Бестиарий

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Также этот материал не появился бы без учасников сообщества Киборги и Чародеи.

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# 111 Предисловие

Первое и самое важное – это не является завершенным продуктом и во многом является просто единой компиляцей всех сделанных или «экспроприированных» статблоков.

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# 111 Изменения

## Измененные особенности существ

## MONSTER TYPES

### **Swarm**

RESISTANCES CHANGED Стая имунна к любому не площадному урону.

**Swarm immunity.** Swarm is immune to any damage from attacks which target one creature.

### Construct

### Construct traits

### Fiends

#### Cold iron.

### Feys

#### Cold iron.

### WerecreaturesS

Оборотни — получают иммунитет к урону от не магических атак не посеребренным оружием. При этом до получения урона серебрянным оружием они в начале своего хода восстанавливают 10 хитов. Убить их можно без серебряного оружия только либо нанеся массивный урон, когда у оборотня 0 хитов либо отделив голову от тела. Впрочем, хитрые авантюристы могут попытаться придумать и свои способы убиения оборотней.

**Damage Immunities** Damage from non-magical non-silvered attacks.

Fast healing (10/round). At the beginning of his turn werecreature gains 10 **Hit Points** if this trait was active.

#### Silver.

### Undeads

### Incorporeal undead

Не материальная нежить обладает возможностью полностью избежать урона от атак и многих эффектов на материальном плане становясь полностью бесстелесными.

### Vampires

У вампиров есть иммунитет к яду.

### Skeletons

У скелетов уязвимость к дробящему урону и устойчивость к колющему

### Squad

### Troop

The troop is a group of four heavy guards with identical statistics. Each heavy guard has its own space on the battlefield and each has its own hit points, which it tracks separately. Each heavy guard is also affected by conditions separately and constitutes a single target. The troop as a whole cannot be targeted. The troop rolls for initiative and takes one turn during each combat round. During the troop's turn, any or all of the heavy guards may move, provided the total movement taken by all of the heavy guards does not exceed the troop's speed. Any heavy guard may take the troop's action and, if the troop is entitled to multiple actions or attacks, those actions or attacks may all be taken by one heavy guard or may be divided between multiple heavy guards. The troop may also take one reaction between each of its turns, and that reaction may be taken by any heavy guard. If a combat includes multiple troops, you do not need to distinguish between the members of each troop. Any member of any troop may act or move on any troop's turn provided the total movement and number of actions do not exceed the troop's speed or allotted number of actions.

## Сокращения в блоках статистики

(recharges after a short or long rest) – заменено на (1/SR)

(recharges after a long rest) – заменено на (1/LR)

## Изменения в блоках статистики

### **Armor Class**

После указания базового КЗ и чем он обоснован указывается модифицированный КЗ с указанием источника модификации.

### **Hit Points**

Вместо просто среднего значения хитов записывается также значение половины хитов и аналогично указывается максимальное количество хитов с половиной.

**Hit Points** {Average HP}/{Bloodied Average HP} [{Max HP}/{Bloodied Max HP}] (HP formula)

Например:

**Hit Points** 27/13 [45/23] (5d8+5)

### Spellcasting

В названиях заклинаний стоит в скобках после названия указывать следующие особенности:

BA – время сотворения равно бонусному действию

RE – время сотворения равно реакции

Rit – может быть сотворено как ритуал

Con – использует Концентрацию

\* - есть специальные эффекты, см. описание

+ - есть дорогостоящий материальный компонент.

## Добавленные элементы

### **Senses**

#### Low light vision

### Spell Resistance

Измененный параметр Устойчивости к Волшебству указывается в одной строке с хитами (см.Spell Resistance)

Указывается в начале блока статистики персонажа или существа. Является Классом Сложности для проверки заклинательной характеристики заклинателя, который пытается сотворить заклинание и целью является данное существо (персонаж).

Заклинатель получает дополнительный бонус к этой проверке равный уровню заклинания, а также если заклинатель получает бонус к атаке заклинанием или бонус к КС заклинаний, то добавляет еще и максимальное значение из этих двух бонусов.

Бонус к проверке Заклинательной характеристики:

Модификатор Заклинательной Характеристики + Уровень заклинания + Бонус повышения КС или атаки

Значение Устойчивости к Волшебству определяется при конверсии как:

15+Бонус владения существа.

**Magic Resistance,** в прочем, никуда не исчезает и используется вместе со **Spell Resistance**

### Damage reduction & damage threshold

#### **Damage reduction**

**AMOUNT** / **ENHANCEMENT OR MATERIAL**

**AMOUNT** - количество единиц урона, которые вычитаются из урона.

**Damage reduction** применяется перед Damage Resistance

**SILVER** - эффективно против оборотней

**COLD IRON** - против демонов и дьяволов

**ADAMANTINE** - против конструктов и объектов

#### Damage threshold

### Damage Immunities

Bludgeoning, piercing and slashing damage from nonmagical (X) attacks.

|  |  |  |
| --- | --- | --- |
| Lev el of weapon |  | **Proficiency bonus** of creature |
| X – | universal modifier of enchancement strength. |  |
| +1 | uncommon | +2 |
| +2 | rare | +4 |
| +3 | very rare | +6 |
| +4 | legendary | +8 and more |
| +5 | artifact | +10w and more |

### Proficiency

Сразу после строки с навыками (**Skills**) добавляется информация про владение оружием, доспехами и инструментами.

Если в блоке статистики указана атака с использованием воинского оружия, то по умолчанию считается, что существо владеет простым оружием и указанным воинским.

Если в блоке статистики указан доспех, то существо владеет всеми типами доспехами вплоть до указанного в блоке статистики.

Если существо владеет навыком ношения средних доспехов, то оно также автоматически владеет навыком использования щитов.

Если существо владеет всем воинским оружием, то автоматически владеет и навыком использования щитов.

Если существо использует отравленное оружие, то оно автоматически владеет набором отравителя.

Если существо использует верховое животное, то автоматически обладает вторичным навыком езды и управления этим видом скакунов.

### ****Proficiency bonus****

В одной строке с Опасностью (**Challenge**) указывается бонус владения. Бонус владения определяется уровнем (если тот указан).

### Level

После опасности и бонуса владения может быть указан уровень персонажа или существа.

### Morale

Последним из кратких элементов указывается боевой дух (см. далее Morale)

Боевой дух существа. Определяет, то насколько существо будет сражаться в бою.

Изменяется от 2 до 12.

|  |  |
| --- | --- |
| Goblins, Unorganized Folk | 5 |
| Peasant Militia | 6 |
| Barbarian “Horde” | 7 |
| Men-at-arms, Viking Raiders | 8 |
| Mounted gives | +1 |
| Elite gives | +1 |
| Fanatic gives | +2 |
| Green gives | -1 |

Проверка осуществляется как бросок 2к6 и сравнивается со значением боевого духа существа – в случае если бросок меньше или равен значению указанному в блоке статистики существа, то существо продолжает сражаться, а если больше – то существо стремится убежать из боя.

### Equipment

Последней особенностью идет указание носимого и надетого стандартного снаряжения.

По умолчанию, аммуниция для оружия дальнего боя идет в количестве, которое помещается в один контейнер – т.е. 20 стрел или болтов. Метательное оружие среднего размера идет в количестве 5 единиц, а малого – 10 единиц.

### Special equipment

После обычного снаряжения указывается специальное – расходуемые предметы, волшебные предметы. Расходуемые предметы закреплены таким образом, чтобы существо могло достать их свободным действием взаимодействия с предметами.

### Carrying Capacity

Optional Traits

### Epic Resistance

Вариант Легендарной Устойчивости – Эпическая устойчивость XX, где XX – уровень заклианий

**Epic Resistance XX.** Creature automatically success on **Saving Throws** against spells of XX level.

Mythic Actions

Используются если активен указанный Mythic Trait.

Mythic Free Actions

Не требуют траты легендарных действий

Mythic Regular Actions

Могут быть использованы действием или бонусным действием.

Paragon Actions

Тематически расширенные действия существа, к которым оно получает доступ на 3ем раунде сражения, и каждый раунд вплоть до 5ого получает дополнительный выбор действия парагона.

Каждое действие парагона может быть использовано за ход только 1 раз.

Каждое действие парагона может быть использовано только после хода какого либо существа, кроме владельца действия. Если противников меньше, то действия парагона могут быть использованы на инициативе существа -5, -10, -15.

Mythic Traits

Triggered Actions

[Triggered action name] ([Trigger]).

Существо может использовать это действие, когда выполняется условие.

Extra attack (Bloodied). Если у существа меньше 50% хитов, то оно наносит одну дополнительную атаку каждый ход.

Triggered Reactions

[Triggered reaction name] ([TRIGGER]) {FREE}

В случае реализации условия указанного в TRIGGER существо может в качестве реакции свободным (если FREE) или за реакцию (если не указано) совершить это действие.

### Rating [Опционально]

Рейтинг существа измеряется от 0 до 7 по следующим направлениям:

* Ближний бой
* Дальний бой
* Живучесть
* Сотворение заклинаний
* Знания
* Навыки

### General Description

Общее описание существа

### Тактика [Tactics]

Тактика чудовища, его поведение в бою, использование его свойств.

Для заклинателей здесь указывается ротация заклинаний, заранее сотворенные заклинания.

### Roleplaying info

### Lore

Знания о существе – что персонажи могут знать о чудовище и проверки каких характеристик и навыков требуются

### Treasure Собственность [Possessions]

This line reflects how much wealth the creature owns. In most cases, a creature keeps valuables in its home or lair and has no treasure with it when it travels. Intelligent creatures that own useful, portable treasure (such as magic items) tend to carry and use these, leaving bulky items at home.

### Климат/Местность/Среда [Climate/Terrain/Environment]

This line gives a type of climate and terrain where the creature is typically found. This describes a tendency, but is not exclusionary.

FREQUENCY is the likelihood of encountering a creature in an area. Very rare is a 4% chance, rare is 11%, uncommon is 20%, and common is a 65% chance. Chances can be adjusted for special areas.

### Ecology

Экология – где и как живет существо, чем питается Среда Обитания В этой строке рассматривается тип климата, и местности где обычно встречается существо. Эта строка указывает на преобладание, но не на эксклюзивность. Например, у великого вирма золотого дракона в среде обитания стоит теплые луга, но его также можно встретить в подземных условиях, холодных холмах, а также на ином плане существования.

