

BARBARIANS

HEADSTRONG SMASHER

Medium humanoid (any race), any alignment

Armor Class 13 (unarmored defense)

Hit Points 26 (3d12 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	8 (-1)	12 (+1)	10 (+0)

Saving Throws Str +5, Con +5

Skills Athletics +5, Survival +3

Senses passive Perception 11

Languages Any two languages

Challenge 1 (200 XP)

Danger Sense. The smasher has advantage on Dexterity saving throws.

Rage (2/Day). As a bonus action, the smasher can enter a rage for 1 minute. While raging, the smasher gains the following benefits:

- Advantage on Strength checks and Strength saving throws
- Melee weapon attacks deal an additional 2 damage.
- The smasher gains resistance to bludgeoning, piercing, and slashing damage.

Unarmored Defense. While not wearing armor, the smasher's AC includes its Constitution modifier.

Actions

Maul. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, or 12 (2d6 + 5) bludgeoning damage if raging.

STURDY BRUTE

Medium humanoid (any race), any alignment

Armor Class 14 (unarmored defense)

Hit Points 66 (7d12 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	8 (-1)	12 (+1)	10 (+0)

Saving Throws Str +5, Con +5

Skills Animal Handling +4, Athletics +7, Survival +4

Senses passive Perception 11

Languages Any two languages

Challenge 3 (200 XP)

Danger Sense. The brute has advantage on Dexterity saving throws.

Legendary Resistance (1/Day). If the brute fails a saving throw, it can choose to succeed instead.

Rage (4/Day). As a bonus action, the brute can enter a rage for 1 minute. While raging, the brute gains the following benefits:

- Advantage on Strength checks and Strength saving throws
- Melee weapon attacks deal an additional 2 damage.
- The brute gains resistance to bludgeoning, piercing, and slashing damage.

Totem of the Bear. While raging, the brute has resistance to all damage except psychic damage. Additionally, the brute's carrying capacity is doubled and it has advantage on Strength checks made to push, pull, lift, or break objects.

Unarmored Defense. While not wearing armor, the brute's AC includes its Constitution modifier.

Actions

Multiattack. The brute makes two attacks with its greataxe.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage, or 12 (1d12 + 6) slashing damage if raging.

BARDS

SLY SONGWRITE

Medium humanoid (any race), any alignment

Armor Class 14 (studded leather)

Hit Points 24 (4d8 + 4)

Speed 30 ft.

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

Saving Throws Dex +4, Cha +5

Skills Acrobatics +4, Deception +5, History +3, Performance +7, Sleight of Hand +6

Senses passive Perception 11

Languages Any two languages

Challenge 1 (200 XP)

Spellcasting. The songwrite is a 3th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The songwrite has the following bard spells prepared:

Cantrips (at will): *dancing lights*, *message*, *vicious mockery*

1st level (4 slots): *charm person*, *comprehend languages*, *tasha's hideous laughter*

2nd level (2 slots): *enhance ability*, *hold person*, *silence*

Cutting Words (3/Short Rest). When a creature that the songwrite can see within 50 feet makes an attack roll, ability check, or a damage roll, the songwrite sings a quick disruptive melody. Roll a d8 and subtract the number from the creature's roll.

Actions

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

BOISTEROUS MUSICIAN

Medium humanoid (any race), any alignment

Armor Class 14 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	17 (+3)

Saving Throws Dex +5, Cha +6

Skills Acrobatics +5, Insight +4, Performance +9, Persuasion +6, Sleight of Hand +8

Senses passive Perception 11

Languages Any two languages

Challenge 3 (700 XP)

Cutting Words (2/Short Rest). When a creature that the musician can see within 50 feet makes an attack roll, ability check, or a damage roll, the musician sings a quick disruptive melody. Roll a d8 and subtract the number from the creature's roll.

Inspire (2/Short Rest). Target uninspired creature within 60 feet of the musician that can hear it gains a d8 inspiration die. Once within the next 10 minutes, that creature can roll that die and add the number rolled to one ability check, attack roll, or saving throw it makes. This die must be rolled before it is decided if the roll succeeds or fails.

Spellcasting. The musician is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The musician has the following bard and wizard spells prepared:

Cantrips (at will): *friends*, *mage hand*, *vicious mockery*

1st level (4 slots): *charm person*, *cure wounds*, *magic missile*, *unseen servant*

2nd level (3 slots): *enthrall*, *hold person*, *shatter*

3rd level (3 slots): *fireball*, *hypnotic pattern*, *tongues*

Actions

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

CLERICS

WARRIOR PRIESTESS

Medium humanoid (any race), any alignment

Armor Class 18 (chainmail, shield)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	15 (+2)	12 (+1)	16 (+3)	12 (+1)

Saving Throws Wis +5, Cha +3

Skills Insight +5, Religion +3

Senses passive Perception 13

Languages Any two languages

Challenge 1 (200 XP)

Spellcasting. The priestess is a 3th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priestess has the following cleric spells prepared:

Cantrips (at will): guidance, sacred flame

1st level (4 slots): *bless*, *cure wounds*, *divine favor*, *shield of faith*

2nd level (2 slots): *magic weapon*, *spiritual weapon*

Guided Strike (1/Short Rest). When the priestess makes an attack roll, it can gain a +10 bonus to the roll.

