D&D Citizens: Extra NPCs

A New NPC Expansion

**Introduction**: Appendix B of the *Monster Manual* provides generic NPCs that can be  
used in numerous ways, especially if “re-skinned” in a different role. For example,  
the bandit NPC on page 343 can easily work as a brigand, a street tough, a merce-  
nary recruit, and so on. However, while it might also be used to represent a pirate,  
there are better ways to capture that archetype.

The NPCs herein are meant to fill a number of gaps and provide you with a larger  
variety of characters to inhabit the worlds you create, ranging from CR 1/8 to CR 6.

A rogue’s gallery of generic NPCs for any campaign

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*The populace is like the sea motionless in itself, but stirred by every wind, even the lightest breeze. — Livy*

NPCs Expanded!

The following new NPCs can add breadth and variety to any fantasy campaign.

Alchemist

*Medium humanoid (any race), any alignment*

**Armor Class** ii(i4with *magearmor*

**Hit Points** 16 (3d8 + 3)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 13 (+1) 12 (+1) 15 (+2) 11 (+0) 10 (+0)

**Skills** Arcana +4, Nature +4

**Senses** passive Perception 10

**Language** any three languages

**Challenge** 1 (200 xp)

***Brew Potion.*** As long as it has ready access to alchemist’s supplies, the alchemist can trans­form any spell it knows of up to 4th level into a potion. Only spells with a range of “self” or “touch” and that affect a single creature can be made into potions this way. The alchemist must have a spell prepared to brew it into a potion, which requires 1 hour per level of the spell slot used to create the potion.

Once created, a potion can be imbibed by any creature via the Use an Object action; the crea­ture that imbibes the potion gains the benefit of the potion’s spell as if it were cast on that creature by the alchemist using a spell slot of the same level as that used to create the po­tion. A spell that normally requires concentra­tion always lasts for the full length of its dura­tion when consumed as a potion.

***Spellcasting.*** The alchemist is a 3rd-level spell­caster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The alchemist has the following spells prepared: Cantrips (at will): *acid splash, poison spray produce flame*

1st level (4 slots): *burning hands false life, mage armor* 2nd level (2 slots): *alter self, web*

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.

An **alchemist** is a specialist wizard, skilled in the arts of brewing potions and other al­chemical substances. In various campaigns and fantasy cultures, they might range from lone hedge wizards to highly respected pro­fessionals of a vast guild.

**Apprentice Mage**

*Medium humanoid (any race), any alignment*

**Armor Class** 11

**Hit Points** 9 (2d8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

9 (-1) 13 (+1) 11 (+0) 14 (+2) 12 (+1) 11 (+0)

**Skills** Arcana +4, History +4

**Senses** passive Perception 12

**Language** any three languages

**Challenge** 1/8(25xp)

***Spellcasting.*** Theapprenticemageisa2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The apprentice has the following spells prepared:

Cantrips (at will): *light, mage hand, prestidigitation* 1st level (3 slots): *color spray detect magic, false life, silent image*

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.

The **apprentice mage** could be a simple peasant witch or wizard of any age with little



practical training, or a young wizard serving an older, more powerful mage.

***Multiattack.*** The bounty hunter makes two me­lee attacks.

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

***Whip.*** *Melee Weapon Attack.* +4 to hit, reach 10 ft., one target. *Hit:* 4 (164 + 2) slashing damage.

***Whip Tangle.*** The bounty hunter makes a whip attack. If the attack hits, the bounty hunter also attempts a grapple with advantage on its Strength (Athletics) check.

**Bounty hunters** are skilled trackers, infor­mation gatherers, and unarmed combatants. They hunt down known criminals and other offenders, collecting bounties from indepen­dent agents, domestic guard forces, judiciary bodies, temple leadership, or any number of other sources.

**Bounty Hunter**

*Medium humanoid (any race), any alignment*

**Armor Class** 12 (hide)

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

Grand General

*Medium humanoid (any race), any alignment*

**Armor Class** 18 (plate)

**Hit Points** 104 (16d8 + 32)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16(+3) 13(+1) U(+2) 13(+i) 12(+i) i6(+3)

**Skills** Athletics +4, Intimidation +4, Perception +3, Survival +5

**Senses** passive Perception 13

**Language** any three languages

**Challenge** 1 (200 xp)

***Sneak Attack (1/Turn).*** The bounty hunter 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 bounty hunter that isn’t incapacitated and the bounty hunter doesn’t have disadvantage on the attack roll.