### [Faction]

[Faction]

### Организация [Organization]

This line describes the kinds of groups the creature might form. A range of numbers in parentheses indicates how many combat-ready adults are in each type of group. Many groups also have a number of noncombatants, expressed as a percentage of the fighting population. Noncombatants can include young, the infirm, slaves, or other individuals who are not inclined to fight. If the organization line contains the term "domesticated," the creature is generally found only in the company of other creatures, whom it serves in some capacity.

В этой строке рассматриваются группы, в которых встречается существо. Диапазон чисел в скобках указывается количество боеспособных взрослых особей в группе. В большинстве групп есть представители не боеспособных, которые отображены в процентном соотношении от боеспособных. К небоеспособным относится молодежь, пленные, рабы и прочие особи неприспособленные для сражения. В разделе Общество, могут приводиться дополнительные детали по небоеспособным существам. Если в строке организация стоит термин «одомашненный», то существо в основном встречается в компании других существ, для которых выполняет определенные услуги.

### Habitat / Society

### Standard names

### Examples of Encounters

### Legendary actions & Legendary Resistances

Количество легендарных устойчивостей

Количество легендарных устойчивостей меньше или равно количества легендарных действий, но не менее одного.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

## Опытность и Показатель Опасности

Table 1 Взаимосвязь между количеством костей хитов/уровнем и показателем опасности

|  |  |  |
| --- | --- | --- |
| Количество костей хитов | Уровень | Показатель Опасности |
| 1 | 0 | 0 |
| 2 | 1 | 1/8 |
| 3 | 2 | ¼ |
| 4 | 3 | ½ |
| 5 | 4-5 | 1 |
| 6 | 5 | 2 |
| 7 | 6 | 3 |
| 9 | 7 | 4 |
| 10 | 8 | 5 |
| 11 | 9 |  |
| 12 | 10 |  |
| 13 | 12 |  |
| 14 | 13 |  |
| 15 | 14 |  |
| 16 | 15 |  |
| 17 |  |  |
| 18 |  |  |
| 19 | 18 | 12 |
| 20 |  |  |
| 21 | 20 |  |
|  |  |  |

### Про интеллект

Table Intelligence

|  |  |
| --- | --- |
| Intelligence | Non-intelligent or not ratable |
| 1 | Animal intelligence |
| 2-4 | Semi-intelligent |
| 5-7 | Low intelligence |
| 8-10 | Average (human) intelligence |
| 11-12 | Very intelligent |
| 13-14 | Highly intelligent |
| 15-16 | Exceptionally intelligent |
| 17-18 | Genius |
| 19-20 | Supra-genius |
| 21 + | Godlike intelligence |

## Worldbuilding

В старых редакциях статблоки существ играли важную роль построения сеттинга. К сожалению, 5ая редакция имеет несколько особенностей, которые усложняют этот процесс:

- возросшая роль характеристик для боевой эффективности персонажа

- увеличение относительного количества хитов в первую очередь, а защит существ во вторую очередь

## Castles & Fortresses

Most wilderness castles and fortresses will al-ready have been placed before play begins. Sometimes, most often when the party is mapping new territory, a previously un¬known castle may be discovered. In this case, there is a base 1 in 20 chance that any wilder¬ness encounter will be with an unknown stronghold. When this occurs, determine the castle size, inhabitants, and master's class (if any) before rolling to see if the party is surprised.

If the party is surprised, and if the stronghold is inhabited by brigands or an NPC master, they will have been surprised by a patrol from the stronghold. Otherwise the party will see the stronghold from Чг to 5 miles away and be able to pass the place or investigate it as they wish.

Patrols: Prepare some standard patrols be¬fore play. Racial composition should be typi¬cal for the area. The patrol will be mounted unless special considerations apply (such as unsuitable terrain, or a nation that shuns mounts). Leaders will have superior mounts (typically war horses).

A typical patrol will be commanded by a fighter (or possibly ranger) of 6th to 8th level. He will have a lieutenant of 4th to 5th level, a serjeant of 2nd to 3rd level, 3 to 4 1st level veterans, and 13-24 men-at-arms. Ac-companying them will be either a priest of 6th or 7th level (40% chance) or a wizard of 5th to 8th level (60% chance).

Fighters of 1st level or higher will have plate mail, shield, lance, flail, and long sword. Men-at-arms will typically have chain or scale mail, shield, bow or light crossbow, and a hand weapon. Magical items are assigned by the DM (see NPC Parties, previous page).

The size of the castle and its garrison are given in the tables. The reactions of the castle garrison to an approaching party will be dictated by the culture and society of the area. For example, in a typical medieval Eu¬ropean fantasy setting, a friendly reaction would result in the castle master welcoming the adventurers, entertaining them royally (with hunts, drinking bouts, etc.), and offer¬ing an escort to the border of his territory when they choose to leave. A neutral reac¬tion could be a demand for toll, or refusal to let them into the place without facing one or more of their fighters in nonlethal combat (such as jousting), taking the fighters’ armor and weapons if they lose. A hostile reaction could range from an immediate attack to feigning friendship, then capturing them for ransom.

If the castle is attacked, the garrison will man the walls, any cavalry dismounting for the purpose. The castle will be stocked with food, water, and supplies of arms and mis¬siles. Heavy crossbows will be available to the defenders. In addition, there will be artil¬lery and sufficient crew to operate it (see tables).

l< .tally deserted indicates the construction is in disrepair, and on close examination appears empty.

Deserted castles appear totally deserted, but en¬try into the construction will discover a mon¬ster. Roll again on the encounter chart; if unsuitable, read the result from the 'Rough" column.

Brigands means the place is occupied by normal men. Barbarians or dervishes can be substi¬tuted. depending on the terrain.

NPC master encounters proceed to Table 3 (above).

Castle Table 1:

Table Size and Type

|  |  |  |
| --- | --- | --- |
| Dice Roll | Size | Type |
| 01-10 | Small | Small shell keep |
| 11-25 | Small | Tower |
| 26-35 | Small | Moat house or friary |
| 36-45 | Medium | Medium shell keep |
| 46-65 | Medium | Small walled castle with keep |
| 66-80 | Medium | Medium walled castle with keep |
| 81-88 | Large | Concentric castle |
| 89-95 | Large- | Large walled castle with keep |
| 96-00 | Large | Fortress complex |

Dice Roll

Table Castle Table 2: Inhabitants

|  |  |  |  |
| --- | --- | --- | --- |
| Small | Medium | Large | Inhabitants |
| 01-45 | 01-30 | 01-15 | Totally deserted |
| 46-60 | 31-50 | 16-40 | Deserted (monster) |
| 61-70 | 51-65 | 41-60 | Brigands |
| 71-00 | 66-00 | 61-00 | NPC master |

Garrison is the typical number of men that the castle can accommodate. The lower figure is the peacetime complement.

Ballistae are direct fire, crewed weapons that shoot bolts of spear size. With a 4-man crew, a ballista can be fired every second round.

Light catapults are indirect fire, crewed weapons that throw stones or flaming pitch.

Cauldrons are filled with boiling oil, which is then poured down upon attackers. The DM should de¬cide the exact effect of boiling oil (save vs. death, for example).

Castle l.ible 4:

Table Arbiters and Garrison

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Size | Type | Garrison | Ballistae | Light Catapults | Oil Cauldrons |
| SMALL | Moat house | 10-80 | 2 | — | 1 |
| Tower | 10-60 | 1 | — | 1 |
| Shell keep | 20-120 | — | 1 | 2 |
| MEDIUM | Shell keep | 30-300 | — | 2 | 2 |
| Small castle | 40-400 | 2 | 1 | 4 |
| Medium castle | 60-600 | 2 | 2 | 5 |
| LARGE | Concentric castle | 100-800 | 4 | 2 | 6 |
| Large castle | 200-2000 | 4 | 4 | 8 |
| Fortress | 300 + | var. | var. | var. |

Range is the distance to the target creature. The minimum range reflects the arcing trajectory of the catapult.

Rate of fin is the **Speed** of firing with the minimum crew. If crew is less than the minimum, the rate of fire is halved. ’A ballista with maximum crew can fire once every two rounds.

The artillery proficiency of the crew chief determines the chance to hit. Artillery fire ignores **Armor Class**. The base number to hit can be lowered by 1 for each level of skill (equal to a proficiency slot) the crew chief has with the weapon. Each consecutive shot against a stationary target gets a +4 bonus ( +4, +8, etc.).

Castle Table 5:

Table Artillery

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Device | Range Min. Max. | Damage | Rate of Fire | Base To Hit | Crew |  |  |
|  |  | S-M | L Min. | Max. |  |  |  |
| Ballista | 320 yd | 2-12 | 3-18 | 1/4\* | 15 | 2 | 4 |
| Catapult, light | 150 yd 300 yd | 2-20 | 3-12 | 1/4 | 20 | 4 | 6 |

## Создание групп персонажей

To avoid delays, create NPC parties before play. The tables allow such parties to be set up quickly and impartially, and the DM is encouraged to make any changes that will enhance play. The ta¬bles should be considered a starting point.

A typical NPC party has 2-12 members—2-5 major characters and the rest henchmen or men- at-arms.

**1d4+1** major characters

**2d6** hencmen or men-at-arms

**Characters:** The Character Subtable provides a typical party structure by limiting number and classes of the NPC characters encountered. Deter¬mine character race (20% demihuman) and demi¬human multiclasses on the Racial Subtable (multiclass results can exceed the Character Subt¬able limits).

**Character Level and Equipment:** These will usu¬ally be comparable to those of the player charac¬ters, but NPC level will rarely exceed 12th. Arms, armor, and equipment will be typical: a 1st level warrior would have scale or chain armor and min¬imal gear. At 2nd level, banded or plate mail is typical, weapons profuse, and equipment com¬plete (much oil, holy water, mirrors, etc.). NPC magic will be used if a fight breaks out. Note that if the NPCs are defeated, their magical items will enter your campaign.

**Character spells:** These are selected by the DM according to those most suited to the NPC party. Wizards are subject Io the limits of spells known. Henchmen spellcasters are treated likewise.

**Henchmen:** The major NPCs will have a total of 2-5 henchmen, up to the party size, with any re¬mainder men-at-arms. If the encounter is below the 3rd dungeon level, all those with the major NPCs will be henchmen.