Actions

Flail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

FIREHEART DEVOTEE

Medium humanoid (any race), any alignment

Armor Class 18 (breastplate, shield)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	12 (+1)	18 (+4)	10 (+0)

Saving Throws Wis +7, Cha +3

Skills History +4, Insight +7, Religion +4, Persuasion +3

Senses passive Perception 14

Languages Any two languages

Challenge 3 (700 XP)

Spellcasting. The devotee is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The devotee has the following cleric spells prepared:

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

1st level (4 slots): *burning hands*, *faerie fire*, *guiding bolt*, *sanctuary*

2nd level (3 slots): *aid*, *flaming sphere*, *scorching ray*, *spiritual weapon*

3rd level (3 slots): *clairvoyance*, *daylight*, *fireball*, *mass healing word*

Radiance of the Dawn (2/Short Rest). The devotee raises its holy symbol and dispels any magical darkness within 30 feet. Additionally, each creature hostile to the devotee must make a DC 15 Constitution saving throw, taking 17 (2d10 + 6) radiant damage on a failed saving throw, or half as much damage on a successful one.

Warding Flame (4/Day). When the devotee or one of its allies is attacked by a creature it can see within 30 feet, the devotee can use its reaction to give that creature disadvantage on the attack. Creatures immune to the blinded condition are not affected by this ability.

Actions

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

DRUIDS

APPRENTICE SHIFTER

Medium humanoid (any race), any alignment

Armor Class 13 (leather)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Int +2, Wis +5
Skills Animal Handling +5, Medicine +5, Survival +5
Senses passive Perception 13
Languages Any two languages and Druidic
Challenge 1 (200 XP)

Spellcasting. The shifter is a 3th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The shifter has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *thorn whip*

1st level (4 slots): *entangle*, *faerie fire*, *fog cloud*, *speak with animals*

2nd level (2 slots): *lesser restoration*, *moonbeam*

Wild Shape - Black Bear (2/Short Rest). As a bonus action, the druid transforms into a black bear for up to two hours. When the bear is reduced to 0 hit points, the druid reverts to its normal form, with any excess damage carrying over to the druid's hit points. (For detailed information on wild shape, see the druid section of the Player's Handbook.)

Actions

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

HEIR OF THE FOREST

Medium humanoid (any race), any alignment

Armor Class 14 (leather)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

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

Saving Throws Int +4, Wis +6
Skills Animal Handling +5, Nature +4, Perception +6, Survival +6
Senses passive Perception 16
Languages Any two languages and Druidic
Challenge 3 (700 XP)

Land's Stride. Moving through nonmagical difficult terrain does not cost the heir extra movement.

Natural Recovery (1/Day). When the heir finishes a short rest, it can regain up to 3 total expended spell slots.

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

Cantrips (at will): *create bonfire*, *druidcraft*, *shillelagh*, *thorn whip*

1st level (4 slots): *animal friendship*, *entangle*, *goodberry*

2nd level (3 slots): *animal messenger*, *barkskin*, *beast sense*, *locate animals or plants*, *spider climb*

3rd level (3 slots): *call lightning*, *plant growth*, *wind wall*

Wild Shape - Dire Wolf (2/Day). As a bonus action, the druid transforms into a dire wolf for up to three hours. When the wolf is reduced to 0 hit points, the druid reverts to its normal form, with any excess damage carrying over to the druid's hit points. (For detailed information on wild shape, see the druid section of the Player's Handbook.)

Actions

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

FIGHTERS

LOCAL CHAMPION

Medium humanoid (any race), any alignment

Armor Class 16 (chainmail)

Hit Points 30 (4d10 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Str +5, Dex +2

Skills Athletics +5, Intimidation +4, Performance +4

Senses passive Perception 11

Languages Any two languages

Challenge 1 (200 XP)

Great Weapon Fighting. When the champion rolls a 1 or 2 on a damage die for an attack with a melee weapon, it can reroll the die and must use the new roll.

Improved Critical. The champion's weapon attacks score a critical hit on a result of 19 or 20.

Actions

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Action Surge (1/Short Rest). The champion makes two glaive attacks.

TACTICAL SPELLBLADE

Medium humanoid (any race), any alignment

Armor Class 19 (splint mail, shield)

Hit Points 60 (8d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	15 (+2)	12 (+1)	10 (+0)

Saving Throws Str +6, Dex +3

Skills Arcana +5, Athletics +5, History +5, Perception +4

Senses passive Perception 14

Languages Any two languages

Challenge 3 (700 XP)

Bonded Weapon. The spellblade has a magical bond with its weapon. Unless incapacitated, the spellblade cannot be disarmed and can summon its weapon as a bonus action as long as it is on the same plane of existence.

Second Wind (1/Short Rest). As a bonus action, the spellblade can regain 1d10 + 6 hit points.

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

Cantrips (at will): *fire bolt*, *shocking grasp*

1st level (3 slots): *detect magic*, *feather fall*, *jump*, *shield*

Actions

Multiattack. The spellblade makes two attacks with its longsword, or casts a cantrip and makes a longsword attack.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Action Surge (1/Short Rest). The spellblade makes four longsword attacks.

Reactions

Protective Fighting. When a creature the spellblade can see attacks an ally within 5 feet of the spellblade, it can use its reaction to impose disadvantage on that attack roll as long as the spellblade is wielding a shield.

MONKS

STONEFIST PROTECTOR

Medium humanoid (any race), any alignment

Armor Class 15 (unarmored defense)

Hit Points 22 (4d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	14 (+2)	14 (+2)	8 (-1)

Saving Throws Str +3, Dex +5

Skills Acrobatics +5, Insight +4, Religion +4

Senses passive Perception 12

Languages Any two languages

Challenge 1 (200 XP)

Flurry of Blows (2/Short Rest). If the protector has attacked this turn, it can make an additional unarmed strike as a bonus action. On a hit, the target must succeed on a DC 13 Dexterity saving throw or be knocked prone.

Patient Defense (2/Short Rest). The protector can take the Dodge action as a bonus action.

Unarmored Defense. While not wearing armor, the protector's AC includes its Wisdom modifier.

Actions

Multiattack. The protector makes two attacks, one with its quarterstaff and one with its unarmed strike.

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

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

CLOAKED TRAVELER

Medium humanoid (any race), any alignment

Armor Class 16 (unarmored defense)

Hit Points 55 (10d8 + 10)

Speed 50 ft.