**Saving Throws** Str +6, Con +5, Cha +6

**Skills** Athletics +6, History +4, Perception +3

**Senses** passive Perception 13

**Language** any two languages

**Challenge** 6 (2,3ooxp)

***Iron Will.*** The grand general has advantage on saving throws against being charmed or frightened.

Actions

***Multiattack.*** The grand general makes three melee attacks.

***Greatsword.*** *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slash­ing damage.

***Javelin.*** *Melee or Ranged Weapon Attack.* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

***Skilled Leadership (Recharges after a Short or Long Rest).*** For 1 minute, the grand gen­eral can utter a special command or warning whenever a nonhostile creature that it can see within 60 feet of it makes an attack roll or a saving throw. The creature can add a d6 to its roll provided it can hear and understand the general. A creature can benefit from only one Leadership die at a time. This effect ends if the general is incapacitated.

Reactions

***Tactical Command.*** When the general or an ally of the general within 30 feet would be hit with a melee attack, that target adds 3 to its AC against that attack provided it can hear and understand the general. To use this ability, the general must be able to see both the attacker and the target of the attack.

**Grand generals** are rare, very highly placed, eminently trusted military leaders. They typically command entire armies or legions thereof. They might also be dukes, powerful knights, or other lords of militant character.

Guild Thief

*Medium humanoid (any race), any alignment*

**Armor Class** 13 (leather armor)

**Hit Points** 22 (468)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

1O(+O) 15(+2) 11(+O) 12(+1) 1O(+O) 1O(+O)

**Skills** Deception +4, Perception +4, Sleight of

Hand +6, Stealth +6

**Senses** passive Perception 14

**Language** Thieves’ Cant, plus any two languages

**Challenge** 1/2 (100 xp)

***Cunning Action.*** On each of its turns, the thief can use a bonus action to take the Dash, Disen­gage, Hide, or Use an Object action, or to make a Dexterity (Sleight of Hands) check.

***Sneak Attack (1/Turn).*** The thief deals an extra 3 (1d6) 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 thief that isn’t incapacitated and the thief doesn’t have disadvantage on the attack roll.

Actions

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

***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.

***Sling.*** *Ranged Weapon Attack.* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeon­ing damage.

A **guild thief** is a competent burglar, pick­pocket, rake, con man, or some other type of rogue, with proven skills and a good guild standing. However, these stats can also be used to represent any other independent pro­fessional thief.

**High Priest**

*Medium humanoid (any race), any alignment*

**Armor Class** 15 (half-plate)

**Hit Points** 82 (15d8 + 15)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 10 (+0) 13 (+1) 14 (+2) 19 (+4) 15 (+2)

**Saving Throws** Wis +7, Cha +5

**Skills** History +5, Medicine +5, Persuasion +5,

Religion +5

**Senses** passive Perception 14

**Language** any three languages

**Challenge** 6 (2,300 xp)



**Saving Throws** Dex +7, Int +5, Cha +4

**Skills** Athletics +6, Acrobatics +7, Decep­tion +4, Perception +6, Sleight of Hand +10, Stealth +10

**Senses** passive Perception 16

**Language** Thieves’ Cant, plus any two languages

**Challenge** 5 (1,800 xp)

***Cunning Action.*** On each of its turns, the mas­ter thief can use a bonus action to take the Dash, Disengage, Hide, or Use an Object ac­tion, to make a Dexterity (Sleight of Hands) check, or to use thieves’ tools to disarm a trap or open a lock.

***Evasion.*** If the master thief is subjected to an effect that allows it to make a Dexterity sav­ing throw to take only half damage, the thief

***Holy Eminence.*** *As a* bonus action, the high priest can expend a spell slot to cause its me­lee weapon attacks to magically deal an extra 17 (5d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

***Spellcasting.*** The high priest is a 13th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The high priest has the following cleric spells prepared:

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

1st level (4 slots): *bless, command, cure wounds, detect poison and disease, sanctuary*

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

3rd level (3 slots): *dispel magic, sending, spirit guardians*

4th level (3 slots): *divination, guardian of faith* 5th level (2 slots): *commune, scrying*

6th level (1 slot): *planar ally*

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

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

***Divine Intervention (Recharges after a Long Rest).*** The high priest calls upon its deity to in­tervene on the priest’s behalf. Roll percentile dice: If the result is equal to the high priest’s caster level (13) or lower, the deity intervenes by casting any cleric spell the high priest wish­es. If the deity intervenes, the high priest can’t use this action again for 7 days.

The **high priest** is a high-ranked cleric of great skill, perhaps the ruling ecclesiastical figure within any given church. Often of noble birth, but certainly of high standing, the high priest wields considerable power, both tempo­ral and divine.