Henchman class and race is determined as for the major characters. Major NPCs are assigned henchmen in order of Charisma, allowing for compatibility (e.g.. a paladin would not follow a thief, nor would a ranger below 8th level have henchmen). A henchman's level is one-third of that of his master (round up or down). If the mas¬ter's level is above 8th, the henchman has 1 addi¬tional level per 3 full levels of the master. Thus, a 5th level mage would have a 2nd level henchman, while an 11th level mage would have a 5th level henchman (4 + 1). Henchmen are armed much as major NPCs, though they are not as heavily ar¬mored. Their magic is assigned as for major NPCs, but is usually less powerful.

**Men-at-Arms:** Little detail is needed for these other than **Hit Points**. They often have poor armor and few weapons: for example, studded leather, crossbow and dagger, or (at best) scale mail, shield, spear, long sword, and backpack. They are seldom found underground below the 3rd dungeon level.

Character Subtable

|  |  |  |
| --- | --- | --- |
| Dice Score | Character Type | Maximum Number in Party |
| 01-17 | Cleric | 3 |
| 18-20 | Druid | 2 |
| 21-60 | Fighter | 5 |
| 61-62 | Paladin | 2 |
| 63-65 | Ranger | 2 |
| 66-86 | Wizard | 3 |
| 87-88 | Specialist | 1 |
| 89-98 | Thief | 4 |
| 99-00 | Bard | 1 |

’ Typically, 20% of these will be non-human.

Table NPC races

|  |  |  |
| --- | --- | --- |
| Dice Score | Race | % of Multiclass |
| 01-30 | Dwarf (half-orc)\* | 15% |
| 31-55 | Elf | 85%\*\* |
| 56-65 | Gnome\* | 25% |
| 66-90 | Half-Elf\* | 85%\*\* |
| 91-00 | Halfling\* | 10% |

\* In an evilly aligned party, these will be half¬orcs (elves will be renegade drew). The chance for a multiclass half-orc is 50%: fighter-thief (01-33), fighter-cleric (34-45), or cleric-thief (45-50).

\* \* If the roll for multiclass is 01-20, the char¬acter is triple-classed.

Multiclass levels: For two classes, subtract 1 level; for three classes, subtract 2 levels. Adjust each class downward to the racial maximum, if applicable.

Table 8 Magical Items for NPC Parties

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Leve | Chance |  | No. of Items | Table |
| 1st | 10% | / | 1 | / 1 |
| 2nd | 20% | / | 2 | / I |
| 3rd | 30% | / | 2 | / 1 |
|  | 10% | / | 1 | / II |
| 4th | 40% | / | 2 | I I |
|  | 20% | / | 1 | / Il |
| 5th | 50% | / | 2 | I I |
|  | 30% | / | 1 | / 11 |
| 6th | 60% | / | 3 | / I |
|  | 40% | / | 2 | / 11 |
| 7th | 70% | / | 3 | / I |
|  | 50% | / | 2 | / II |
|  | 10% | / | 1 | / III |
| Sth | 80% | / | 3 | / I |
|  | 60% | / | 2 | / 11 |
|  | 20% | / | 1 | / 111 |
| 9th | 90% | / | 3 | / I |
|  | 70% | / | 2 | / 11 |
|  | 30% | / | 1 | / III |
| 10th | • | I | 3 | I I |
|  | 80% | / | 2 | / II |
|  | 40% | / | 1 | і III |
| 11th | • | / | 3 | / I |
|  | 90% | / | 2 | / Il |
|  | 50% | / | 1 | / III |
|  | 10% | / | 1 | I IV |
| 12th | \* | / | 3 | ' 1 |
|  | \* | / | 2 | / II |
|  | 60% | / | 1 | / III |
|  | 20% | / | 1 | / IV |
| 13th + | \* | / | 3 | / 1 |
|  | \* | / | 2 | / 11 |
|  | \* | / | 1 | / III |
|  | 60% | / | I | / IV |

\* Automatically has this with no roll needed. Use random determination only when any gen¬eral magical item would be suitable to the indi¬vidual. Note that some items are in groups or multiples.

Table Magical Items for Character Encounters

|  |  |
| --- | --- |
|  |  |
| 1 | 2 Potions: flying, healing |
| 2 | 2 Potions: extra-healing, polymorph (self) |
| 3 | 2 Potions: fire resistance, **Speed** |
| 4 | 2 Potions: healing, hill giant strength |
| 5 | 2 Potions: heroism, invulnerability |
| 6 | 2 Potions: human control, levitation |
| 7 | 2 Potions: animal control, diminution |
| 8 | 1 Scroll: 1 spell, level 1-6 |
| 9 | 1 Scroll: 2 spells, level 1-4 |
| 10 | 1 Scroll: protection from magic |
| 11 | 1 Ring: mammal control |
| 12 | 1 Ring: protection + 1 |
| 13 | 1 Armor: leather + 1 |
| 14 | 1 Shield:+ 1 |
| 15 | 1 Sword: +1 (no special abilities) |
| 16 | 10 Arrows: +1 |
| 17 | 4 Bolts: +1 |
| 18 | 1 Dagger: + I |
| 19 | 1 Javelin: +2 |
| 20 | 1 Mace: +1 |

TABLE II

Table TABLE IIie Item (d20)

|  |  |
| --- | --- |
|  |  |
| 1 | 2 Potions: oil of etherealness, superheroism |
| 2 | 2 Potions: ESP. gaseous form |
| З | 1 Scroll: 3 Spells, level 2-9 or 2-7 |
| 4 | 2 Rings: fire resistance, invisibility |
| 5 | 1 Ring: protection +2 |
| 6 | 1 Staff: striking |
| 7 | 1 Wand: magic missiles |
| 8 | 1 Wand: wonder |
| 9 | 1 bracers of defense AC 4 |
| 10 | 1 brooch of shielding |
| 11 | 1 cloak of elven kind |
| 12 | 1 dust of appearance |
| 13 | 1 figurine: serpentine owl |
| 14 | 3 javelins of lightning |
| 15 | 1 jar Keoghtom's ointment |
| 16 | 1 robe of useful items |
| 17 | 1 set: chain mail + 1. shield +2 |
| 18 | 1 set: chain mail +3 |
| 19 | 1 Sword: +2 (or +1 with abilities') |
| 20 | 2 Weapons: crossbow of **Speed**, hammer +1 |

TABLE 111

Die Item (d20)

|  |  |
| --- | --- |
| 1 | 1 Ring: spell storing |
| 2 | 1 Ring: mind shielding |
| 3 | 1 Rod: cancellation |
| 4 | 1 Staff: command |
| 5 | 1 Wand: fear |
| 6 | 1 Wand: negation |
| 7 | 1 bag of tricks |
| 8 | 1 boots of **Speed** |
| 9 | 1 boots of st riding and springing |
| 10 | 1 cloak of displacement |
| 11 | 1 necklace of missiles |
| 12 | 1 pipes of the sewers |
| 13 | 1 rope of climbing |
| 14 | 1 rope of entanglement |
| 1 | 1 scarab of protection |
| 2 | 1 set: plate mail +2. Shield + 3 |
| 3 | 1 Shield: +5 |
| 4 | 1 Sword: +3 (or +2 withabilities ’) |
| 5 | 1 Mace or hammer: +2 |
| 6 | 1 Spear: +2 |

TABLE IV

Die Item (d20)

|  |  |
| --- | --- |
|  |  |
| 1 | 1 Ring: djinni summoning |
| 2 | 1 Ring: human influence |
| 3 | 1 Ring: spell turning |
| 4 | 1 Rod: smiting |
| 5 | 1 Rod: terror |
| 6 | 1 Wand: lightning or fire |
| 7 | 1 Wand: illusion |
| 8 | 1 Staff: thunder & lightning |
| 9 | 1 amulet of life protection |
| 10 | 1 cube of force |
| 11 | 1 deck of illusion |
| 12 | 1 eyes of charming |
| 13 | 1 helm of teleportation |
| 14 | 1 horn of blasting |
| 15 | 1 robe of blending |
| 16 | 1 stone of good luck |
| 17 | 1 set: plate mail +3, shield + 4 |
| 18 | 1 Sword: +4 (or +3 with abilities') |
| 19 | 1 Arrow: of slaying (character class) |
| 20 | 1 Net: of entrapment |

‘ Intelligence, if any, will not exceed 16.

## Hirelings

Table 11

|  |  |  |  |
| --- | --- | --- | --- |
| Name (Example) | CR | Equivalent Level | Hiring cost, per day\* |
| Commoner | 0 | 0 | 2 sp**\*\*** |
| Bandit aka Militiaman | 1/8 | 0 | 1 gp |
| Tribal warrior | 1/8 | 0 | 1 gp |
| Guard | ¼ | 1 | 2 gp**\*\*\*** |
| Soldier | ½ | 3 | 4 gp |
| Scout | ½ | 3 | 4 gp |
| **Experienced soldier** | **1** | **4** | **10 gp** |
| Spy | 1 | 4 | 10 gp**\*\*\*\*** |
| Elite soldier | 2 | 5 | 15 gp |
| Veteran | 3 | 6 | 20 gp |

\* Для долговременных контрактов. Для краткосрочных и рискованных – увеличьте эту сумму в 5-10 раз.