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

Saving Throws Str +4, Dex +6

Skills Acrobatics +6, Insight +6, Stealth +6, Survival +6

Senses passive Perception 13

Languages Any two languages

Challenge 3 (700 XP)

Flurry of Blows (2/Short Rest). If the traveler has attacked this turn, it can make an additional unarmed strike as a bonus action.

Shadow Arts (2/Short Rest). The traveler duplicate the effects of certain spells. As an action, it can cast *darkness*, *darkvision*, *pass without trace*, or *silence* without providing material components.

Shadow Step. When the traveler is in dim light or darkness, as a bonus action it can teleport up to 60 feet to an unoccupied space it can see that is also in dim light and darkness. The traveler then has advantage on the first melee attack it makes before the end of the turn.

Unarmored Defense. While not wearing armor, the traveler's AC includes its Wisdom modifier.

Actions

Multiattack. The traveler makes three attacks, two with its quarterstaff and one with its unarmed strike.

Quarterstaff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

PALADINS

FIEND SLAYER

Medium humanoid (any race), any alignment

Armor Class 18 (chainmail, shield)

Hit Points 26 (4d10 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	12 (+1)	9 (-1)	12 (+1)	14 (+2)

Saving Throws Wis +1, Cha +4

Skills Athletics +5, Insight +3, Intimidation +4

Senses passive Perception 11

Languages Any two languages

Challenge 1 (200 XP)

Divine Smite. When the slayer hits with a melee weapon attack, it can expend a spell slot to deal an addition 9 (2d8) radiant damage, in addition to the weapon's damage.

Dueling Fighting Style. The slayer gains a +2 bonus to damage rolls while wielding a melee weapon in one hand and no other weapons (included in the attack).

Spellcasting. The slayer is a 3th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The slayer has the following paladin spells prepared:

1st level (3 slots): *bane*, *cure wounds*, *searing smite*

Actions

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

Lay on Hands (1/Day). The slayer touches a creature and restores 20 hit points to it.

MAGE HUNTER

Medium humanoid (any race), any alignment

Armor Class 17 (splint mail)

Hit Points 52 (7d10 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	12 (+1)	10 (+0)	16 (+3)

Saving Throws Str +3, Dex +2, Con +5, Int +4, Wis +6, Cha +9

Skills Arcana +4, Athletics +6, Deception +6, Insight +3

Senses passive Perception 10

Languages Any two languages

Challenge 3 (700 XP)

Divine Smite. When the hunter hits with a melee weapon attack, it can expend a spell slot to deal an addition 9 (2d8) radiant damage, in addition to the weapon's damage. This damage increases by 1d8 radiant damage per spell slot level above 1st.

Great Weapon Fighting Style. When the hunter rolls a 1 or 2 on a damage die for an attack with its pike, it can reroll that die and take the second result.

Spellcasting. The hunter is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The hunter has the following paladin spells prepared:

1st level (4 slots): *bane*, *detect magic*, *hunter's mark*, *shield of faith*

2nd level (2 slots): *hold person*, *magic weapon*, *misty step*

Vow of Enmity (1/Day). As a bonus action, the hunter utters a vow against a creature it can see within 10 feet. The hunter has advantage on attack rolls against that creature for 1 minute or until the creature falls to 0 hit points or falls unconscious.

Actions

Multiattack. The hunter makes two attacks with its pike.

Pike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Lay on Hands (2/Day). The hunter touches a creature and restores 15 hit points to it.

Reactions

Spell Slash. When a creature within 10 feet of the hunter casts a spell, it can use its reaction to make a weapon attack against that creature. If that creature is concentrating on a spell, it has disadvantage on the saving throw to maintain its concentration.

RANGERS

RUGGED MARKSMAN

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 26 (4d10 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	12 (+1)	15 (+2)	8 (-1)

Saving Throws Str +4, Dex +5

Skills Animal Handling +4, Investigation +3, Nature +3, Survival +4

Senses passive Perception 12

Languages Any two languages

Challenge 1 (200 XP)

Archery Fighting Style. The marksman gains a +2 bonus to attack rolls it makes with ranged weapons.

Colossus Slayer. Once per turn, when the marksman hits a creature with an attack, the creature takes an additional 1d8 damage if it's below its hit points maximum (included in the attack).

Spellcasting. The marksman is a 3th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The marksman has the following ranger spells prepared:

1st level (3 slots): *alarm*, *hail of thorns*, *hunter's mark*

Actions

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 4 (1d8) piercing damage if the target is a creature below its hit points maximum.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) piercing damage if the target is a creature below its hit points maximum.

WOLF TRAINER

Medium humanoid (any race), any alignment

Armor Class 16 (breastplate)

Hit Points 58 (9d10 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	12 (+1)	17 (+3)	12 (+1)

Saving Throws Str +5, Dex +6

Skills Acrobatics +6, Animal Handling +6, Perception +6, Survival +6

Senses passive Perception 16

Languages Any two languages

Challenge 3 (700 XP)

Faithful Pet. The trainer has a faithful wolf (CR 1/4) companion that always stays by its side and obeys the trainer's commands to the best of its ability. When the trainer makes the first attack on a turn against a target within 5 feet of its wolf, the trainer gains advantage on that attack.

Two-Weapon Fighting Style. The trainer adds its ability modifier to the damage of its off-hand weapon attacks.

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

1st level (4 slots): *animal friendship*, *beast bond*, *hunter's mark*

2nd level (2 slots): *locate animals and plants*

Actions

Multiattack. The trainer makes three attacks with its shortsword or two attacks with its longbow.

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

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

ROGUES

CUNNING ACROBAT

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)

Hit Points 22 (4d8 + 4)

Speed 30 ft., climb 30 ft.

