

XANATHAR'S GUIDE TO EVERYTHING

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ANCESTRAL INHERITOR

Medium humanoid (any race), any alignment

Armor Class 15 (unarmored defense)

Hit Points 85 (10d8 + 40)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	9 (-1)	15 (+2)	10 (+0)

Skills Athletics +7, History +2, Survival +5

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses passive Perception 12

Languages Common

Challenge 5 (1,800 XP)

Innate Spellcasting. The inheritor's spellcasting ability is Wisdom (spell save DC 13). It can cast the following spells innately:

1/Day: *augury, clairvoyance*

Ancestral Demise. When the inheritor dies, it disintegrates and becomes an ancestral spirit, joining the other ancestral spirits as they pass on to guard one of the inheritor's children chosen at random. If the inheritor has no children, it dies, along with all of its ancestral spirits.

Ancestral Protectors. In battle, the inheritor is surrounded and protected by ancestral spirits, the souls of its ancestors. The first time the inheritor hits a creature with a melee weapon attack on its turn, the creature becomes the target of the ancestral spirits, hindering its attacks. The target has disadvantage on attacks rolls until the start of the inheritor's next turn.

Unarmored Defense. While the inheritor isn't wearing armor, its armor class is 10 plus its Dexterity modifier plus its Constitution modifier.

Actions

Multiattack. The inheritor makes two attacks with its greataxe.

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

Reactions

Spirit Shield. When a creature the inheritor can see within 30 feet of it takes damage from an attack, the inheritor can use its reaction to provide aid through its ancestral spirits, reducing the damage by 7 (2d6) hit points.

STORM HERALD

Medium humanoid (any race), any chaotic alignment

Armor Class 15 (scale mail)

Hit Points 67 (9d8 + 27)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Damage Resistances lightning; bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses passive Perception 10

Languages Common, Primordial

Challenge 4 (1,100 XP)

Aura of the Sea. Creatures that start their turn within 5 feet of the storm herald must make a DC 13 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one.

Reckless. At the start of its turn, the storm herald can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Trident. *Melee or Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack. Additionally, the target must succeed on a DC 13 Strength saving throw or fall prone.

ZEALOT

Medium humanoid (any race), any lawful alignment

Armor Class 17 (half plate, shield)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Damage Resistances necrotic, radiant; bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses passive Perception 10

Languages Celestial, Common

Challenge 9 (5,000 XP)

Beyond Death (3/Day). When the zealot is reduced to 0 hit points by an attack that isn't a critical hit, and the zealot is not killed outright, it can choose to fall to 1 hit point instead.

Legendary Resistance (3/Day). When the zealot fails a saving throw, it can choose to succeed instead.

Reckless. At the start of its turn, the zealot can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The zealot makes two attacks with Dawn Star.

Dawn Star. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, plus 7 (2d6) radiant damage. Additionally, if the target is a creature, it must succeed on a DC 10 Charisma saving throw or begin glowing, shedding bright light in a 10 foot radius and dim light 10 feet beyond that. The glowing light grants advantage on attack rolls against the target, and it lasts until the start of the target's turn.

GLAMOUR BARD

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (leather)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	14 (+2)	7 (-2)	14 (+2)

Saving Throws Wis +1, Cha +5

Skills Performance +8

Senses passive Perception 8

Languages Any 4 languages

Challenge 5 (1,800 XP)

Innate Spellcasting. The bard's innate spellcasting ability is Charisma (spell save DC 13). It can cast the following spells innately:

At will: *command, enthrall*

Majesty. The first time a creature attacks the bard on a turn, the attacker must make a DC 13 Charisma saving throw. On a failed save, it can't attack the bard on this turn, and it must choose a new target for the attack or the attack is wasted.

Spellcasting. The bard is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13). It has the following bard spells prepared:

Cantrips (at will): *friends, vicious mockery*
1st level (4 slots): *charm person, comprehend languages, disguise self, illusory script, silent image*
2nd level (3 slots): *invisibility, phantasmal force, suggestion, knock*
3rd level (2 slots): *hypnotic pattern, major image*

Actions

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

BLADE

Medium humanoid (any race), any chaotic alignment

Armor Class 16 (breastplate)

Hit Points 72 (16d8)

Speed 40 ft.

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

Skills Performance +6

Senses passive Perception 10

Languages Any 4 languages

Challenge 4 (1,100 XP)

Blade Flourish (1/turn). When the blade hits with an attack on its turn, the blade can use one of the following options.

- **Defensive Flourish.** The blade rolls 1d8 and adds the amount to the damage of its attack. It also adds this amount to its AC until the start of its next turn.
- **Mobile Flourish.** The blade rolls 1d8 and adds the amount to the damage of its attack. Additionally, the blade pushes its target a number of feet equal to 5 + the amount rolled. The blade can then move up to its speed.
- **Slashing Flourish.** The blade chooses a creature within 5 feet of its original target. Both targets take an additional 4 (1d8) slashing damage.