\*\* Unskilled hireling

\*\*\* Skilled hireling

\*\*\*\*

### Условия найма

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **TYPE** | **FREQUENCY** | **TREASURE** | **ALIGNMENT** | **NUMBER** | **MORALE** |
| Aborigines/Cavemen | Rare | Nil | Neutral | 10-100 (10d10) | Average (9) |
| Adventurers | Very rare | By class | Any | 44409 | Varies |
| Bandits/Brigands | Common | J, N, Q | Chaotic evil | 20- 200 (20d10) | Varies |
| Barbarians/Nomads | Rare | L, M | Any | 30-300 (30d10) | Average (9) |
| Berserkers/Dervishes | Rare | Nil | Neutral/lawful good | 10-100 (10d10) | Fearless (20) |
| Farmers/Herders | Common | Nil | Neutral (good) | 43831 | Average (9) |
| Gentry | Common | J, K. L, M, N, Q | Any | 43831 | Average (9) |
| Knights | Very rare | L, M | Any lawful | 44287 | Varies |
| Mercenary Soldiers | Rare | L, M | Any | 10-100 (10d10) | Varies |
| Merchant Sailors/Fishermen | Common | 10-60 sp | Any | 4-80 (4d20) | Average (9) |
| Merchants/Traders | Common | 10-1.000 gp | Any | 30-300 (3d10 x 10) | Varies |
| Middle Class | Common | J, M. N | Any | 2-40 (2d20) | Average (9) |
| Peasantry (Serfs) | Common | Nil | Any | 1-100 | Average (9) |
| Pilgrims | Uncommon | J | Varies | 10-100 (10d10) | Varies |
| Pirates/Buccaneers | Common | J, M, N, Q | Any evil | 30-300 (30d10) | Varies |
| Police/Constabulary | Uncommon | 10-60 sp | Any lawful | 2-20 (2d10) | Average (10) |
| Priests | Very rare | J, K, M | Any | 44409 | Varies |
| Sailors | Common | L, M | Any | 4-80 (4d20) | Varies |
| Slavers | Very rare | J. N,Q | Any evil | 1-100 | Varies |
| Soldiers | Uncommon | L, M | Any | 10-1,000 (10d10O) | Varies |
| Thieves/Thugs | Rare | J.N.Q | Any evil | 44409 | Varies |
| Tradesmen/Craftsmen | Common | 1-100 gp | Any | 2-12 (2d6) | Average (9) |
| Tribesmen | Rare | Nil | Any | 10-100 (10d10) | Average (9) Varies |
| Wizards | Very rare | L, N. Q | Any | 44409 |  |

# 222 Создание неигровых персонажей

## Подходы

### Использование классов игровых персонажей

### Использование классов напарников

## Роли персонажей в боевом столкновении

### Лидер (Командир)

Лидер или же Командир – обладает дополнительными свойствами направленные на усиление своих союзников за счет отдачи приказов, команд или вдохновение собственным примером

### Площадный урон

Существо с площадным уроном о – волшебник с аое заклинаниями или дракон.

### Точечный урон

Пример: ассассин

### Дальнобойный урон

Лучник

### Саппорт хилер

### Саппорт баффер

### Контроллер дебаффер

### Контроллер вариантный

### Живучий

## Дополнительная классификация

### Лидер

### Элитный соло

### Соло

### Обычный

### Миньон

## Оформление статблока НИП

### Оформление списка заклинаний

### Оформление снаряжения

### Оформление книги или списка известных заклинаний

# 333 Создание боевых столкновений и сцен

## Подходы к установке сложности

### Сражение как война

### Сражение как спорт

## Окружающая местность

## Эмпирическая оценка сложности

### Количество хитов

### Количество действий

### Количество значимых действий

## Стоит помнить

## Не стоит делать

## Вознаграждение

### Опыт

### Обычные сокровища и снаряжение

### Волшебные предметы расходуемые

### Волшебные предметы постоянные

### Репутация

# 555 Soldiers

|  |
| --- |
| Общие воители  В стандартном бестиарии практически нет вариации противников воинов. Этот подраздел исправляет это упущение.  В частности, для подтипа солдат выстроена следующая линейка статблоков:  Страж (1/8), Солдат (1/4), Опытный солдат (1/2), Капрал (1), Сержант (2), Лейтенант(3), Капитан (4)  Солдат Лучник  Солдат Арбалетчик  Солдат Легкий пехотинец  Солдат Средний пехотинец  Солдат Тяжелый пехотинец  Солдат Снайпер  Солдат Пикинер  Солдат Алебардист  Солдат Легкая кавалерия  Солдат Средняя кавалерия  Солдат Тяжелая кавалерия |

## Солдаты, командиры, типы войск

Table 12

|  |  |
| --- | --- |
| Sergeant (required per 10 men): | 10xcost of troops |
| Lieutenant 2nd to 3rd **Level** (required per 30 men) | 100 gp/**Level** |
| Captain 4th to 6th **Level** (required per 100 men) | 100 gp/**Level** |
| Light Foot (Leather, Shield, Sword) | 2 gp |
| Heavy Foot (Chain, Shield, Sword) | 3 gp |
| Archer (Leather, Shortbow, Sword) | 5 gp |
| Crossbowman (Chain, Heavy X-bow) | 4 gp |
| Longbowman (Chain, Longbow and Sword) | 10 gp |
| Light Horseman (Leather, Lance) | 10 gp |
| Medium Horseman (Chain, Lance) | 15 gp |
| Heavy Horseman (Plate, Sword, Lance | 20 gp |
| Mounted Bowman (Leather, Shortbow) | 15 gp |

|  |  |  |  |
| --- | --- | --- | --- |
| Soldier | Level | Cost | Special |
| Sergeant | 3-4 | x5 of cost of troops | Required 1/10 soldiers |
| Lieutenant | 4-6 | 100 gp/level | Required 1/30 soldiers |
| Captain | 6-8 | 100 gp/level | Required 1/100 soldiers |

#### Soldier

Солдаты – основные бойцы в армиях. По сравнению со стражниками обладают большим опытом и военной выучкой.

**Стандартное снаряжение:** длинный меч, копье, арбалет, чешуйчатый доспех, большой круглый деревянный щит, кинжал, 20 арбалетных болтов в колчане, рюкзак, бурдюк, спальник, столовый набор, огниво, 3 рациона

**Стандартная добыча:** 2к6 зм, 2к10 см, 2к20 мм

**Организация:** одиночки( 1-3), отделение (4-6) во главе с капралом, патруль (5-10) во главе с сержантом, взвод (10-20) во главе с лейтенантом.

#### Солдат (щит-меч)

Пехотинцы со щитами и мечами - универсальные бойцы, которые и хорошо держат удар, и сами опасны в атаке. Они составляют костяк большинства армий. Но есть и обратная сторона: эти солдаты не так хорошо защищены, как использующие башенные щиты, наносят меньше урона по сравнению с вооружёнными двуручными мечами, и, в отличие от копейщиков, уязвимы для кавалерийских атак.

#### Bill-Men

Soldiers equipped with slighlty heavier-than-average armor and defined by their use of polo-weapons such as the eponymous bill-hook, glaives, hallberds and so on.

They are prime anti-cavalry units and perfect as second- line infantry when their longer reach can be devastating against other formations.

Billmen are frequently drawn from the ranks of paesants as getting a pole-weapon is very fast and cheap and the need for armor is lesser when they are paired with line infantry. More armored ones, however, are more frequent in towns and cities, usually drawn from the local watch.

Optional rules and profiles for some of the listed poleweapons are in the Expansion to the non-magical armory.

#### Солдат (копьё)

Основная задача копейщиков - борьба со всадниками. Для этого их учат не только уверенно владеть оружием, но и быстро реагировать на любое изменение ситуации. Если же противник не использует кавалерию, то длина копий позволяет им действовать из-за спин бойцов первой линии - что весьма полезно, ведь у самих копейщиков щитов нет. Впрочем, они всё равно остаются уязвимы для стрел, болтов и других дистанционных атак.

#### Heavy Cavalry

The rarest and most expensive troop type, traditionally associated with nobility.

Their distinctive equipment is, on top of the heaviest armor available to them, the lance for extended reach when charging infantry formations without the need to close too much and be caught in the enemy mire and the armored warhorse to lend considerable mass to their charges and be able to clear the impact zone quickly for a second go.

Heavy cavalry is key when dealing with ranged troops or even other mounted units, but can suffer grievous losses when unwittingly unleashed upon an infantry formations, especially so when the target is armed with hafted weapons, and faster mounted units.

On one side, horses are easily scared by everything.

On the other, if a heavy knight loses momentum, for example when hits a formation, he either finds a way to clear the enemy as soon as possible or can kiss dear life goodbie when he is eventually torn down from his horse and then shanked to death.

#### Солдат (всадник с пикой)

Благодаря скорости и силе удара с разбега вооружённые пиками всадники используются многими армиями - теми, у кого есть возможность выращивать или покупать в достаточных количествах боевых коней. Кавалерия может как обрушиваться на пехотный строй, прорываясь сквозь него, так и преследовать уже бегущего противника. Вместо тяжёлых, стесняющих движения кольчуг всадники носят более удобные (хоть и дорогие) кирасы. В пешем строю эти солдаты чувствуют себя менее уверенно, чем мечники или копейщики, но постоять за себя вполне могут.

#### Солдат (всадник с луком)

Верховые лучники способны засыпать пехоту противника градом стрел, оставаясь при этом вне досягаемости мечей и копий. Их композитные короткие луки пусть и наносят меньше урона, чем пехотные длинные или тяжёлые арбалеты, но возможность быстро оказаться в любой точке поля боя ценится опытными командирами ничуть не меньше. В рукопашной - особенно в пешем строю - от верховых лучников толку немного. Впрочем, если им пришлось сойтись с противником на расстояние удара клинком, значит, что-то пошло не так.

#### Line Infantry

Solid troops forming the frontline of a formation, bearing the brunt of the enemy force's might once contact is made.

They are usually equipped with a one-handed weapon, possibly able to hook down enemy armaments, and the tallest shields available to their lords.

Often they did not wear armor, because the shield's presence made its less important. Of course, reality is not subject to characteristics'bonuses and the like.

Line infantry is recruited in great quantities from paesants and levies since the minimum viable equipment to let them do their duty on the battlefield is very cheap to come by: a kettle helmet, a gambeson, some wooden boards nailed into a shield and an axe or pick.

Optional rules about hooking weapons are in the Expansion to the non-magical armory.

#### Missile Infantry

Troops equipped with ranged weapons as bows and crossbows and, usually, heavier armor than average line infantry because in the opening phases of a battle they are kept at the front of the army raining arrows and quarrels down on the enemy force before retrating behind the friendly lines when they are eventually attacked by either cavalry or skirmishers.

Missile infantry is an unusual group in their provenance, as bowmen can be taken from hunters and trappers but can wreak terrible damage if properly trained into their military counterparts, which takes time and resources.

Crossbowmen, instead, suffer from the opposite condition: though their equipment is way more complex to manufacture than bows, training a man to shoot a crossbow at a target with realtively high chances of hitting it is a simple matter of mere weeks.

#### Солдат (арбалет)

В бою от скорости перезарядки часто зависит, останется ли стрелок в живых. Профессиональные солдаты настолько ловко управляются с тяжёлыми арбалетами, что стреляют из них так же часто, как из лёгких. И если арбалетчикам удастся занять удобную позицию, то противник понесёт серьёзные потери, прежде чем доберётся до них.