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

Saving Throws Dex +5, Int +4

Skills Acrobatics +7, Deception +3, Perception +3, Sleight of Hand +7, Stealth +5

Senses passive Perception 13

Languages Any two languages and Thieves' Cant

Challenge 1 (200 XP)

Cunning Action. As a bonus action, the acrobat can take the Dash, Disengage, or Hide action.

Naturally Acrobatic. The acrobat has a climb speed of 30 ft. In addition, whenever it makes a running jump, the distance it can jump is increased by 3 feet.

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

Actions

Multiattack. The acrobat makes two melee attacks: one with its shortsword and one with its dagger.

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

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

TAVERN GAMBLER

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	10 (+0)	14 (+2)	16 (+3)

Saving Throws Dex +6, Int +3

Skills Acrobatics +6, Insight +9, Persuasion +6, Sleight of Hand +9, Stealth +6

Senses passive Perception 13

Languages Any two languages and Thieves' Cant

Challenge 3 (700 XP)

Cunning Action. As a bonus action, the gambler can take the Dash, Disengage, or Hide action.

Lucky Charm. When the gambler rolls a natural 1 for an attack roll or skill check, it can reroll and take the second result instead. The gambler also has advantage on skill checks for dice and card games.

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

Actions

Multiattack. The gambler makes two attacks with its dagger.

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

Reactions

Uncanny Dodge (1/Turn). The gambler halves the damage that it takes from an attack that hits it. The gambler must be able to see the attacker.

SORCERERS

CAPRICIOUS FIREWEAVER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 22 (4d6 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Con +4, Cha +5

Skills Arcana +3, History +3, Persuasion +5

Senses passive Perception 11

Languages Any two languages

Challenge 1 (200 XP)

Spellcasting. The flameweaver is a 3th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The flameweaver has the following sorcerer spells prepared:

Cantrips (at will): *firebolt*, *prestidigitation*, *shocking grasp*

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

2nd level (2 slots): *flaming sphere*, *scorching ray*, *suggestion*

Sorcery Points. The flameweaver has 3 sorcery points. It can spend 1 or more sorcery points as a bonus action to gain one of the following benefits:

- **Quickened Spell.** When the sorcerer casts a spell that has a casting time of an action, it can spend 2 sorcery points to change the casting time to 1 bonus action instead.
- **Subtle Spell.** When the sorcerer casts a spell, it can spend 1 sorcery point to cast the spell without any somatic or verbal components.

Wild Magic. When the fireweaver casts a spell of 1st level or higher, roll a d4. On a result of 1, roll on the Wild Magic Surge table (PHB Pg. 104) immediately after the spell is cast to create a random effect.

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.

VIRULENT SORCERER

Medium humanoid (any race), any alignment

Armor Class 15 (draconic resilience)

Hit Points 45 (6d6 + 24)

Speed 30 ft.

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

Saving Throws Con +6, Cha +6

Skills Arcana +4, Deception +6, Sleight of Hand +5

Senses passive Perception 11

Languages Any two languages

Challenge 3 (700 XP)

Draconic Resilience. The sorcerer's hit points are increased by 1 per level and its AC is 13 + Dexterity modifier.

Poison Affinity. The sorcerer has green dragon ancestry. When the sorcerer casts a spell that deals poison damage, it deals 3 additional damage. In addition, the sorcerer can spend one sorcery point to gain resistance to poison for 1 hour.

Spellcasting. The sorcerer is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The sorcerer has the following sorcerer spells prepared:

Cantrips (at will): *acid splash*, *dancing lights*, *poison spray*

1st level (4 slots): *false life*, *ray of sickness*

2nd level (3 slots): *crown of madness*, *mirror image*, *spider climb*

3rd level (3 slots): *fly*, *slow*, *stinking cloud*

Sorcery Points. The sorcerer has 6 sorcery points. It can spend 1 or more sorcery points as a bonus action to gain one of the following benefits:

- **Distant Spell.** When the sorcerer casts a spell that has a range of 5 feet or greater, it can spend 1 sorcery point to double the range of the spell. When the sorcerer casts a spell that has a range of touch, you can spend 1 sorcery point to make the range of the spell 30 feet.
- **Extended Spell.** When the sorcerer casts a spell that has a duration of 1 minute or longer, it can spend 1 sorcery point to double its duration, to a maximum of 24 hours.

Actions

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

WARLOCKS

FEY SPEAKER

Medium humanoid (any race), any alignment

Armor Class 11

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	15 (+2)	14 (+2)	10 (+0)	16 (+3)

Saving Throws Wis +2, Cha +5

Skills Deception +5, Intimidation +5, Religion +4

Senses passive Perception 10

Languages Any two languages

Challenge 1 (200 XP)

Fey Presence (1/Short Rest). As an action, the speaker can cause each creature in a 10-foot cube origination from it to make a DC 13 Wisdom saving throw. The creatures that fail their save are all either charmed or frightened by the speaker until the end of the speaker's next turn.

Empowered Eldritch Blasts. The speaker adds its charisma modifier to its eldritch blast attacks. In addition, creatures hit by the speaker's eldritch blast are pushed up to 10 feet away from the speaker in a straight line.

Spellcasting. The speaker is a 3th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its expended spellslots when it finishes a short or long rest. The speaker has the following warlock spells prepared:

Cantrips (at will): *eldritch blast*, *friends*, *minor illusion*

1st-2nd level (2 2nd-level slots): *calm emotions*, *faerie fire*, *hex*, *mirror image*, *phantasmal force*, *sleep*, *Tasha's hideous laughter*

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.

DEEP SPEAKER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Saving Throws Wis +5, Cha +6

Skills Arcana +4, History +4, Perception +5, Religion +4

Senses passive Perception 14, darkvision 120 ft.

Languages Any two languages, telepathy 30 ft.