Spellcasting. The blade is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12). It has the following bard spells prepared:

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

1st level (4 slots): *bane, disguise self, faerie fire, heroism*

2nd level (2 slots): *cloud of daggers, phantasmal force, see invisibility*

Actions

Multattack. The blade makes three attacks with its shortswords.

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

WHISPER BARD

Medium humanoid (any race), any chaotic alignment

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

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

Skills Deception +7, Performance +5

Senses passive Perception 10

Languages Any 6 languages

Challenge 3 (700 XP)

Spellcasting. The bard is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13). It has the following bard spells prepared:

Cantrips (at will): *dancing lights, vicious mockery*
1st level (4 slots): *bane, charm person, disguise self, Tasha's hideous laughter*

2nd level (3 slots): *detect thoughts, invisibility, knock, phantasmal force, suggestion*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 10 (3d6) psychic damage.

Mantle of Whispers. The bard weaves a shadow it has captured through its Whispers of Death like a puppet. The bard vanishes, magically transforming into a disguise of the person whose shadow the bard has captured. The bard takes on the appearance of the dead person, but healthy and alive. The disguise lasts for 1 hour until the bard ends it as a bonus action. While in the disguise, the bard gains access to all information that the humanoid would freely share with a casual acquaintance and can easily pass as the person by drawing on its memories. Another creature can see through the disguise by succeeding on a DC 17 Wisdom (Insight) check.

Reactions

Whispers of Death (Recharges on a Long Rest). When a humanoid dies within 30 feet of the bard, it can use its reaction to magically capture the humanoid's shadow. The bard retains this shadow until it uses its Mantle of Whispers action or completes a long rest.

FORGE PRIEST

Medium humanoid (any race), any alignment

Armor Class 19 (plate, forge soul)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	10 (+0)	13 (+1)	12 (+1)

Damage Resistances fire

Senses passive Perception 11

Languages Common

Challenge 4 (1,100 XP)

Forge Soul. While wearing heavy armor, the priest gains a +1 bonus to AC.

Magic Weapons. The priest's melee weapon attacks are magical.

Actions

Forge Hammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, plus 9 (2d8) fire damage, and the target must succeed on a DC 13 Constitution saving throw or ignite in flames. At the start of each of the target's turns, the target makes another Constitution saving throw, taking 4 (1d8) fire damage on a failed save, or ending the effect on a success. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames, the effect ends.

GRAVE CLERIC

Medium humanoid (any race), neutral

Armor Class 13 (chain shirt)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Senses passive Perception 11

Languages Common

Challenge 2 (450 XP)

Circle of Mortality. When the cleric would normally roll one or more dice to restore hit points with a spell to a creature at 0 hit points, it instead uses the highest number possible for each die.

Spellcasting. The cleric is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following spells prepared:

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

1st Level (4 slots): *bane, cure wounds, false life, healing word, inflict wounds, sanctuary*

2nd Level (3 slots): *blindness/deafness, feign death, gentle repose, lesser restoration*

3rd Level (3 slots): *mass healing word, ray of enfeeblement, revivify, speak with dead, vampiric touch*

Actions

Scythe. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d12) slashing damage.

Protect the Dying. The cleric targets up to three unconscious creatures it can see within 30 feet of it. Each target is stabilised.

DREAM GUARDIAN

Medium humanoid (any race), chaotic neutral

Armor Class 11
Hit Points 71 (13d8 + 13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	10 (+0)	18 (+4)	15 (+2)

Saving Throws Wis +7, Cha +5
Skills Insight +7, Nature +3, Perception +7, Persuasion +5
Senses passive Perception 17
Languages Common, Druidic
Challenge 5 (1,800 XP)

Moonlight Hearth. During a short or long rest, the dream guardian touches a point in space, and an invisible, 30-foot-radius sphere of magic appears, centered on that point. Total cover blocks the sphere. While within the sphere, the dream guardian and its allies gain a +5 bonus to Dexterity (Stealth) and Wisdom (Perception) checks, and any light from open flames in the sphere isn't visible outside of it. The sphere vanishes at the end of the rest or when the dream guardian leaves the sphere.

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

Cantrips (at will): *create bonfire, guidance*
1st Level (4 slots): *charm person, create or destroy water, faerie fire*
2nd Level (3 slots): *enhance ability, invisibility, mirror image, moonbeam, pass without trace*
3rd Level (3 slots): *daylight, meld into stone, slow*
4th level (3 slots): *confusion, divination, freedom of movement, greater invisibility, hallucinatory terrain*
5th level (2 slots): *dream, geas, tree stride*

Summer Balm (3/Day). As a bonus action, the dream guardian blesses a creature it can see within 120 feet of it. The target regains 10 (3d6) hit points and 9 temporary hit points.