#### Солдат (лук)

Длинный лук стреляет чаще арбалета, но бьёт на меньшее расстояние. Зато профессиональные лучники могут сосредоточиться не на перезарядке, а на точности стрельбы, тренируя умение попадать в уязвимые места, нанося больше урона. В рукопашную, как и большинству стрелков, им лучше не ввязываться - с мечом они управляются куда хуже, да и лёгкий доспех вместе с отсутствием щита не увеличивают их шансы на победу.

#### Shock Infantry

Being the heaviest armed and armored unit in an army, they are often drawn from the nobility, rich bourgeoisie or very successful mercenaries since they have historically been the few wealthy enough to afford the gear and the training necessary to make use of it.

Their role on the battlefield is as straightforward as effective: smashing through the enemy ranks wreacking havoc with their heavy weapons like warpicks, hammers and longswords.

Once the two formations lock in combat, line infantry engages and leaves the enemy open to flancking heavily armored footmen ready to crush them into submission or scatter them.

Cities and capitals are the most likely places to recruit shock infantry in greater quantities, while a village or town might field only a handful of such expensive yet decisive fighters.

#### Солдат (башенный щит)

Ростовые щиты позволяют отлично держать удар, но вот самому атаковать из-за не слишком удобно. Впрочем, главная задача этих солдат состоит в том, чтобы держать строй, пока их товарищи расправляются с противниками. Их специально учат преграждать путь тому, кто пытается прорваться мимо них к стрелкам, магам или копейщикам. Башенные щиты обычно используются хорошо организованными армиями: ведь если взаимодействие между различными видами оружия налажено не слишком эффективно, то проще использовать более универсальные большие щиты.

#### Солдат (двуручный меч)

Удар двуручного меча наносит страшные раны - поэтому вооружённые им солдаты вносят основной вклад в уничтожение противников. Но отсутствие щита делает их уязвимыми для выстрелов и ответных атак. На случай потери своего основного оружия они носят короткие мечи.

#### Skirmishers

They bridge the gap between infantry and archers, being conceived with light and mobile warfare in mind.

Whether they have to harass an enemy formation with javelins before they hit the main force or shank it unseen when the fighting is in its thickest, they are equally suited for the task.

Skirmishers, however, rely on their **Speed** to avoid damage which makes them the most suited troop type to employ horses to negotiate open ground faster.

These warriors are more often found in hills, forests and other terrains where open ground is less frequent or there are means to navigate it quickly.

#### Veterancy

Having a lance properly trained is important if it is expected to see frequent action, as training is not only learning how to wield a weapon, keep a shield wall or move in armor, but also face the horrors of battle and survive to get back home.

Particularly martially oriented characters may want to institute a regular training regime for a portion of their manor’s populace, though they should always keep in mind that, especially for smaller settlements like villages or hamlets, each pair of hands in training at any given time is one less person able to tend to the settlement’s and inhabitants’ needs.

The PC’s can do it, for sure, if they prefer to have a more powerful armed force, but they should also be aware that those are the consequences.

Although lances are formed by NPC’s and therefore are less likely to Level up as the PC’s do, they make some actual progress each consecutive week of training assuming they do not do anything else and at least half of its members are present. After each battle, instead, its soldiers greatly advance, gain a part of the looted equipment and strengthen their bond with the PC’s as they face both victory and defeat together.

They do not have proper levels, since the “Lance” class has very few reasons to actually exist.

#### About Sergeants

One Sergeant per 10 men.

Hiring cost – usually ten times from hiring cost of regular soldier.

So, size of one squad – 10 men.

In medieval European usage, a sergeant was simply any attendant or officer with a protective duty. Any medieval knight or military order of knighthood might have "sergeants-at-arms", meaning servants able to fight if needed. The etymology of the term is from Anglo-French sergent, serjeant "servant, valet, court official, soldier", from Middle Latin servientem "servant, vassal, soldier".

Later, a "soldier sergeant" was a man of what would now be thought of as the "middle class", fulfilling a slightly junior role to the knight in the medieval hierarchy. Sergeants could fight either as heavy cavalry, light cavalry, or as trained professional infantry; either spearmen or crossbowmen. Most notable medieval mercenaries fell into the "sergeant" class, such as Flemish crossbowmen and spearmen, who were seen as reliable quality troops. The sergeant class was deemed to be 'worth half of a knight' in military value.

A specific kind of military sergeant was the serjeant-at-arms, one of a body of armed men retained by English lords and monarchs. The title is now given to an officer in modern legislative bodies who is charged with keeping order during meetings and, if necessary, forcibly removing disruptive members.

The term had also civilian applications quite distinct and different from the military sergeant, though sharing the etymological origin – for example the serjeant-at-law, historically an important and prestigious order of English lawyers.

#### Сержант пехоты

Армейские командиры низшего звена возглавляют небольшие отряды - патрули или разъезды - а также следят за дисциплиной своих людей, чтобы лейтенант мог сосредоточиться на более важных вопросах. Вопреки распространённым представлениям, сержант это не просто громила: их обучают основам инженерного дела для ведения фортификационных и осадных работ, да и в людях, будучи командиром, учишься разбираться. Кроме того, сержанты отлично обращаются с оружием - настолько, что могут напугать этим противников, даже не скрестив с ними клинки. Также они носят более тяжёлые доспехи, чем рядовые, и являются очень опасными противниками.

#### Сержант кавалерии

Армейские командиры низшего звена возглавляют небольшие отряды - патрули или разъезды - а также следят за дисциплиной своих людей, чтобы лейтенант мог сосредоточиться на более важных вопросах. В отличие от сержантов пехоты, всадники не изучают инженерное дело, вместо этого сосредотачиваясь на умение держаться в седле. И пусть их искусство владения клинком не внушает ужас, но, будучи верхом, они способны прикончить или тяжело ранить даже самого опасного противника одним ударом, нанесённым с разбега.

#### About Lieutenants

One Lieutenant per 30 men (not including sergeants).

So, size of 1 company – 3 squads.

The word lieutenant derives from French; the lieu meaning "place" as in a position (cf. in lieu of); and tenant meaning "holding" as in "holding a position"; thus a "lieutenant" is a placeholder for a superior, during their absence (compare the Latin locum tenens).

#### Лейтенант

Командиры фортов и других крупных подразделений. Хорошо обученные инженерному делу, неплохо умеющие разбираться в людях и подмечать мелкие детали - это настоящие лидеры, знающие, как добиться повиновения от своих людей. И пусть большинство из них не сильны в изящной словесности - в конце концов, для этого есть дипломаты. Лейтенанты отменно владеют оружием и могут нанести удар тогда, когда противник этого совсем не ожидает. А отличные доспехи и опыт множества битв позволяют им стоять до последнего, вдохновляя солдат личным примером.

#### About Captains

one captain per 100 men

So, size of 1 battalion – 10 squads

The term ultimately goes back to Late Latin capitaneus meaning "chief, prominent"; in Middle English adopted as capitayn in the 14th century, from Old French capitaine.

The military rank of captain was in use from the 1560s, referring to an officer who commands a company. The naval sense, an officer who commands a man-of-war, is somewhat earlier, from the 1550s, later extended in meaning to "master or commander of any kind of vessel". A captain in the period prior to the professionalization of the armed services of European nations subsequent to the French Revolution, during the early modern period, was a nobleman who purchased the right to head a company from the previous holder of that right. He would in turn receive money from another nobleman to serve as his lieutenant. The funding to provide for the troops came from the monarch or his government; the captain had to be responsible for it. If he was not, or was otherwise court-martialed, he would be dismissed ("cashiered"), and the monarch would receive money from another nobleman to command the company. Otherwise, the only pension for the captain was selling the right to another nobleman when he was ready to retire.

#### About colonels

The word colonel derives from the same root as the word column (Italian: colonna) and means "of a column", and, by implication, "commander of a column". Colonel is therefore linked to the word column in a similar way that brigadier is linked to brigade, although in English this relationship is not immediately obvious. By the end of the late medieval period, a group of "companies" was referred to as a "column" of an army.

Since the word is believed to derive from 16th-century Italian, it was presumably first used by Italian city states in that century. The first use of colonel as a rank in a national army was in the French National Legions (Légions nationales) created by King Francis I by his decree of 1534. Building on the military reforms of Louis XII's decree of 1509, he modernized the organization of the French royal army. Each colonel commanded a legion with a theoretical strength of six thousand men.

With the shift from primarily mercenary to primarily national armies in the course of the 17th century, a colonel (normally a member of the aristocracy) became a holder (German Inhaber) or proprietor of a military contract with a sovereign. The colonel purchased the regimental contract—the right to hold the regiment—from the previous holder of that right or directly from the sovereign when a new regiment was formed or an incumbent was killed.[citation needed]

The panish equivalent rank of coronel was used by the Spanish tercios in the 16th and 17th centuries. Gonzalo Fernández de Córdoba, nicknamed "the Great Captain", divided his armies in coronelías or colonelcies, each led by a coronel (colonel).[1] However, the Spanish word probably derives from a different origin, in that it appears to designate an officer of the crown (corona, thus the rank coronel), rather than an officer of the column (columna, which would give the word columnal). This makes the Spanish word coronel probably cognate with the English word coroner.

As the office of colonel became an established practice, the colonel became the senior captain in a group of companies that were all sworn to observe his personal authority—to be ruled or regimented by him. This regiment, or governance, was to some extent embodied in a contract and set of written rules, also referred to as the colonel's regiment or standing regulation(s). By extension, the group of companies subject to a colonel's regiment (in the foregoing sense) came to be referred to as his regiment (in the modern sense) as well.

In French usage of this period, the senior colonel in the army or, in a field force, the senior military contractor, was the colonel general and, in the absence of the sovereign or his designate, the colonel general might serve as the commander of a force. The position, however, was primarily contractual and it became progressively more of a functionless sinecure. (The head of a single regiment or demi-brigade would be called a 'mestre de camp' or, after the Revolution, a 'chef de brigade'.)

By the late 19th century, colonel was a professional military rank though still held typically by an officer in command of a rgiment or equivalent unit. Along with other ranks, it has become progressively more a matter of ranked duties, qualifications and experience and of corresponding titles and pay scale than of functional office in a particular organization.