Challenge 3 (700 XP)

Deep Knowledge. The speaker can read all writing.

Spellcasting. The speaker is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spellslots when it finishes a short or long rest. The speaker has the following warlock spells prepared:

Cantrips (at will): *chill touch*, *eldritch blast*, *mage armor*, *mage hand*

1st-3rd level (2 3rd-level slots): *clairvoyance*, *detect thoughts*, *dissonant whispers*, *phantasmal force*, *sending*, *Tasha's hideous laughter*

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.

Reactions

Entropic Ward (1/Short Rest). When an enemy makes an attack roll against the speaker, it can use its reaction to impose disadvantage on that roll and the next attack roll the speaker makes against that creature is made with advantage.

WIZARDS

ELEGANT SPARKMAGE

Medium humanoid (any race), any alignment

Armor Class 11 (14 with mage armor)

Hit Points 14 (4d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (+0)	16 (+3)	14 (+2)	12 (+1)

Saving Throws Int +5, Wis +4

Skills Arcana +5, Insight +5, Investigation +5

Senses passive Perception 12

Languages Any two languages

Challenge 1 (200 XP)

Arcane Recovery (1/Day). When the sparkmage finishes a short rest, it can regain up to 2 total expended spell slots.

Spellcasting. The sparkmage is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The sparkmage has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *mage hand*, *shocking grasp*

1st level (4 slots): *color spray*, *feather fall*, *mage armor*, *witch bolt*

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

Spell Sculptor. When the sparkmage casts a spell, it can choose up to 3 targets to automatically succeed on the saving throw, and they take no damage if they would normally take half damage on a successful save.

Actions

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

TRANQUIL SPELLSHIELD

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 34 (8d6 + 8)

Speed 30 ft.

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

Saving Throws Int +7, Wis +5

Skills Arcana +7, Insight +5, Nature +7, Persuasion +4

Senses passive Perception 12

Languages Any three languages

Challenge 3 (700 XP)

Arcane Recovery (1/Day). When the spellshield finishes a short rest, it can regain up to 3 total expended spell slots.

Arcane Ward. When the spellshield casts its first abjuration spell of 1st level or higher for the day, it gains 16 temporary hit points. After these temporary hit points have been reduced to 0, any additional abjuration spells the spellshield casts this day provide 5 temporary hit points.

Spellcasting. The spellshield is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The spellshield has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *mending*, *ray of frost*, *true strike*

1st level (4 slots): *alarm*, *mage armor*, *shield*

2nd level (3 slots): *arcane lock*, *darkvision*, *scorching ray*

3rd level (3 slots): *counterspell*, *dispel magic*, *lightning bolt*

Actions

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

Reactions

Project Ward. When a creature the spellshield can see within 30 feet takes damage, it can use its reaction to transfer the temporary hit points granted by its Arcane Ward to that creature.

MULTICLASS NPCs

ROVING RUFFIAN (BARBARIAN/RANGER)

Medium humanoid (any race), any alignment

Armor Class 18 (unarmored defense, shield)

Hit Points 92 (7d12 + 3d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	10 (+0)	14 (+2)	7 (-2)

Saving Throws Str +8, Con +7

Skills Acrobatics +7, Animal Handling +6, Athletics +8, Perception +6

Senses passive Perception 16

Languages Any two languages

Challenge 5 (1,800 XP)

Danger Sense. The ruffian has advantage on Dexterity saving throws.

Dueling Fighting Style. The ruffian gains a +2 bonus to damage rolls while wielding a melee weapon in one hand and no other weapons (included in the attack).

Horde Breaker (1/Turn). When the ruffian makes a weapon attack, it can make another attack roll with the same weapon against a different creature within 5 feet of the original target and within range of its weapon.

Rage (4/Day). As a bonus action, the ruffian can enter a rage for 1 minute. While raging, the ruffian gains the following benefits:

- Advantage on Strength checks and Strength saving throws
- Melee weapon attacks deal an addition 2 damage.
- The ruffian gains resistance to bludgeoning, piercing, and slashing damage.

Spellcasting. The ruffian is a 3th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The ruffian has the following ranger spells prepared:

1st level (2 slots): *cure wounds*, *jump*, *speak with animals*

Unarmored Defense. While not wearing armor, the ruffian's AC includes its Constitution modifier.

Actions

Mutliattack. The ruffian makes three battleaxe attacks or two longbow attacks.

Battleaxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage, or 12 (1d8 + 8) slashing damage is used while raging.

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

DEVIOUS VIRTUOSO (BARD/ROGUE)

Medium humanoid (any race), any alignment

Armor Class 17 (half plate)

Hit Points 77 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	16 (+3)	12 (+1)	17 (+3)

Saving Throws Dex +8, Cha +7

Skills Acrobatics +8, Deception +11, Insight +9,
Perception +5, Performance +11, Sleight of Hand
+12

Senses passive Perception 15

Languages Any three languages

Challenge 5 (1,800 XP)

Combat Caster. The virtuoso can perform the somatic components of spells even when it has weapons or a shield in one or both hands.

Cunning Action. As a bonus action, the virtuoso can take the Dash, Disengage, or Hide action.

Inspire (3/Short Rest). Target uninspired creature within 60 feet of the virtuoso that can hear it gains a d8 inspiration die. Once within the next 10 minutes, that creature can roll that die and add the number rolled to one ability check, attack roll, or saving throw it makes. This die must be rolled before it is decided if the roll succeeds or fails.

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

Spellcasting. The virtuoso is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The virtuoso has the following bard spells prepared:

Cantrips (at will): *friends*, *minor illusion*, *vicious mockery*

1st level (4 slots): *charm person*, *disguise self*, *illusory script*

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

3rd level (3 slots): *feign death*, *major image*

Actions

Multiattack. The virtuoso makes three attacks with its rapier or two attacks with its longbow.

