



OATH OF LORE NPCs

The following stat blocks can be used to describe non-player character paladins who have taken the oath of lore or have abilities similar to a paladin with that oath. You can choose the stat block that best aligns with the power level of the NPC.

To further customize your NPC, apply the racial traits of whichever humanoid race you've chosen for it. You can also replace any of its known spells with spells of an equivalent level from the paladin spell list.

FIELD HISTORIAN

Medium humanoid (any race)

Armor Class 19 (chain mail, shield, defense fighting style)

Hit Points 60 (8d10 + 16)

Speed 30ft.

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

Saving Throws Wis +2, Cha +5

Skills History +5, Perception +2, Investigation +3

Senses passive Perception 12.

Languages any two languages

Challenge 3 (700 XP)

Proficiency Bonus +2

Disarming Attack (2/Short Rest) When the historian hits a creature with a weapon attack, it can attempt to disarm the target, forcing it to drop one item of the historian's choice that the target is holding.

Target must make a DC 13 Strength saving throw. On a failed save, it drops the chosen object. The object lands at the target's feet.

Smite (1/turn). When the historian hits a creature with a weapon attack, it can expend a 1st level spell slot to deal an additional 9 (2d8) radiant damage to the target.

Actions

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

Spellcasting. The historian casts one of the following spells, requiring no components and using Charisma as its spellcasting ability spell (spell save DC 13, +5 to hit with spell attacks):

1st level (3 slots): *comprehend languages, cure wounds, detect evil and good, heroism, identify*

COMBAT PROFESSOR

Medium humanoid (any race)

Armor Class 20 (splint, shield, defense fighting style)

Hit Points 119 (14d10 + 42)

Speed 30ft.

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

Saving Throws Wis +3, Cha +6

Skills History +8, Investigation +5, Perception +3, Religion +5

Senses passive Perception 13.

Languages any two languages

Challenge 7 (2,900XP) **Proficiency Bonus** +3

Disarming Attack (2/Short Rest) When the professor hits a creature with a weapon attack, it can attempt to disarm the target, forcing it to drop one item of the professor's choice that the target is holding. The target must make a DC 15 Strength saving throw. On a failed save, it drops the chosen object. The object lands at the target's feet.

Smite (1/Turn). When the professor hits a creature with a weapon attack, it can expend a 1st level spell slot to deal an additional 9 (2d8) radiant damage to the target.

The professor may choose to instead expend a spell slot of 2nd level or higher, in which case the extra damage increases by 4 (1d8) for each level above 1st, up to a maximum of 18 (4d8).

Actions

Multiaction. The professor makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Spellcasting. The professor casts one of the following spells, requiring no components and using Charisma as its spellcasting ability spell (spell save DC 14, +6 to hit with spell attacks):

1st level (4 slots): *comprehend languages, cure wounds, detect evil and good, heroism, identify*

2nd level (3 slots): *lesser restoration, locate object, magic mouth*

3rd level (3 slots): *crusader's mantle, speak with dead, tiny hut*

Reactions

Riposte. When a creature misses the professor with a melee attack, the professor can make a melee weapon attack against that creature.

ART CREDIT

- Osgir, the Reconstructor - Victor Adame Minguez, Wizards of the Coast.
- Lorehold Excavation - Jinho Bae, Wizards of the Coast.



1.0.0 CHANGES

- Public Release

1.1.0

- Document clean up