#### Полевой лекарь (жрец)

Без жрецов-лекарей армии несли бы огромные потери после каждого сражения. Да и в бою одно исцеляющее касание может поставить на ноги израненного солдата. А когда сражение заканчивается, жрецы организовывают госпитали, ухаживая за ранеными и помогая им быстрее восстановить силы. За это полевых лекарей любят, ценят и всегда стараются защитить. Черпая магическую силу от божества, жрец может носить доспехи и щиты, но, несмотря на это, по боевым навыкам уступает большинству пехотинцев. Также служители добрых божеств могут направить магическую энергию для уничтожения нежити, справиться с который обычным оружием было бы затруднительно.

#### Боевой маг

Многие отправляющиеся на войну маги выбирают школу разрушения в качестве основной. Их обучают колдовать так, чтобы доспехи меньше стесняли движения - это позволяет носить кожаную броню, не опасаясь ошибиться при сотворении заклинания. Также курс подготовки боевых магов включает тренировки по колдовству в сложных или опасных условиях. А глубокие познания в теории магии, артефактологии, классификации волшебных существ и лингвистике делают боевых магов важными специалистами и вне полей сражений.

## Прл

Только наиболее богатые города и крупные государства могут позволить себе содержать многочисленные регулярные армии. Остальные в случае угрозы, которая не по силам страже, могут прибегнуть к услугам наёмников. Впрочем, кому бы и на каких условиях не служили солдаты, они являются суровыми и крепкими бойцами, чьи мечи, копья, луки и другое оружие способны остановить нашествие орков или одолеть тролля.

Для борьбы с магическими угрозами, такими как демоны, духи или элементали, солдат часто сопровождают заклинатели. При этом жрецы также помогают раненым, за что их, в отличии от магов, любят простые солдаты.

В большинстве армий или наёмных компаний есть всадники. Они играют роль разведчиков и фуражиров, а в бою сметают врагов сокрушительным ударом пиками с разбега или осыпают дождём стрел, оставаясь при этом недосягаемыми для пехоты. А если битва выиграна, то всадники преследуют бегущего врага, не давая тому ускользнуть.

В солдаты идут по самым разным причинам. Но большинство вояк ничего не имеют против грабежа, и легко переходят к насилию (в конце концов, их этому учили) - так что они неплохо умеют запугивать мирное население тех земель, где идёт военная кампания. Ещё опаснее дезертиры: в большинстве армий наказание за такое преступление - смерть, так что терять им больше нечего.

**Пост:** 1-2 любых солдата

**Кордон/патруль:**

1 солдат (щит-меч)

1 солдат (копьё/двуручный меч)

1-2 солдата (лук/арбалет)

1 сержант пехоты

**Ударный отряд/гарнизон форта:**

1 солдат (щит-меч)

1 солдат (башенный щит)

2 солдата (копьё/двуручный меч)

2-4 солдата (лук/арбалет)

0-3 солдата (всадник с пикой/всадник с луком)

0-1 сержант кавалерии

1 сержант пехоты

1 лейтенант

1 полевой врач (жрец)

0-1 боевой маг

**Разъезд:**

2-3 солдата (всадник с пикой/всадник с луком)

1 сержант кавалерии

Black Knight Commander [5]

Medium humanoid (human), lawful evil alignment

**Armor Class** 18 (plate)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 10 (+0) 14 (+2) 12 (+1) 13 (+1) 15 (+2)

**Saving Throws** Str +7, Wis +4, Cha +5

**Skills** Animal Handling +4, Athletics +7, Intimidation +5

**Senses** passive Perception 11

**Languages** Common, and one human regional language or racial language

**Challenge** 5 (1,800 XP) **Proficiency bonus** +2

**Charge.** If the black knight commander is mounted and moves at least 30 feet in a straight line toward a target and then hits it with a melee attack on the same turn, the target takes an extra 10 (3d6) damage.

**Hateful Aura.** The black knight commander and allies within 10 feet of the commander add its Charisma modifier to weapon damage rolls (included in damage below).

Magic Weapons. The black knight commander’s weapon attacks are made with magical (+1) weapons.

Actions

Multiattack. The black knight commander makes two melee attacks.

Mace. Melee Weapon Attack: +8 to hit, reach 5 ft, one target. Hit: 8 (1d6 + 5) bludgeoning damage.

Lance. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 11 (1d12 + 5) piercing damage.

**Frightful Charge (1/SR).** The black knight commander lets loose a terrifying cry and makes one melee attack at the end of a charge. Whether the attack hits or misses, all enemies within 15 feet of the target and aware of the black knight commander’s presence must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

The black knight commander strikes an imposing figure upon his chosen mount; one that inspires bloodlust in his allies and fear in his foes. Devoted to his own twisted code, the black knight commander has a sense of honor but he spares no compassion for those who stand in his way. Whether he fights for a dark lord or a demonic god, all of his foes will be trampled into the dust and their families slaughtered so there can be no revenge. The only victory is a total victory.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Section 15: Copyright Notice

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Hardened Sellsword

Medium humanoid (any race), neutral

**Armor Class** 16 (hide, shield)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 12 (+1) 10 (+0) 12 (+1) 9 (-1)

**Senses** passive Perception 11

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

**Challenge** 1 (200 XP)

ACTIONS

Sharpshooter

Medium humanoid, any alignment

Armor Class 14 (leather armor) Hit Points 39 (6d8 + 12) Speed 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 1 7 (+3) 14 (+2) 11 (+0) 1 3 (+1) 10 (+0)

Skills Perception +3, Stealth +5 Senses passive Perception 1 3 Languages Common Challenge 2 (450 XP)

Sharpshooter. Attacking at long range doesn't impose disadvantage on the sharpshooter's ranged weapon attack rolls. The sharpshooter's ranged weapon attacks ignore half cover and three-quarters cover.

Actions

Multiattack. The sharpshooter makes two weapon attacks. Shortsword. Melee Weapon Attack: + 5 to hit, reach 5 ft., one target. Hit: 6 (ld6 + 3) piercing damage. Longbow Ranged Weapon Attack: + 5 to hit, range 600 ft., one target. Hit 7 (ld8 + 3) piercing damage. Longbow, Dead-eye Shot Ranged Weapon Attack: +0 to hit, range 600 ft., one target. Hit 17 (1 d8 + 1 3) piercing damage.

Sniper

Medium humanoid, any alignment

Armor Class 17 (studded leather armor) Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 20 (+5) 16 (+3) 12 (+1) 15 (+2) 10 (+0)

Skills Acrobatics +8, Athletics +5, Perception +5, Stealth +8, Survival +5 Senses passive Perception 1 5 Languages Common Challenge 6 (2,300 XP)

Cunning Action. The sniper can take the Hide or Dash action as a bonus action. Sharpshooter. Attacking at long range doesn't impose disadvantage on the sniper's ranged weapon attack rolls. The sniper's ranged weapon attacks ignore half cover and three-quarters cover. Skulker. The sniper can try to hide when it is lightly obscured from the creature from which you are hiding. When the sniper is hidden from a creature and misses it with a ranged weapon attack, making the attack doesn't reveal its position. Dim light doesn’t impose disadvantage on the sniper's Wisdom (Perception) checks relying on sight.

Actions

Multiattack The sniper makes three weapon attacks. Shortsword. Melee Weapon Attack: +8 to hit, reach 5ft., one target. Hit: 8 (ld6 + 5) piercing damage. Longbow Ranged Weapon Attack: +8 to hit, range 600 ft, one target. Hit 9 (ld8 + 5) piercing damage. Longbow, Dead-eye Shot Ranged Weapon Attack: + 3 to hit, range 600 ft, one target. Hit 1 9 (ld8 + 1 5) piercing damage.

The sniper and other skulkers prefer to fight from a distance. They will orchestrate with their allies to make sure that they are firing with advantage as often as possible. They will stay as far away from their enemies as possible, using their long range and stealthy abilities to harass their foes, while not the most deadly in a single strike, a lone sniper can often route a much larger force. In lands contested with ores, ogres, gnolls and other dangerous humanoids, snipers make excellent hunters, staying well out of range of larger and more deadly opponents.

Infiltrator

Medium humanoid, any alignment

Armor Class 14 (leather armor) Hit Points 5 5 (10d8 + 10) Speed 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 16 (+3) 12 (+1) 14 (+2) 13 (+1) 14 (+2)

Saves Dex +7, Int +5

Skills Deception +10, History + 6, Investigation +6, Perception +5, Persuasion +10, Sleight of Hand +10, Stealth +10 Senses passive Perception 1 5 Languages Common, Thieves' Cant + 2 others Challenge 4 (1,100 XP)

Cunning Action. On each of its turns, the infiltrator can use a bonus action to take the Dash, Disengage, or Hide action. Sneak Attack (1/Turn). The infiltrator deals an extra 17 (5d6) 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 infiltrator that isn't incapacitated and the infiltrator doesn't have disadvantage on the attack roll.

Actions

Cunning Action. On each of its turns, the informant can use a bonus action to take the Dash, Disengage, or Hide action. Sneak Attack (1/Turn). The informant deals an extra 3 (ld6) 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 informant that isn't incapacitated and the informant doesn't have disadvantage on the attack roll.

Actions

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

As an informant will readily remind anyone who thinks other, informants are not active agents. They are typically just shady people who work with spies, the local guards, the local thieves' guild, or whoever will pay them the right coin. In a scrape, something very valuable has to be on the line for an informant to stick around a fight. They are much more likely to flee as quickly as possible. Despite a lack of bravery, informants can be valuable friends and contacts. They typically know the word on the street and have several black market contacts. However, the average adventurer is cautioned not to trust informants any more than necessary.

Multiattack. The infiltrator makes two weapon attacks. Dagger. Melee or Ranged Weapon Attack: +7 to hit, reach 5ft. or range 20/60 ft., one target. Hit: 5 (ld4 + 3) piercing damage.