Actions

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

ARCH SHEPHERD

Medium humanoid (any race), any alignment

Armor Class 14 (hide armor)
Hit Points 154 (28d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	10 (+0)	20 (+5)	17 (+3)

Saving Throws Int +3 Wis +6
Skills Medicine +8, Nature +4, Perception +8
Senses passive Perception 18
Languages Common, Druidic, Sylvan
Challenge 8 (3,900 XP)

Speech of the Woods. The arch shepherd can communicate with animals as if they share a language. Most beasts lack the intelligence to convey complex ideas, but can express emotions and short memories with ease.

Spellcasting. The dream guardian is an 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *druidcraft, mending, thorn whip*
1st Level (4 slots): *animal friendship, beast bond*
2nd Level (3 slots): *animal messenger, beast sense, enhance ability, locate animals or plants*
3rd Level (3 slots): *conjure animals*
4th level (3 slots): *conjure woodland beings, dominate beast, giant insect, locate creature*
5th level (2 slots): *awaken, commune with nature, insect plague*

Actions

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

Animal Aura (Recharges on a Short or Long Rest). The arch shepherd chooses a point within 60 feet that it can see and calls forth an aura with a 30-foot radius around that point. The arch shepherd can move the aura up to 60 feet to a point it can see as a bonus action. The aura persists for 1 minute or until the arch shepherd is incapacitated. The aura has one of the following effects:

Bear Aura. Each creature in the aura when it appears gains 14 (4d6) temporary hit points and has advantage on Strength checks and saving throws while in the aura.

Fox Aura. A creature that starts its turn in the aura can use its bonus action to Dash, Disengage, or Hide on that turn.

Hawk Aura. When a creature in the aura makes an attack roll, the arch shepherd can use its reaction to grant advantage on that roll.

ARCANE ARCHER

Medium humanoid (elf), any alignment

Armor Class 16 (studded leather)

Hit Points 66 (12d8 + 12)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	13 (+1)	16 (+3)	14 (+2)	10 (+0)

Skills Perception +7, Stealth +6

Senses Darkvision 60 ft., passive Perception 17

Languages Common, Elvish

Challenge 3 (700 XP)

Arcane Shot (1/turn). When the archer hits a creature with a ranged weapon attack, it can apply one of the following effects to the target in addition to the damage of the attack:

- **Grasping Arrow.** The target takes 7 (2d6) poison damage, its speed is reduced by 10 feet, and it is overwhelmed by brambles, taking 7 (2d6) slashing damage the first time on each turn it moves 1 foot or more without teleporting. The target or any creature that can reach it can use its action to remove the brambles. Otherwise, they last for 1 minute.
- **Shadow Arrow.** The target takes 7 (2d6) psychic damage, and it must succeed on a DC 13 Wisdom saving throw or be blinded until the start of the archer's next turn.

Fey Ancestry. The archer has advantage on saving throws against being charmed, and magic can't put it to sleep.

Magic Arrows. The archer's ranged weapon attacks are magical.

Mask of the Wild. The archer can take the Hide action when lightly obscured by natural phenomena.

Actions

Multiattack. The archer makes two attacks with its longbow.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Piercing Arrow (Recharge 5-6). The archer looses a magic arrow in a 30 foot by 1 foot line, passing harmlessly through objects and ignoring cover. Each creature in the line must make a DC 13 Dexterity saving throw, taking 17 (3d8 + 4) piercing damage on a failed save, or half as much damage on a successful one.

CAVALIER

Medium humanoid (any race), any alignment

Armor Class 20 (plate, shield)

Hit Points 47 (5d8 + 25)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+1)	20 (+5)	13 (+1)	15 (+2)	10 (+0)

Skills Animal Handling +6

Senses passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Charger. If the cavalier moves at least 20 feet in a straight line towards a creature and then hits it with a lance attack, the creature takes an additional 6 (1d12) piercing damage and must succeed on a DC 14 Strength saving throw or be knocked prone.

Saddle Master. The cavalier has advantage on saving throws made to avoid falling off its mount. If the cavalier falls off its mount and descends no more than 10 feet, it can land on its feet, and it isn't incapacitated. Dismounting a creature only takes 5 feet of movement for the cavalier.

Actions

Multiattack. If the cavalier is mounted, it can make two lance attacks. These attacks cannot be made against the same target.

Lance. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage. The cavalier has disadvantage on this attack if it isn't mounted.

War Pick. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Reactions

Warding Maneuvers. When a creature the cavalier can see targets the cavalier or its mount with an attack, the cavalier adds 2 to the AC of both itself and its mount against attacks from that creature until the start of the cavalier's next turn.