Master Thief

*Medium humanoid (any race), any alignment*

**ArmorClass** 16(studdedleather)

**Hit Points** 77 (14d8 + 14)

**Speed** 30 ft., climb 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 19 (+4) 12 (+1) 14 (+2) 10 (+0) 12 (+1)

instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

***Sneak Attack (i/Turn).*** The master thief deals an extra 21 (6d6) 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 thief that isn’t incapacitated and the thief doesn’t have disadvantage on the attack roll.

***Supreme Sneak.*** The master thief has advan­tage on a Dexterity (Stealth) checks if it moves no more than half its speed on the same turn.

Actions

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

***Dagger.*** *Melee or Ranged Weapon Attack.* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (164 + 4) piercing damage.

***Sling.*** *Ranged Weapon Attack.* +7 to hit, range 30/120 ft., one target. *Hit:* 6 (1d4 + 4) bludgeon­ing damage.

**Master thieves** are highly skilled, dangerous criminals. Virtually no safe or strongbox is safe from them, and they can usually find a way into even the most closely guarded palace or vault.

Military Officer

*Medium humanoid (any race), any alignment*

Armor Class 17 (splint)

**Hit Points** 65 (10d8 + 20)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 13 (+1) И (+2) 13 (+1) 11 (+0) 14 (+2)

**Skills** Athletics +5, History +3, Intimidation +4, Perception +2

**Senses** passive Perception 12

**Language** any one language (usually Common)

Challenge 3 (700 xp)

***Brave.*** The officer has advantage on saving throws against being frightened.

Actions

***Multiattack.*** The officer makes two melee attacks.

***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.

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

***Leadership (Recharges after a Short or Long Rest).*** For 1 minute, the officer can utter a spe­cial command or warning whenever a nonhos- tile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the officer. A creature can benefit from only one Leadership die at a time. This effect ends if the officer is incapacitated.

The **military officer** shown here might repre­sent a gifted young sergeant, a distinguished no­ble captain, or a grizzled old career corporal. The rank is relative within any given military body.

Minstrel

*Medium humanoid (any race), any alignment*

ArmorClass 11

Hit Points 9 (2d8)

Speed 30 ft.

STR DEX CON INT WIS CHA

10(+0) 12(+1) 11(+0) 12(+1) 1O(+O) 15(+2)

**Skills** History +6, Persuasion +4, Performance +6

**Senses** passive Perception 10

**Language** any three languages

**Challenge** 1/8 (25 xp)

***Spellcasting.*** The minstrel is a 1st-level spell­caster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The minstrel knows the following bard spells:

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

1st level (2 slots): *charm person, comprehend languages, identify, Tashas hideous laughter*

Actions

***Shortsword.*** *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. *Hit:* 4 (id6 + 1) piercing damage.

**Minstrels** are gifted balladeers, singers, and musicians, sometimes itinerant performers, or perhaps court-sponsored artists and en­tertainers. In a world filled with magic, even the lowliest minstrel has at least a bit of bard­ic training.

Pirate

*Medium humanoid (any race), any alignment*

**Armor Class** 13 (leather armor)

**Hit Points** 16 (3d8 + 3)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 14 (+2) 12 (+1) 10 (+0) 10 (+0) *-* (-1)

**Skills** Athletics +2, Acrobatics +4

**Senses** passive Perception 10

**Language** any one language (usually Common)

**Challenge** 1/4 (50 xp)

***Saaeegs.*** T hepirate hasadvantageon Strength (Athletics) check made to climb and on Dexterity (Acrobatics) checks made to maintain balance.

Sea Legs

The pirate listed here has a trait called “sea legs.” You can add this trait to virtu­ally any other NPC to make it into a sailor or marine. Thus, for example, the “bandit captain” (*MM* 344) is easily turned into a pirate captain.

***Sea Legs.*** The [type of NPC] has advan­tage on Strength (Athletics) check made to climb and on Dexterity (Acrobatics) checks made to maintain balance.

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

***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.

While they are sometimes held up as ro­mantic figures and valorous swashbucklers in stories and parables, **pirates** are usually far less desirable characters in actuality. Vi­cious, nasty, and selfish, they take what they want and care not a whit about anyone else — including their fellow pirates.

Soldier

*Medium humanoid (any race), any alignment*

**ArmorClass** 16(ringmail,shield)

**Hit Points** 16 (3d8 + 3)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14(+2) 12(+1) 13(+1) 10(+0) 11(^0 )9 (-1)



**Skills** Athletics +4

**Senses** passive Perception 12

**Language** any one language (usually Common)

**Challenge** 1/4 (50 xp)

Actions

***Longsword.*** *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slash­ing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

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

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

**Soldiers** are career military men and women. While their arms and armor can vary from place to place and culture to culture, their skill and hardiness is universal.