Infantry Captain

Medium humanoid (any race), any alignment

Armor Class 19 (splint mail, shield) Hit Points 91(14d8 + 28)

Speed 30 ft

STR DEX CON INT WIS CHA

16 (+3) 12 (+1) 14 (+2) 14 (+2) 11 (+0) 14 (+2)

Saving Throws Con + 5, Cha + 5 Skills Athletics +6, History + 4, Perception +3, Persuasion +5

Senses passive Perception 1 3 Languages Any One Language Challenge 6

Multiattack. The captain makes three melee attacks. Longsword(One-handed). Melee Weapon Attack: +6 to hit, reach 5ft., one target. Hit 7 (1 d8 + 3)

Longsword (Two-handed). Melee Weapon Attack: +6 to hit, reach 5ft., one target. Hit 8 (ldlO + 3)

Commander's Strike. The captain may make one attack as a bonus action. Additionally, one creature of the captain's choice within 60 feet of it which can hear and understand it may use their reaction to make one attack with advantage.

Sound the Attack (Recharges after a short or long rest), up to 6 creatures of the captain's choice within 30 feet of it which can hear and understand it may use their reaction to move up to half of their movement speed and make one attack. Rally (Recharge 6). Up to 6 creatures of the captain's choice within 30 feet of it gain 5 temporary hit points. If any of them are frightened by a spell or ability that allows a saving throw to break the effect, those creatures may immediately make a saving throw to resist the effect.

Medic

Medium humanoid, any alignment

Armor Class 1 5 (chain shirt)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Skills Athletics +3, Medicine +4, Nature +2, Stealth +4

Senses passive Perception 12 Languages Common Challenge 1 (200 XP)

Healer. When the medic uses a healer's kit to stabilize a dying creature, the creature then regains 1 hit point. Also, as an action, the medic can spend one use of a healer’s kit to tend to a creature and restore ld6 + 4 hit points to it, plus additional hit points equal to the creature’s maximum number of Hit Dice. The creature can’t regain hit points from this feature or the healer feat again until it finishes a short or long rest.

Actions

Shortsword. Melee Weapon Attack: +4 to hit, reach 5ft, one target. Hit: 5 (ld6 + 2) piercing damage. Light Crossbow Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit 6 (ld8 + 2) piercing damage.

Novice Soldier

Medium humanoid, any alignment

Armor Class 14 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR DEX CON INT WIS CHA

13 (+1) 12 (+1) 12 (+1) 10 (+0) 10 (+0) 10 (+0)

Skills Athletics +3, Perception +2 Senses passive Perception 12 Languages Common Challenge 1/2 (450 XP)

Skittish: On each of its turns, the soldier may use its bonus action to take the Disengage action.

Actions

Spear (2 handed). Melee Weapon Attack: +3 to hit, reach 5ft, one target. Hit: 6 (ld8 + 1) piercing damage. Light Crossbow Ranged Weapon Attack: +3 to hit, range 80/320 ft, one target. Hit 6 (ld8 + 1) piercing damage.

Not knowing what they got into, novice soldiers sometimes discover that discretion is the better part of valor.

Pike man

Medium humanoid, any alignment

Armor Class 1 5 (scale mail)

Hit Points 32 (5d8+ 10)

Speed 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 13 (+1) 14 (+2) 10 (+0) 12 (+1) 10 (+0)

Skills Athletics +4, Perception +3

Senses passive Perception 1 3

Languages Common

Challenge 1 (200 XP)

Set Versus Charge. As a bonus action, the pikeman chooses a creature it can see that is at least 20 feet away from it. If that creature moves within it's pike's reach on its next turn, the pikeman can make a pike melee attack against it as a reaction. If the attack hits, the target takes an extra 1 dl 0 slashing damage. The pikeman can't use this ability if the creature used the Disengage action before moving.

Actions

Multiattack Pikeman makes two melee weapon attacks.

Light Crossbow Ranged Weapon Attack: +3 to hit, range 80/320 ft, one target. Hit 5 (ld8 + 1) piercing damage.

Pike. Melee Weapon Attack: +4 to hit, reach 10 ft, one target. Hit: 7 (1 dl 0 + 2) slashing damage.

Coming from a long tradition of anti-cavalry units, pikemen are important units in mass warfare. In other situations, like underground cities and dungeons, pikemen can be useful because they can attack with melee from behind the first line of soldiers.

On the open battlefield, pikemen watch their surroundings closely, being ever-ready to be charged. After all, without shields the pikeman's best defense is a good offense.

Nimble Fencer

Medium humanoid (any race), neutral

**Armor Class** 16 (breastplate)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 16 (+3) 14 (+2) 14 (+2) 13 (+1) 15 (+2)

**Skills** Acrobatics +5, Persuasion +4, Insight +3

**Senses** passive Perception 11

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

**Challenge** 3 (700 XP)

Fencing Form. While wielding a one-handed melee weapon in one hand and nothing in the other, the nimble fencer gains a +1 bonus on attack rolls made with that weapon (included in their statblock) and a +2 bonus to their AC against attacks made by the last creature the nimble fencer made a melee attack against.

ACTIONS

Multiattack. The nimble fencer makes two attacks.

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

REACTIONS

Parry. When they are hit by a melee attack, the nimble fencer can force the attacker to reroll the attack roll. Advantage, disadvantage and any bonuses or penalties still apply to the reroll.

Caravan Guard [1/8]

Medium humanoid (any race), any alignment

**Armor Class** 12 (leather armor)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 12 (+1) 12 (+1) 10 (+0) 12 (+1) 8 (-1)

**Skills** Intimidation +1, Perception +3, Survival +3

**Senses** passive Perception 13

**Languages**

**Challenge** 1/8 (25 XP) **Proficiency bonus** +2

**Level** 2

**Morale** 6

ACTIONS

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

Dagger. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 3 (1d4) piercing damage.

Faction:

Possessions: 2D10 silver pieces, chewing to-bacco or a silver amulet of Prios

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Rally Guard

Medium humanoid (any race), any alignment

**Armor Class** 20 (plate, shield)

**Hit Points** 135 (18d8 + 54)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 10 (+0) 16 (+3) 12 (+1) 10 (+0) 12 (+1)

**Skills** Athletics +7, History +4, Sculptor’s Tools +4

**Senses** passive Perception 10

**Languages** any three **Languages**

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

Rally. As a bonus action, the rally guard chooses a friendly creature within 30 feet of it that can see and hear it. The target gains 5 temporary **Hit Points**.

Actions

Multiattack. The rally guard makes two melee weapon attacks, or it makes one melee weapon attack and uses its Commander’s Strike.

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

Commander’s Strike. The rally guard chooses one friendly creature within 30 feet of it that can see and hear it. That creature can immediately use its reaction to make one weapon attack, adding 4 (1d8) to the attack’s damage roll.

Reactions

Protection. When a creature attacks a target other than the rally guard within 30 feet of the rally guard, and the rally guard can see them both, the rally guard can move up to its **Speed**. If it ends this movement within 5 feet of the target of the attack, the rally guard can impose disadvantage on the attack roll.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Banneret

Medium humanoid (any race), any alignment

**Armor Class** 20 (+2 adamantine plate)

**Hit Points** 135 (18d8 + 54)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

20 (+5) 10 (+0) 16 (+3) 12 (+1) 13 (+1) 15 (+2)

**Skills** Animal Handling +4, Athletics +8, History +4, Persuasion +5

**Senses** passive Perception 11

**Languages** any one language

**Challenge** 7 (2,900 XP)

Adamantine Armor. Critical hits against the banneret become regular hits.

Inspiring Surge (Recharges after a Short or Long Rest). After taking an action on its turn, the banneret can take one additional action. When it does so, it can also choose up to two friendly creatures within 60 feet of it that can see and hear the banneret. A target can immediately use its reaction to make one melee or ranged weapon attack.

Actions

Multiattack. The banneret makes two melee weapon attacks.

Banner. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 10 (1d10 + 5) piercing damage.

Rallying Cry (Recharge 5-6). The banneret and up to three creatures within 60 feet of it that can hear it gain 10 temporary **Hit Points**.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Old War Hero

Medium humanoid (any race), any alignment

**Armor Class** 17 (chain shirt, shield)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 15 (+2) 14 (+2) 12 (+1) 15 (+2) 13 (+2)

**Saving Throws** Str +5, Con +4

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

**Senses** passive Perception 14

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

**Challenge** 3 (700 XP)

Action Surge (1/day). On their turn, the old war hero can take an additional action on top of their normal action and possible bonus action.

Second Wind (1/day). On their turn, the old war hero can use a bonus action to regain 15 **Hit Points**.

ACTIONS

Multiattack. The old war hero makes two 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 in two hands.

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

Demagogue Priest

Medium humanoid (any race), any alignment

**Armor Class** 12

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 15 (+2) 14 (+2) 10 (+0) 11 (+0) 16 (+3)

**Saving Throws** Con +4, Cha +5

**Senses** passive Perception 15

**Languages** any two **Languages**

**Challenge** 2 (450 XP)

**Skills** Intimidation +5, Performance +5, Religion +4

Reckless Attack. At the start of their turn, the demagogue priest can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against them have advantage until the start of their next turn.

Zealous Wrath (1/day). As a bonus action, the demagogue priest can enter a state of ecstatic wrath. While in this state, the demagogue priest gains a +2 bonus on melee weapon damage rolls and resistance to bludgeoning, piercing and slashing damage. This state lasts for 1 minute and ends early if the demagogue priest is knocked unconscious or ends their turn without having attacked or taken damage since their previous turn.

ACTIONS

Multiattack. The demagogue priest makes two melee attacks.

Maul. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage or 11 (2d6 + 5) bludgeoning damage during zealous wrath.

Master Hunter

Medium humanoid (any race), any alignment

**Armor Class** 14 (leather armor)

**Hit Points** 49 (9d8 + 9)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 16 (+3) 12 (+1) 14 (+2) 16 (+3) 11 (+0)

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

**Skills** Nature +4, Perception +5, Stealth +7, Survival +7

**Senses** passive Perception 10

**Languages** any two **Languages**

**Challenge** 3 (700 XP)

Archer’s Precision. The master hunter gains a +2 bonus on attack rolls made with ranged weapons (included in the attack).

Colossus Slayer (1/turn). When the master hunter hits a creature with a weapon attack, the creature takes an extra 4 (1d8) damage if it’s below its hit point maximum.

ACTIONS

Multiattack. The master hunter makes two attacks.

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

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

Cavalier

Medium humanoid (any race), any alignment

**Armor Class** 18 (half plate, shield)

**Hit Points** 19 (3d8 + 6)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 13 (+1) 14 (+2) 10 (+0) 11 (+0) 11 (+0)

**Senses** passive Perception 10

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

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

Charge. If the cavalier moves at least 10 feet straight toward a creature and then hits it with a melee attack on the same turn, the attack deals an additional 5 (1d10) damage.