SAMURAI

Medium humanoid (any race), any lawful alignment

Armor Class 17 (splint mail)

Hit Points 110 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	15 (+2)	15 (+2)	15 (+2)

Saving Throws Str +6, Wis +5, Int +5

Skills History +5, Persuasion +7

Senses passive Perception 12

Languages Common

Challenge 6 (2,300 XP)

Fighting Spirit (3/Day). As a bonus action, the samurai gains 10 temporary hit points, plus advantage on melee weapon attacks until the end of its turn.

Master of the Blade (1/Turn). When the samurai makes a melee weapon attack against a creature on its turn, it can add one of the following effects to its attack:

- **Disarming Attack.** The samurai chooses an item its target is holding. On a hit, the target takes an additional 5 (1d10) slashing damage and must succeed on a DC 14 Strength saving throw or drop the object. The object lands at its feet.
- **Lunging Attack.** The samurai's reach for the attack is increased by 5 feet. On a hit, the target takes an additional 5 (1d10) slashing damage.
- **Pushing Attack.** On a hit, the target takes an additional 5 (1d10) slashing damage, and if the target is Large or smaller, it must succeed on a DC 14 Strength saving throw or be pushed up to 15 feet away from the samurai.

Actions

Multiaction. The samurai makes three attacks with its katana.

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

Reactions

Parry. The samurai adds 3 to its AC against one melee attack that would hit it. To do so, the samurai must see the attacker and be wielding a melee weapon.

DRUNKEN MASTER

Medium humanoid (any race), any alignment

Armor Class 20 (unarmored defense)

Hit Points 109 (12d8 + 55)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	20 (+5)	20 (+5)	20 (+5)

Skills Brewer's Supplies +9, Performance +9

Condition Immunities poisoned

Senses passive Perception 15

Languages Any 8 languages

Challenge 10 (5,900 XP)

Deflect Missiles. When the drunken master is hit by a ranged weapon attack, the damage is reduced by 25 (1d10 + 20).

Drunkard's Luck (1/Turn). When the drunken master has disadvantage on an attack roll, ability check, or saving throw, it can choose either result for that roll.

Drunken Technique. The drunken master does not trigger opportunity attacks when it moves on its turn. Also, when prone, the drunken master can spend 5 feet of movement to stand up.

Ki Fists. The drunken master's unarmed strikes are magical.

Legendary Resistances (3/Day). When the drunken master fails a saving throw, it can choose to succeed instead.

Lucky (3/Day). The drunken master can re-roll an attack roll, ability check, or saving throw it makes and use either result.

Slow Fall. The drunken master takes no damage as a result of a fall.

Unarmored Defense. While the drunken master isn't wearing armor, its armor class equals 10 plus its Dexterity modifier plus its Wisdom modifier.

Actions

Multiaction. The drunken master makes two unarmed strikes against each creature within 5 feet of its position.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage.

Reactions

Redirect Attack. When a creature misses the drunken master with a melee attack roll, the drunken master can use its reaction to cause that attack to hit one creature of its choice, other than the attacker, that it can see within 5 feet of it.

KENSEI

Medium humanoid (any race), any alignment

Armor Class 17 (glaive, unarmored defense)

Hit Points 49 (9d8 + 9)

Speed 40 ft.

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

Skills Painter's Supplies +5

Senses passive Perception 12

Languages Any 8 languages

Challenge 2 (450 XP)

Agile Parry. The kensei gains the same benefits from its glaive as it would from a shield.

Magic Weapons. The kensei's weapon attacks are magical.

Unarmored Defense. While the kensei isn't wearing armor, its armor class equals 10 plus its Dexterity modifier plus its Wisdom modifier.

Actions

Multiattack. The kensei makes two attacks: one with its unarmed strike and one with its glaive.

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

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

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

SUN SOUL MONK

Medium humanoid (any race), any alignment

Armor Class 15 (unarmored defense)

Hit Points 38 (7d8 + 7)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	13 (+1)	10 (+0)	14 (+2)	10 (+0)

Senses passive Perception 12

Languages Common

Challenge 2 (450 XP)

Unarmored Defense. While the monk isn't wearing armor, its armor class equals 10 plus its Dexterity modifier plus its Wisdom modifier.

Actions

Multiattack. The monk makes two attacks with its Sun Bolt. It can then use its Radiant Swathe, if available.

Sun Bolt. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 5 (1d4 + 3) radiant damage.

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

Radiant Swathe (Recharge 5-6). The monk swishes its hands through the air, creating a streak of white-hot light. Each creature in a 15-foot cone originating from the monk must succeed on a DC 12 Dexterity saving throw or take 14 (4d6) radiant damage.