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

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

FURIOUS ZEALOT (CLERIC/BARBARIAN)

Medium humanoid (any race), any alignment

Armor Class 15 (unarmored defense, shield)

Hit Points 81 (7d8 + 3d12 + 30)

Speed 30 ft.

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

Saving Throws Wis +7, Cha +6

Skills Athletics +8, Insight +7, Persuasion +6, Religion +4

Senses passive Perception 13

Languages Any two languages

Challenge 5 (1,800 XP)

Combat Caster. The zealot can perform the somatic components of spells even when it has weapons or a shield in one or both hands.

Danger Sense. The zealot has advantage on Dexterity saving throws.

Rage (2/Day). As a bonus action, the zealot can enter a rage for 1 minute. While raging, the zealot gains the following benefits:

- Advantage on Strength checks and Strength saving throws
- Melee weapon attacks deal an additional 2 damage.
- The zealot gains resistance to bludgeoning, piercing, and slashing damage.

Spellcasting. The zealot is a 6th-level spellcaster. Its spellcasting ability is wisdom (spell save DC 15, +7 to hit with spell attacks). The zealot has the following cleric spells prepared:

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

1st level (4 slots): *fog cloud*, *thunderwave*

2nd level (3 slots): *gust of wind*, *shatter*

3rd level (3 slots): *call lightning*, *sleet storm*

Thunderbolt Strike. When the zealot deals damage to a Large or smaller creature, it can also push it up to 10 feet away from it.

Actions

Multiattack. The zealot makes three attacks with its warhammer.

Warhammer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, or 10 (1d8 + 6) bludgeoning damage while raging.

Reactions

Storm's Wrath (3/Day). When a creature within 5 feet of the zealot hits it with an attack, it can use its reaction to cause that creature to make a DC 15 Dexterity saving throw. The creature takes 9 (2d8) lightning damage on a failed saving throw, or half as much damage on a successful one.

WINDWALKER (DRUID/WIZARD)

Medium humanoid (any race), any alignment

Armor Class 13 (leather)

Hit Points 74 (8d8 + 4d6 + 24)

Speed 30 ft.

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

Saving Throws Int +7, Wis +7

Skills Arcana +7, Nature +7, Perception +7, Survival +7

Senses passive Perception 17

Languages Any three languages

Challenge 5 (1,800 XP)

Arcane Insights. The windwalker has advantage on saving throws against spells and magical effects.

Natural Recovery (2/Day). When the windwalker finishes a short rest, it can regain up to 4 total expended spell slots.

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

Cantrips (at will): *druidcraft*, *gust*, *thunderclap*

1st level (4 slots): *entangle*, *faerie fire*, *fog cloud*

2nd level (3 slots): *barkskin*, *gust of wind*, *levitate*, *misty step*

3rd level (3 slots): *call lightning*, *fly*, *sleet storm*, *wind wall*

4th level (3 slots): *no spells learned for this level*

5th level (1 slot): *no spells learned for this level*

Wild Shape Giant Eagle (2/Day). As a bonus action, the windwalker transforms into a giant eagle for up to four hours. When the eagle is reduced to 0 hit points, the windwalker reverts to its normal form, with any excess damage carrying over to the windwalker's hit points. (For detailed information on wild shape, see the druid section of the Player's Handbook.)

Wind Shield. The area around the windwalker is enveloped in chaotic winds. The area within 15 feet of the windwalker is considered difficult terrain for enemy creatures. Additionally, ranged attacks against the windwalker are made with disadvantage.

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d8 - 1) bludgeoning damage, or 4 (1d10 - 1) bludgeoning damage if used with two hands.

BLADE DANCER (FIGHTER/BARD)

Medium humanoid (any race), any alignment

Armor Class 17 (half plate)

Hit Points 81 (6d10 + 4d8 + 30)

Speed 30 ft.

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

Saving Throws Str + 4, Con + 7

Skills Acrobatics + 8, History +6, Performance + 11, Sleight of Hand +12

Senses passive Perception 10

Languages Any three languages

Challenge 5 (1,800 XP)

Combat Caster. The dancer can perform the somatic components of spells even when it has weapons or a shield in one or both hands.

Combat Maneuvers (3/Short Rest). Dancers have trained all their life to excel in combat and as a result have mastered special combat maneuvers that they can use in combat. Whenever the dancer makes a melee weapon attack, it can choose to execute one of these maneuvers to add additional effects to the attack. In addition to these other effects, all maneuvers cause the attacks to deal an additional 1d8 damage. Each dancer has two random maneuvers from the list below available for use:

- **Disarming Attack** – The target must succeed on a DC 16 Strength saving throw or drop its weapon at its feet.
- **Distracting Strike** – The next attack an ally makes against the target is made with advantage.
- **Feinting Attack** – The next attack roll you make against a target within 5 feet is made with advantage.
- **Trip Attack** – If the target is Large or smaller, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Inspire (3/Short Rest). Target uninspired creature within 60 feet of the dancer that can hear it gains a d8 inspiration die. Once within the next 10 minutes, that creature can roll that die and add the number rolled to one ability check, attack roll, or saving throw it makes. This die must be rolled before it is decided if the roll succeeds or fails.

Spellcasting. The dancer is a 3th-level spellcaster. Its spellcasting ability is charisma (spell save DC 15, +7 to hit with spell attacks). The dancer has the following bard spells prepared:

Cantrips (at will): *blade ward*, *mage hand*

1st level (4 slots): *heroism*, *sleep*, *unseen servant*

2nd level (2 slots): *invisibility*, *suggestion*

Two-Weapon Fighting Style. The dancer adds its ability modifier to the damage of its off-hand weapon attacks.

Actions

Multiattack. The dancer makes three attacks with its scimitar or three ranged attacks with its dagger.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Dagger. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Action Surge (1/Short Rest). The dancer makes five scimitar attacks.

