Brigands and Bad Guys

A COMPENDIUM OF ALL THE VARIOUS STAT BLOCKS contained within the world of Mircuria. Starting with a resource on building your own stat blocks and then progressing onto a set of sorted bad guys.

Build a Baddie

Sidearm Weapon Attacks

Template Weapon. *Ranged Weapon Attack* +? to hit, range ?/?., one target. *Hit:* ? (?d? + ?) piercing damage

Colt Revolver.(dex) *Ranged Weapon Attack* +? to hit, range 40/100., one target. *Hit:* ? (1d10 + ?) piercing damage. Reload 6.

Magnum.(dex) *Ranged Weapon Attack* +? to hit, range 60/120., one target. *Hit:* ? (2d6 + ?) piercing damage. Reload 8.

Automatic Pistol.(dex) *Ranged Weapon Attack* +? to hit, range 40/120., one target. *Hit:* ? (2d6 + ?) piercing damage. Reload 18. Automatic(2d4)

Burst Pistol.(dex) *Ranged Weapon Attack* +? to hit, range 30/90., one target. *Hit:* ? (1d10 + ?) piercing damage. Reload 15. Burst Fire (1d8).

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

Hand Cannon.(dex) *Ranged Weapon Attack* +? to hit, range 60/200., one target. *Hit:* ? (2d10 + ?) piercing damage. Shell Loading 6.

Automatic Hand Crossbow.(dex) *Ranged Weapon Attack* +? to hit, range 30/120., one target. *Hit:* ? (1d6 + ?) piercing damage. Reload 4. If attacking from hidden, the attacker may attempt a stealth check at disadvantage to remain hidden.

Main Arm Weapon Attacks

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

Single-Shot Rifle(dex) *Ranged Weapon Attack* +? to hit, range 150/300., one target. *Hit:* ? (3d6 + ?) piercing damage. Reload 1

Automatic Crossbow(dex) *Ranged Weapon Attack* +? to hit, range 30/120., one target. *Hit:* ? (1d8 + ?) piercing damage. Long Load 6. Automatic (1d6). If attacking from hidden, the attacker may attempt a stealth check at disadvantage to remain hidden.

Automatic Rifle(dex) *Ranged Weapon Attack* +? to hit, range ?/?., one target. *Hit:* ? (2d8 + ?) piercing damage. Reload 24, Automatic (1d8)

Burst Rifle.(str) *Ranged Weapon Attack* +? to hit, range 90/300., one target. *Hit:* ? (1d12 + ?) piercing damage. Reload ?16, Burst (1d12)

Rifleblade.(str) *Ranged Weapon Attack* +? to hit, range 90/300., one target. *Hit:* ? (2d10 + ?) piercing damage. Reload 1. Attacking a creature within 5 ft does not impose disadvantage on this roll.

Rifleblade.(str) *Melee Weapon Attack+ +? to hit, reach 5ft., one target. *Hit:* ? (2d8 + ?) slashing damage.

Sniper Rifle.(str) *Ranged Weapon Attack* +? to hit, range 100/1200., one target. *Hit:* ? (3d12 + ?) 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.

Sawn-off Shotgun.(str) *Ranged Weapon Attack* +? to hit, range 20/40., one target. *Hit:* ? (3d4 + ?) bludgeoning damage. Reload 2. Scatter (2d4).

Shotgun.(str) *Ranged Weapon Attack* +? to hit, range 30/60., one target. *Hit:* ? (2d8 + ?) bludgeoning damage. Shell Loading 6.

Double Barrel Shotgun.(str) *Ranged Weapon Attack* +? to hit, range 30/90., one target. *Hit:* ? (2d6 + ?) bludgeoning damage. Shell Loading 2. As a bonus action, the creature may attack with the other barrell as well, not adding modifiers on a hit.

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

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

Buckshot(str) *Melee Weapon Attack* +?, reach 15ft., one target. *Hit:* * ? (3d6 + ?) bludgeoning damage. Shell Loading 6.

   Dagger(dex/str) *Melee Weapon Attack* +?, reach 5ft., one target. *Hit:* * ? (1d4 + ?) slashing damage.

Grenades

Should you want to spice up your encounters, or if a character has too high an AC, consider deploying these grenades. They work just as well as mines too if instead of having them be thrown, you have them set as traps with the same mechanics.

Template Grenade. Pick one point within 50 ft, all creatures within a ? ft ? of that point must make a DC 13 ? saving throw or take ?d? ? damage, taking half as much on a success.

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

Corrosive Grenade. Pick one point within 50 ft, all creatures within a 10 ft cylinder of that point must make a DC 13 dexterity saving throw or take 2d6 acid damage, on a success, creatures take half damage.

Frost Grenade. Pick one point within 50 ft, all creatures within a 20 ft cube of that point must make a DC 13 constitution saving throw or take 3d6 cold damage, on a success, creatures take half damage.

Drake Grenade. Pick one point within 50 ft, all creatures within a 10 ft cube of that point must make a DC 13 dexterity saving throw or take 3d6 fire damage, on a success, creatures take half damage.

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.

Gas Grenade. Pick one point within 50 ft, all creatures within a 20 ft cube of that point must make a DC 13 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. Pick one point within 50 ft, all creatures within a 20 ft cube of that point must make a DC 13 constitution saving throw or take 2d6 radiant damage and become blinded until the end of this creatures nex

turn, on a success, creatures take half damage and are not blinded.

Concussion Grenade. Pick one point within 50 ft, all creatures within a 20 ft cube of that point must make a DC 13 constitution saving throw or take 2d6 thunder damage, on a success, creatures take half damage. This grenade deals quadruple damage to all structures and objects

Additional Abilities

Still not satisfied with the range of weapon options on displayed above? consider adding these additional actions, bonus actions and features to really make the monster your own.

Sneak Attack. Once per turn, when a single target attacking from hidden, add xd6 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.

Elementally Bolstered. All this creatures damage is increase by ?d? ? damage.

Commander. As a bonus action, this creature may compel an ally to use their reaction to make an attack against one creature of its choice.

Nimble Escape: This creature may take the disengage or hide actions as bonus actions.

Cunning Action. This creature may take the disengage, hide or dash actions as bonus actions.

Duelist. This creature gets a +2 to attack and damage rolls when wielding a sidearm in one hand and nothing in the other.

Shield Shooting. This creature 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.

Close Quarters Expert. This creature does not attack at disadvantage when making a ranged attack against creatures within 5 ft.

Hearty. This creature has advantage on saving throws against the poisoned effect

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 26 (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.

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.