KNIGHT CONQUEROR

Medium humanoid (any race), any alignment

Armor Class 18 (plate)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	15 (+2)	10 (+0)	19 (+4)

Skills History +5, Intimidation +7
Senses passive Perception 10
Languages Common
Challenge 6 (2,300 XP)

Righteous Might. The knight conqueror scores a critical hit on a roll of 18, 19, or 20.

Actions

Multiattack. The knight conqueror makes two attacks with its flail.

Conqueror's Flail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 9 (2d8) necrotic damage.

Conquering Presence (1/Day). Each creature of the knight conqueror's choice that can see it within 30 feet of it must make a DC 15 Wisdom saving throw. On a failed save, the target becomes frightened of the knight conqueror for 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

PALADIN OF REDEMPTION

Medium humanoid (any race), any alignment

Armor Class 16 (chain mail)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

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

Skills Persuasion +10
Damage Resistances acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, thunder; bludgeoning, piercing, and slashing
Senses passive Perception 11
Languages Common
Challenge 8 (3,900 XP)

Emissary of Redemption. The paladin's resistances don't function against creatures it has attacked or targeted with a spell since the last dawn.

Spellcasting. The paladin is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15). It has the following spells prepared:

1st level (4 slots): *compelled duel, cure wounds, protection from evil and good, sanctuary, sleep*
2nd level (2 slots): *calm emotions, hold person, lesser restoration*

Actions

Multiattack. The paladin makes two attacks with its quarterstaff.

Quarterstaff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 9 (2d8) radiant damage, or 7 (1d8 + 3) bludgeoning damage plus 9 (2d8) radiant damage if wielded with two hands to make a melee attack.

Reactions

Protect the Innocent. When a creature within 30 feet of the paladin takes damage, it can use its reaction to magically take that damage instead. The paladin doesn't transfer any other effects that might accompany the damage, and this damage can't be reduced in any way.

Rebuke the Violent. When the paladin sees an attacker within 30 feet of it deal damage with an attack against a creature other than the paladin, it can use its reaction to force the attacker to make a DC 15 Charisma saving throw. On a failed save, the attacker takes radiant damage equal to the damage it just dealt. On a successful save, it takes half as much damage.

GLOOM STALKER

Medium humanoid (any race), any alignment

Armor Class 14 (leather)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	13 (+1)	10 (+0)	15 (+2)	8 (-1)

Skills Perception +4, Stealth +5, Survival +4
Senses Darkvision 120 ft., passive Perception 14
Languages Common, Undercommon
Challenge 4 (1,100 XP)

Surprise Attack (Recharges on a Short or Long Rest). If the gloom stalker surprises a creature and hits it with an attack on the first turn of combat, the target takes an additional 9 (2d8) damage from the attack.

Umbral Shroud. While in darkness, the gloom stalker is invisible to any creature that relies on Darkvision to see it in that darkness.

Vanish. The gloom stalker can take the Hide action as a bonus action.

Actions

Multiattack. On the first turn of combat, the gloom stalker makes two attacks with its darts.

Dart. Melee or Ranged Weapon Attack: +5 to hit, range 20/60 ft., one target. **Hit:** 5 (1d4 + 3) piercing damage plus 5 (2d4) poison damage, and the target must succeed on a DC 13 Constitution saving throw or become poisoned by the darts for 1 hour. If the target fails this save by 5 or more, it is also unconscious while poisoned in this way. The target wakes up if it takes damage or another creature takes an action to shake it awake.

Reactions

Shadowy Dodge. When a creature targets the gloom stalker with an attack, the gloom stalker can use its reaction to impose disadvantage on that attack.

HORIZON WALKER

Medium humanoid (any race), any alignment

Armor Class 14 (studded leather)
Hit Points 60 (11d8 + 11)
Speed 30 ft.

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

Skills Arcana +5, Perception +7, Survival +7
Senses passive Perception 17
Languages Common, Deep Speech, Primordial
Challenge 5 (1,800 XP)

Distant Strike. When the horizon walker takes the attack action, it can teleport up to 10 feet before each attack to an unoccupied space it can see.

Ethereal Jaunt. As a bonus action, the horizon walker can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Actions

Multiattack. The horizon walker makes three attacks with its subtle knife. Each attack must be against a different target.

Subtle Knife. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature or one planar opening. **Hit:** 13 (1d4 + 2d8 + 2) force damage. If the horizon walker targets a planar opening and deals it at least 10 force damage in a single attack, it opens a one-way portal to a randomly-determined plane of existence. The portal stays open until the end of the horizon walker's turn.

Reactions

Spectral Defense. When the horizon walker takes damage from an attack, it can use its reaction to give itself resistance to all of that attack's damage on this turn.

