attack reduces the Dragger to 0 hit points but does not kill it outright it may instead drop to 1 hp

Actions

Multiattack. When attacking a grappled creature, the Dragger may make one Rip and one Tear attack on its attack action.

Rotary Cannon.(str) *Ranged Weapon Attack* +6 to hit, range 60/200., one target. *Hit:* 21 (3d10 + 3) piercing damage. Long Load 100, Automatic 2d10.

Pressure Grenade. Pick one point within 50 ft, all creatures within a 10 ft cube of that point must make a DC 13 strength saving throw or take 2d8 force damage and be pushed 10 ft away from that point and fall prone, on a success, creatures take half damage and are not moved. This grenade deals double damage to objects and structures.

Shock Grenade. Pick one point within 50 ft, all creatures within a 20 ft sphere of that point must make a DC 13 dexterity saving throw or take 3d6 lightning damage and be stunned until the end of this creatures next turn, on a success, creatures take half damage and are not stunned.

Shining Dark Magos

Medium Abberation, Unaligned

Armor Class 17 (Natural Armour)
Hit Points 28 (5d6 + 10)
Speed 30 ft, swim 60 ft

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

Skill Proficiencies Arcana
Damage Immunities Poison, Psychic
Condition Immunities Charmed, Stunned
Senses darkvision 60 ft., passive Perception 10
Languages Gnothic
Challenge 3   **Proficiency Bonus** +2

Regeneration (1/day). The Magos regains 5 hitpoints at the beginning of each of its turns unless it has been subjected to fire damage since the start of its last turn.

Many Minds. The Magos can concentrate on any number of enchantment spells, rolling each concentration check one at a time.

Actions

Spellcasting. The magos is a 5th-level spellcaster (spell save DC 14, +6 to hit with spell attacks) that needs only verbal components to cast its spells. Its spellcasting ability is Intelligence, and it has the following wizard spells prepared:

Cantrips. (at will): mage hand, minor illusion, ray of frost

1st level. (4 slots): charm person, dissonant whispers

2nd level. (3 slots): detect thoughts, hold person, phantasmal force