ELEMENTAL SHAPER (MONK/SORCERER)

Medium humanoid (any race), any alignment

Armor Class 16

Hit Points 74 (8d8 + 4d6 + 24)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
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10 (+0)	18 (+4)	14 (+2)	10 (+0)	14 (+2)	17 (+3)
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Saving Throws Str +4, Dex +8

Skills Acrobatics + 8, Arcana +4, Insight +6,
Persuasion +7

Senses passive Perception 12

Languages Any three languages

Challenge 5 (1,800 XP)

Elemental Strikes (6/Short Rest). Whenever the shaper performs an unarmed strike, it can imbue the attack with elemental magics, granting additional properties depending on the element chosen:

- **Fire** – The strike deals an additional 3 (1d6) fire damage and has its range increased by 10 feet as a whip of flame extends from the shaper's hands.
- **Ice** – The strike inflicts chill into the heart of the target, reducing its move speed by 10 feet and preventing it from taking the disengage action until the end of your next turn.
- **Lightning** – The strike surges lightning through the target's body. If that creature attempts to cast a spell requiring somatic components on its next turn, it must succeed on a DC 15 Constitution saving throw or be unable to perform the required motions, causing the spell to fail.

Spellcasting. The shaper is a 3th-level spellcaster. Its spellcasting ability is charisma (spell save DC 15, +7 to hit with spell attacks). The shaper has the following sorcerer spells prepared:

Cantrips (at will): *firebolt*, *ray of frost*, *shocking grasp*

1st level (4 slots): *chromatic orb*, *burning hands*, *witch bolt*

2nd level (2 slots): *enhance ability*, *scorching ray*

Unarmored Defense. While not wearing armor, the traveler's AC includes its Wisdom modifier.

Actions

Multiattack. The shaper makes three unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

FEYBLADE PALADIN (PALADIN / WARLOCK)

Medium humanoid (any race), any alignment

Armor Class 20 (plate, shield)

Hit Points 86 (8d10 + 4d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	15 (+2)	10 (+0)	18 (+4)

Saving Throws Wis +4, Cha +8

Skills Arcana +6, Nature +6, Performance +8, Persuasion +8

Senses passive Perception 10

Languages Any three languages

Challenge 5 (1,800 XP)

Combat Caster. The paladin can perform the somatic components of spells even when it has weapons or a shield in one or both hands.

Divine Smite. When the paladin hits with a melee weapon attack, it can expend a spell slot to deal an additional 9 (2d8) radiant damage, in addition to the weapon's damage. This damage increases by 1d8 radiant damage per spell slot level above 1st.

Dueling Fighting Style. The slayer gains a +2 bonus to damage rolls while wielding a melee weapon in one hand and no other weapons (included in the attack).

Fey-Infused Weapon. The paladin's weapon is infused with energies of fey. Whenever an enemy is struck by its blade, it must succeed on a DC 16 Wisdom saving throw or be affected by the *faerie fire* spell for one minute or until the paladin strikes another target with its weapon.

Pact Magic. The paladin is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It regains these expended spell slots when it finishes a short or long rest. The paladin has the following warlock spells prepared:

Cantrips (at will): *blade ward*, *eldritch blast*, *true strike*

1st-2nd level (2 2nd-level slots): *calm emotions*, *darkness*, *faerie fire*, *phantasmal force*, *sleep*

Spellcasting. The paladin is a 9th-level spellcaster. Its spellcasting ability is charisma (spell save DC 16, +8 to hit with spell attacks). The paladin has the following paladin spells prepared:

1st level (4 slots): *bless*, *detect good and evil*, *ensnaring strike*, *speak with animals*

2nd level (2 slots): *find steed*, *lesser restoration*, *magic weapon*, *moonbeam*, *misty step*

Actions

Multiattack. The paladin makes two attacks with its longsword.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

DIVINE STALKER (RANGER/CLERIC)

Medium humanoid (any race), any alignment

Armor Class 16 (breastplate)

Hit Points 81 (6d10 + 4d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	10 (+0)	16 (+3)	8 (-1)

Saving Throws Str +6, Dex +8

Skills Acrobatics +8, Medicine +7, Religion +4, Survival +7

Senses passive Perception 13

Languages Any two languages

Challenge 5 (1,800 XP)

Combat Caster. The stalker can perform the somatic components of spells even when it has weapons or a shield in one or both hands.

Divine Arrows. The stalker magically infuses each of its arrows with divine energy. Its longbow attacks deal an additional 4 (1d8) radiant damage (included in the attack).

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

Cantrips (at will): *mending*, *resistance*

1st level (4 slots): *charm person*, *disguise self*, *fog cloud*, *hunter's mark*

2nd level (3 slots): *find traps*, *spike growth*, *spiritual weapon*

3rd level (3 slots): *conjure barrage*, *lightning arrow*

Actions

Multiattack. The stalker makes three attacks with its shortsword or two attacks with its longbow.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 4 (1d8) radiant damage.

Warding Arrow (1/Day). The stalker fires an arrow at a location it can see within range of its longbow. When this arrow strikes its mark, it unleashes a pulse of protective energies. Each creature of the stalker's choice within 10 feet of the arrow gain 15 temporary hit points.

MORPHING KNAVE (ROGUE/DRUID)

Medium humanoid (any race), any alignment

Armor Class 15 (leather)

Hit Points 66 (12d8 + 12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	14 (+2)	16 (+3)	10 (+0)

Saving Throws Dex +8, Int +6

Skills Acrobatics +8, Animal Handling +11, Investigation +6, Perception +7, Stealth +12

Senses passive Perception 17

Languages Any three languages

Challenge 5 (1,800 XP)

Feline Grace. The knave has a climb speed equal to its movement speed and does not take fall damage from heights less than 30 feet. In addition, the knave's footsteps are completely silent.