MONSTER HUNTER

Medium humanoid (any race), any alignment

Armor Class 14 (hide armor)

Hit Points 82 (11d8 + 22)

Speed 30 ft.

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

Skills Investigation +4, Nature +4, Perception +5

Senses passive Perception 15

Languages Common plus 2 other languages

Challenge 3 (700 XP)

Hunter's Sense (3/Day). As a bonus action, the monster hunter examines a creature it can see within 60 feet of it, discerning whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. If the creature is hidden from divination magic, it senses that it has no damage immunities, resistances, or vulnerabilities.

Innate Spellcasting. The monster hunter's spellcasting ability is Wisdom (+5 to spell attack rolls, save DC 13). It can cast the following spells innately, without expending material components:

3/Day: absorb elements, chromatic orb, detect magic, detect poison and disease

1/Day: fog cloud, protection from evil and good

Slayer's Prey. As a bonus action, the monster hunter designates one creature it can see within 60 feet of it as its prey. The first time that the monster hunter hits its prey with a weapon attack, the prey takes an extra 7 (2d6) damage from the weapon.

Actions

Multiaction The monster hunter makes two longsword 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 wielded with two hands to make a melee attack.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Reactions

Slayer's Counter. When the monster hunter's prey forces it to make a saving throw, the monster hunter can use its reaction to immediately make one weapon attack against the prey, which it makes before the saving throw. If the attack hits, the monster hunter automatically succeeds on the saving throw in addition to the attack's normal effects.

INQUISITOR

Medium humanoid (any race), any lawful alignment

Armor Class 15 (chain shirt)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	13 (+1)	17 (+3)	16 (+3)	15 (+2)

Skills Insight +7, Intimidation +6, Investigation +5, Perception +5

Senses passive Perception 20

Languages Common plus 2 other languages

Challenge 2 (450 XP)

Eye for Detail. The inquisitor has advantage on Wisdom (Perception) and Intelligence (Investigation) checks, and a +5 bonus to its passive Perception and passive Investigation scores.

Sneak Attack (1/Turn). The inquisitor deals an extra 10 (3d6) 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 inquisitor that isn't incapacitated and the inquisitor doesn't have disadvantage on the attack roll. The inquisitor also doesn't need advantage if it has detected the presence of deceptive magic from its target creature using its Unerring Eye.

Unerring Eye (3/Day). The inquisitor can use a bonus action to sense the presence of illusions, shapechangers not in their original form, and other magic designed to deceive the senses within 30 feet of it, provided it isn't blinded or deafened. The inquisitor senses only the presence of these effects, not their form.

Actions

Multiaction The inquisitor makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

MASTERMIND

Medium humanoid (any race), any alignment

Armor Class 14 (leather)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	20 (+5)	15 (+2)	18 (+4)

Skills Arcana +7, Deception +8, History +9,
Persuasion +6, Stealth +5

Senses passive Perception 12

Languages Common plus 3 other languages

Challenge 2 (450 XP)

Loyal Goons. When the mastermind is targeted by an attack and an ally is within 5 feet of it, the mastermind's ally can use its reaction to swap places with the mastermind, and the ally becomes the target instead.

Master of Tactics. The mastermind can use the Help action as a bonus action. When used to assist an ally in attacking a creature, the target of the attack can be within 30 feet of the mastermind.

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

Soul of Deceit. The mastermind's thoughts can't be read by telepathy or other means. The mastermind can present false thoughts by succeeding on a Charisma (Deception) check contested by the mind reader's Wisdom (Insight) check. Additionally, the mastermind is unaffected by magic that would compel it to tell the truth; instead, such magic always indicates that the mastermind is truthful.

Actions

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

GUERRILLA SCOUT

Medium humanoid (any race), any alignment

Armor Class 14 (leather)
Hit Points 44 (8d8 + 8)
Speed 40 ft.

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

Skills Athletics +2, Nature +8, Perception +6, Stealth +5, Survival +8

Senses passive Perception 16

Languages Any 2 languages

Challenge 2 (450 XP)

Guerilla Fighter. The scout has advantage on initiative checks. The scout can ignore the limitation of 1 use of sneak attack per turn if it hits additional enemies it has surprised on the first turn of combat; it can apply sneak attack once to each enemy.

Sneak Attack (1/turn). The scout deals an extra 10 (3d6) 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 scout that isn't incapacitated and the scout doesn't have disadvantage on the attack roll.

Actions

Multiaction. The scout makes three attacks on the first turn of combat.

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

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Reactions

Skirmisher. When a creature ends its turn within 5 feet of the scout, the scout can move up to 20 feet without provoking opportunity attacks.

PRIVATEER

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)

Hit Points 60 (9d8 + 9)

Speed 40 ft., climb 40 ft., swim 40 ft.

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

Skills Acrobatics +5, Athletics +3, Survival +3,
Vehicles (Water) +3

Senses passive Perception 11

Languages Any 2 languages

Challenge 3 (700 XP)

Cunning Action. The privateer can take the Dash, Disengage, or Hide actions as a bonus action on its turn.

Fancy Footwork. During the privateer's turn, if it makes a melee attack against a creature, that creature cannot make opportunity attacks against it until the end of the privateer's turn.

Sneak Attack (1/turn). The privateer 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 the privateer and the privateer doesn't have disadvantage on the attack roll.

Actions

Multiattack. The privateer makes two attacks.

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

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

DIVINE CHOSEN

Medium humanoid (any race), lawful good (75%) or lawful evil (25%)

Armor Class 15 (breastplate)

Hit Points 247 (26d8 + 130)

Speed 30 ft., 30 ft. fly

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	15 (+2)	15 (+2)	20 (+5)

Saving Throws Dex +6, Con +10, Wis +7, Cha +10

Skills Arcana +7, Intimidation +10, Persuasion +10, Religion +7

Damage Immunities necrotic, radiant

Senses passive Perception 12

Languages Celestial, Common, Infernal

Challenge 14 (11,500 XP)

Angelic Weapons. The chosen's weapon attacks are magical. When the chosen hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (good) or necrotic damage (evil). This is included in the attack.

Favored by the Gods. The chosen magically adds 5 (2d4) to the result of each attack roll, ability check, and saving throw it makes.

Spellcasting. The chosen is an 18th-level spellcaster. The chosen's spellcasting ability is Charisma (+10 to hit with spell attacks, spell save DC 18). The chosen has the following spells prepared, which it can cast without material components:

At will: *light, mending, sacred flame, thunderclap*
1st level (4 slots): *charm person, comprehend languages, cure wounds (good), inflict wounds (evil), magic missile*

2nd level (3 slots): *detect thoughts, enhance ability, levitate, spiritual weapon (a scepter)*

3rd level (3 slots): *crusader's mantle, fireball (evil), mass healing word (good), protection from energy*

4th level (3 slots): *banishment, polymorph*

5th level (3 slots): *commune, creation, hallow*

6th level (1 slot): *harm (evil), heal (good), sunbeam*

7th level (1 slot): *divine word, plane shift*

8th level (1 slot): *earthquake (evil), holy aura (good), sunburst*

9th level (1 slot): *gate*

Actions

Multiattack. The chosen makes two attacks with its royal scepter.

Royal Scepter. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage plus 9 (2d8) radiant damage (good) or necrotic damage (evil).

SHADOW SORCERER

Medium humanoid (any race), any evil alignment

Armor Class 13
Hit Points 41 (7d8 + 14)
Speed 30 ft.

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

Skills Deception +7, Stealth +6
Damage Immunities necrotic
Senses darkvision 120 ft., passive Perception 10
Languages Common
Challenge 5 (1,800 XP)

Darkness Incarnate. The sorcerer can cast *darkness* at will as a bonus action without expending verbal or material components.

Douser of Light. Natural fires and other light sources not worn or carried by a creature are magically extinguished when the sorcerer starts its turn within 30 feet of them. While not in direct sunlight, the sorcerer can choose to magically appear as a black silhouette, granting it advantage on Dexterity (Stealth) checks. A DC 10 Wisdom (Insight) check exposes the sorcerer's true appearance (but doesn't reveal the sorcerer if it is hidden).

Innate Spellcasting. The sorcerer's spellcasting ability is Charisma (+7 to hit with spell attacks, spell save DC 15). The sorcerer can cast the following spells innately:

At will: *chill touch, false life, minor illusion, sleep*
3/day each: *blindness/deafness, disguise self, fear, ray of sickness*

1/day each: *blink, circle of death, invisibility*

Undead Fortitude. If damage reduces the sorcerer to 0 hit points, it must make a Constitution saving throw with a DC of 5 plus the damage taken, unless the damage is radiant or from a critical hit. On a success, the sorcerer drops to 1 hit point instead.

Actions

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

Summon Hound of Ill Omen (1/Day) The sorcerer summons a hell hound from the Nine Hells to an empty space within 30 feet of it. The hell hound is fiercely loyal to the sorcerer and remains in the material realm for 1 minute or until the sorcerer dismisses it as an action.

STORM SORCERER

Medium humanoid (any race), neutral

Armor Class 12
Hit Points 54 (12d8)
Speed 30 ft., 30 ft. fly

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	13 (+1)	18 (+4)

Damage Immunities lightning, thunder

Senses passive Perception 11

Languages Common, Primordial

Challenge 10 (5,900 XP)

Conductor of the Wind. The sorcerer can use its bonus action to change the direction of the wind within a 100-foot radius around it. The sorcerer can choose the direction but not the strength of the wind.