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

Spellcasting. The knave is a 3rd-level spellcaster. Its spellcasting ability is wisdom (spell save DC 15, +7 to hit with spell attacks). The knave has the following druid spells prepared:

Cantrips (at will): *mending*, *thorn whip*

1st level (4 slots): *fog cloud*, *jump*, *longstrider*

2nd level (2 slots): *darkvision*, *enhance ability*, *locate object*

Wild Shape - Cat (2/Short Rest). As a bonus action, the knave transforms into a cat for up to two hours. When the cat is reduced to 0 hit points, the knave reverts to its normal form, with any excess damage carrying over to the knave's hit points. (For detailed information on wild shape, see the druid section of the Player's Handbook.)

Actions

Multiattack. The knave makes two attacks with its claws.

Steel Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

CHAOS BLADE (SORCERER/FIGHTER)

Medium humanoid (any race), any alignment

Armor Class 17 (breastplate)
Hit Points 73 (6d6 + 4d10 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	9 (-1)	13 (+1)	18 (+4)

Saving Throws Con +7, Cha +8
Skills Athletics +7, Deception +8, Perception +5, Persuasion +8
Senses passive Perception 11
Languages Any two languages
Challenge 5 (1,800 XP)

Chaotic Strikes. When the chaos blade rolls a natural 1 or a critical hit with a weapon attack, it can immediately cast a spell with a casting time of 1 action as a bonus action.

Improved Criticals. The chaos blade scores a critical hit with its weapon attacks on a roll of 19 or 20.

Infused Strikes. The chaos blades weapons are infused with elemental energy and deal 2d6 additional cold, fire, or lightning damage on hit (chosen at random and included in the attack).

Spellcasting. The chaos blade is a 6th-level spellcaster. Its spellcasting ability is charisma (spell save DC 16, +8 to hit with spell attacks). The chaos blade has the following sorcerer spells prepared:

Cantrips (at will): *acid splash*, *blade ward*, *true strike*

1st level (4 slots): *burning hands*, *color spray*, *shield*

2nd level (3 slots): *blur*, *hold person*, *misty step*

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

War Caster. The chaos blade has advantage on Constitution saving throws made to maintain concentration on spells and can cast spells while wielding a weapon in each hand.

Actions

Multiattack. The chaos blade makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) cold, fire, or lightning damage (chosen randomly).

Action Surge (1/Short Rest). The chaos blade makes 3 shortsword attacks.

INFERNAL ENFORCER (WARLOCK/MONK)

Medium humanoid (any race), any alignment

Armor Class 15 (unarmored defense)
Hit Points 78 (12d8 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	10 (+0)	15 (+2)	19 (+4)

Saving Throws Wis +6, Cha +8
Skills Acrobatics +7, Arcana +4, Insight +6, Persuasion +8
Senses passive Perception 12
Languages Any three languages
Challenge 5 (1,800 XP)

Infernal Blade. The enforcer has an infernal blade bound to it. This weapon ignores all resistances and deals an extra 3 (1d6) fire damage with each attack (included in the attack). In addition, while the enforcer is wielding this blade, it cannot be disarmed.

Spellcasting. The enforcer is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It regains these expended spellslots when it finishes a short or long rest. The enforcer has the following warlock spells prepared:

Cantrips (at will): *blade ward*, *eldritch blast*, *mage hand*

1st-3rd level (3 3rd-level slots): *armor of Agathys*, *crown of madness*, *fear*, *hellish rebuke*, *hex*, *spider climb*

Actions

Multiattack. The enforcer makes two attacks with its felblade and one with its felstrike.

Felblade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) fire damage.

Felstrike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 3 (1d6) fire damage.

Infernal Onslaught (3/Short Rest). The enforcer performs a swift series of punches to launch bursts of flame at up to four targets within 60 feet. Each of those creatures must make a DC 16 Dexterity saving throw, saving 17 (5d6) fire damage on a failed save, or half as much damage on a successful save.

FLAMEBLADE CRUSADER (WIZARD/PALADIN)

Medium humanoid (any race), any alignment

Armor Class 17 (splint mail)

Hit Points 62 (8d6 + 4d10 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	12 (+0)	19 (+4)	12 (+1)	14 (+2)

Saving Throws Int +8, Wis +5

Skills Arcana +8, Athletics +7, Deception +6, Religion +8

Senses passive Perception 11

Languages Any four languages

Challenge 5 (1,800 XP)

Arcane Recovery (1/Day). When the crusader finishes a short rest, it can regain up to 4 total expended spell slots.

Burning Strike. When the crusader hits with a melee weapon attack, it can expend a spell slot to deal an additional 9 (2d8) fire damage, in addition to the weapon's damage. This damage increases by 1d8 fire damage per spell slot level above 1st.

Combat Caster. The crusader can perform the somatic components of spells even when it has weapons or a shield in one or both hands.

Endless Assault. When the crusader takes the attack action, it can expend a spell slot up to level 2 to gain additional attacks this turn. If a level 1 slot is expended, the crusader gains one additional attack. If the level 2 spell slot is expended, the crusader gains 2 additional attacks.

Transmutation Mastery. The crusader has a deep knowledge of transmutation magics and can use that to adapt its fighting style to the needs at hand. As a bonus action, the crusader can transform its weapon into a pike, a greatsword, or back to a maul.

Spellcasting. The crusader is a 9th-level spellcaster. Its spellcasting ability is intelligence (spell save DC 16, +8 to hit with spell attacks). The crusader has the following wizard and paladin spells prepared:

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

1st level (4 slots): *burning hands*, *searing smite*, *thunderous smite*

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

3rd level (3 slots): *fireball*, *phantom steed*

4th level (2 slots): *fire shield*, *wall of fire*

Actions

Multiattack. The crusader makes two melee attacks.

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Pike. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.