Innate Spellcasting. The sorcerer's spellcasting ability is Charisma (+8 to hit with spell attacks, spell save DC 16). The sorcerer can cast the following spells innately:

At will: *gust, shocking grasp, thunderclap, thunderwave*

3/day each: *gust of wind, shatter, thunderous smite*

1/day each: *call lightning, storm sphere, warding wind, wind wall*

Actions

Lightning Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 2 (1d4) lightning damage, and the target must succeed on a DC 16 Constitution saving throw or be stunned until the end of its next turn.

Reactions

Wind's Lash. When the sorcerer is hit by an attack, it can use its reaction to force its attacker to make a DC 16 Constitution saving throw. On a failed save, the target takes 14 (4d6) thunder damage and is pushed 20 feet in a direction of the sorcerer's choice. On a successful save, the target takes no damage and is pushed 10 feet.

CELESTIAL SERVANT

Medium humanoid (any race), lawful good (75%) or lawful evil (25%)

Armor Class 16 (scale mail)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

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

Skills Religion +1

Damage Resistances necrotic, radiant

Senses passive Perception 9

Languages Celestial, Common, Infernal

Challenge 1/2 (100 XP)

Spellcasting. The servant is a 2nd level spellcaster. Its spellcasting ability is Charisma (+4 to hit with spell attacks, spell save DC 12). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

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

1st level (2 slots): *cure wounds* (good), *guiding bolt*, *inflict wounds* (evil), *protection from evil and good*

Actions

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

VARIANT BONDED WEAPONS

Hexblade wielders in your campaign might have different weapons to the one listed here. You can replace the bonded weapon with a sentient weapon listed in the DMG or with a custom weapon of your design. Note that the challenge rating might not accurately reflect the power of other weapons.

HEXBLADE WIELDER

Medium humanoid (any race), chaotic evil, or the alignment of its bonded weapon

Armor Class 17 (half plate)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

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

Senses passive Perception 10

Languages Common, plus 1 language shared with its bonded weapon

Challenge 15 (13,000 XP)

Hexblade. The hexblade wielder is bonded to a sentient weapon, for which it uses its Charisma modifier for its attack and damage rolls. The hexblade wielder and its weapon can communicate telepathically, and the hexblade wielder obeys its bonded weapon's commands. The hexblade wielder can use its bonus action to teleport its bonded weapon into a free hand, or a bonus action to temporarily dismiss the bonded weapon into a pocket dimension. If the hexblade wielder spends at least 1 hour without touching its bonded weapon, the hexblade wielder dies and the weapon appears in an empty space within 10 feet of it.

Spellcasting. The hexblade wielder is a 5th level spellcaster. Its spellcasting ability is Charisma (+9 to hit with spell attacks, spell save DC 17). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

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

1st-3rd level (3 slots): *blur*, *shield*, *wrathful smite*

Weapon Bond: Blackrazor. The hexblade wielder's bonded weapon is Blackrazor, a chaotic evil sentient greatsword (Int 21, Wis 17, Cha 25). Blackrazor is a legendary +3 magic weapon.

Actions

Multiaattack. The hexblade wielder makes three attacks with its bonded weapon.

Blackrazor. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage, plus 14 (4d6) necrotic damage. If a critical hit is scored with Blackrazor, the wielder rolls damage dice three times, instead of twice. If a creature is reduced to 0 hit points by this weapon, it dies; its body is destroyed, its soul is absorbed by the blade, and the wielder gains 54 (12d6) temporary hit points.

WAR WIZARD

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 72 (16d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	18 (+4)	12 (+1)	13 (+1)

Senses passive Perception 11

Languages Common

Challenge 10 (5,900 XP)

Combat Caster. The wizard has advantage on Constitution saving throws made to maintain concentration on a spell. While the wizard maintains concentration on a spell, it has a +3 bonus to AC and all saving throws.

Spellcasting. The wizard is a 6th level spellcaster. The wizard's spellcasting ability is Intelligence (+8 to hit with spell attacks, spell save DC 16). The wizard has the following spells prepared:

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

1st level (4 slots): *absorb elements, expeditious retreat, feather fall, fog cloud, grease, mage armor, magic missile, protection from evil and good*

2nd level (3 slots): *blur, darkness, earthbind, invisibility, pyrotechnics, web*

3rd level (3 slots): *blink, counterspell, dispel magic, fireball, fly, protection from energy*

Actions

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Reactions

Arcane Deflection. When the wizard is hit by an attack or it fails a saving throw, it can use its reaction to gain a +3 bonus to its AC against that attack or a +6 bonus to that saving throw. Additionally, up to three creatures of the wizard's choice that it can see within 60 feet of it each take 10 (4d4) force damage.