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 to make a melee attack.

Light Crossbow. Ranged Weapon Attack: +2 to hit, range 80/320 ft., one target. Hit: 4 (1d8) piercing damage.

Hailing from genteel backgrounds, cavaliers have the requisite training and resources to fight on horseback. In battle, they usually follow the commands of senior knights.

Variant: Mounted Cavalier

When riding off to battle, a cavalier will use a warhorse as its mount. A cavalier on horseback has a **Challenge** rating of 1 (200 XP) and gains the following additional weapon:

Lance. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 8 (1d12 + 2) piercing damage.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Musketeer

Medium humanoid (any race), any alignment

**Armor Class** 16 (breastplate)

**Hit Points** 13 (3d8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 16 (+3) 11 (+0) 10 (+0) 11 (+0) 10 (+0)

**Senses** passive Perception 10

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

**Challenge** 1 (200 XP)

Volley Fire. The musketeer has advantage on a ranged attack roll against a creature if at least one allied musketeer is within 5 feet of its side and the ally isn't incapacitated.

Actions

Musket. Ranged Weapon Attack: +5 to hit, range 40/120 ft., one target. Hit: 9 (1d12 +3) piercing damage.

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

Musketeers are currently rare, but are slowly becoming a more common sight on the battlefield. These soldiers make the most out of their cumbersome but deadly firearms by forming up in lines and firing en masse, mowing down scores of enemies with successive volleys.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

War Mage

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

9 (-1) 14 (+2) 10 (+0) 18 (+4) 12 (+1) 13 (+1)

**Saving Throws** Int +8, Wis +5

**Skills** Arcana +8, History +8

**Senses** passive Perception 11

**Languages** any four **Languages**

**Challenge** 11 (7,200 XP)

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

Cantrips (at will): blade ward,\* fire bolt, mending, ray of frost, shocking grasp

1st level (4 slots): absorb elements,\* mage armor, magic missile, shield

2nd level (3 slots): earthbind,\* misty step, skywrite\*

3rd level (3 slots): clairvoyance, fireball, sending

4th level (3 slots): control water, ice storm

5th level (2 slots): rary’s telepathic bond, scrying

6th level (1 slot): chain lightning, move earth

7th level (1 slot): teleport, whirlwind\*

8th level (1 slot): mighty fortress,\* sunburst

Spells marked with (\*) are from XGE.

Actions

Quarterstaff. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands to make a melee attack.

Reactions

Arcane Deflection. When the mage is hit by an attack or it fails a saving throw, it can gain a +2 bonus to its AC against that attack or a +4 bonus to that saving throw.

War mages are the supreme masters of tactical command and control. They can coordinate maneuvers between units, sculpt the battlefield to their liking, and lay waste to entire armies.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Fist of Bane [1/2]

Medium humanoid (human), lawful evil

**Armor Class** 18 (chain mail, shield)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 11 (+0) 13 (+1) 10 (+0) 12 (+1) 11 (+0)

**Condition Immunities** frightened

**Senses** passive Perception 11

**Languages** Common

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

Tactical Discipline. The fist of Bane has advantage on all ability checks and **Saving Throws** made during combat.

Actions

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

Longbow. Ranged Weapon Attack: +2 to hit, range 150/600 ft., one target. Hit: 4 (1d8) piercing damage.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Guard

Medium humanoid (any race), any alignment

**Armor Class** 16 (chain shirt, shield)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Perception +2

**Senses** passive Perception 12

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

**Challenge** 1/8 (25 XP) **Proficiency bonus** +2

Actions

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Guard Sergeant [1/2]

Medium humanoid (any race), any alignment

**Armor Class** 17 (splint)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

15(+2) 11(+0) 14(+2) 10(+0) 10(+0) 11(+0)

**Skills** Intimidation +2

**Senses** passive Perception 10

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

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

Pack Tactics. The Guard Sergeant has advantage on an attack roll against a creature if at least one of the **thug’s** allies is within 5 feet of the creature and the ally isn’t incapacitated.

Actions

Multiattack. The Guard Sergeant makes two melee attacks.

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

Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Guard Captain [1]

Medium humanoid (any race), any alignment

**Armor Class** 17 (Chain Shirt, Shield)

**Hit Points** 45 (7d8 + 14)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 14 (+2) 14 (+2) 10 (+0) 12 (+1) 13 (+1)

**Saving Throws** Wis +3

**Skills** Insight +3, Perception +3, Persuasion +3

**Senses** passive Perception 13

**Languages** Any One Language (Usually Common)

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Actions

Multittack. The captain makes two melee attacks

Longsword (One-Handed). Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

Longsword (Two-Handed). Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) slashing damage.

ShortBow. Ranged Weapon Attack: +2 to hit, reach 80/320 ft., one target. Hit: 5 (1d6) piercing damage.

Ammunition: You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack. At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield.

If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon (see "Improvised Weapons" later in the section). A sling must be loaded to deal any damage when used in this way.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the captain can utter a special command or warning whenever a nonhostile 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 captain. A creature can benefit from only one Leadership die at a time. This effect ends if the captain is incapacitated. (An incapacitated creature can't take actions or reactions.)

Guard captains<\/a> are particularly influential guards<\/a>,\r\n being effectively one step higher in their chain of command. One may \r\nhave authority over anywhere from two to twenty lower-ranking guards. \r\nWhen keeping watch over a large area with a sizeable unit, the captain \r\ntends towards a central position from which commands can be issued most \r\neffectively. If a captain swears fealty to a kingdom or other large \r\norganization, it is likely subservient to knights<\/a>, generals, or high-ranking nobles<\/a>. <\/p>

Iron Consul [2]

Medium humanoid (human), lawful evil

**Armor Class** 16 (chain mail)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

17 (+3) 11 (+0) 16 (+3) 12 (+1) 15 (+2) 16 (+3)

**Saving Throws** Wis +4

**Skills** Intimidation +5, Perception +4

**Condition Immunities** frightened

**Senses** passive Perception 14

**Languages** Common

**Challenge** 2 (450 XP) **Proficiency bonus** +2

**Tactical Discipline.** The iron consul has advantage on all ability checks and **Saving Throws** made during combat.

Actions

Multiattack. The iron consul makes one attack with its spear and can use its Voice of Command ability.

**Spear.** Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage when used with two hands to make a melee attack.

**Voice of Command.** The iron consul selects up to two allies within 90 feet of it that can hear its commands. Each ally can immediately use its reaction to make one melee attack.

Scout [1/]

Medium humanoid (human), any alignment

**Armor Class** 12 (leather), with shield 14

**Hit Points** 11 (2d8 + 2) max 18

**Speed** 30 ft.

STR DEX CON INT WIS CHA

13 (+1) 12 (+1) 12 (+1) 10 (+0) 10 (+0) 9 (-1)

**Saving Throws** Str +3, Con +3

**Skills** Athletics +3, Perception+2

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, shields

**Tools Proficiency** usually none

**Senses** passive Perception 12

**Languages** Common, and one human regional language or racial language

**Challenge** 1/8 (25 XP) **Proficiency bonus** +2

**Level** 1

Martial Training I. Soldier gain +1 bonus to attack rolls and combat maneuvers DC.

Martial Advantage. Once per turn, the soldier can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally.

Brave. The soldier has advantage on **Saving Throws** against being frightened.

Phalanx Formation. The soldier has advantage on attack rolls and Dexterity **Saving Throws** while standing within 5 feet of a soldier’s ally wielding a shield.

Shieldwall. If the soldier moves no more than half its **Speed** on its turn, and ends its movement within 5 feet of an ally that has the Shieldwall trait, the footman can use an action or a bonus action to form a Shieldwall. The Shieldwall is a formation with the soldier and the ally as its members. Choose a facing: the Shieldwall provides half cover to its members against attacks from this facing, until the start of the soldier‘s next turn. The soldier’s Shieldwall benefit is immediately lost if either member of the formation is not wielding a shield, forms or joins a Shieldwall with a different facing, moves from its space, is prone, or is incapacitated.

**Equipment.** Leather armor, large wooden shield, spear, dagger

**Morale** 8

Actions

Spear. Melee Weapon Attack: +4 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage or 5 (1d8+ 1) piercing damage if used to make melee attack with two hands.

Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft., target. Hit:3 (1d4 + 1) piercing damage.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Trencher Infantry [1]

Medium humanoid (any race), any alignment

**Armor Class** 16 (infantry armor) **Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

**Skills** Athletics +4, Perception +2, Survival +2

**Senses** passive Perception 12

**Languages** any one language (usually Cygnaran)

**Challenge** 1 (200 XP)

Combined Attack. If the trencher infantry is within 5 feet of at least two other creatures with this trait, it makes weapon attack rolls with advantage.

Dig In. A trencher infantry can use an entrenching tool to dig a foxhole. The foxhole is a 5-foot-by-10-foot area that provides a Medium or smaller creature with three-quarters cover or a Large creature half cover. Digging a foxhole takes 10 minutes. **Special Equipment.** One in four trencher infantry carries a grenade rifle and 5 explosive grenades instead of a military rifle and bayonet. Each trencher is issued 3 smoke grenades.

Actions

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

Military Rifle. Ranged Weapon Attack: +4 to hit, range 60/180 ft., one target. Hit: 11 (2d8 + 2) piercing damage.

Rifle Grenade. Ranged Weapon Attack: +4 to hit, range 60/180 ft., one target. Hit: 16 (3d10) piercing damage. Each creature within 5 feet of the target must make a DC 13 Dexterity saving throw. On a failed save, the creature takes half the damage taken by the target. A trencher infantry can use an action to reload the rifle grenade with another explosive.

Smoke Grenade. The trencher infantry throws a smoke grenade at a point it can see within 30 feet of it. One round after the grenade lands, it fills a 10-foot-radius sphere with dense smoke that lightly obscures the affected area. The smoke lasts for 10 minutes.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

## Warriors

Agile Fighter [1]

Medium humanoid (any race), any alignment

**Armor Class** 15 (studded leather)

**Hit Points** 22 (5d8 + 0)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 16 (+3) 11 (+0) 10 (+0) 10 (+0) 10 (+0)

**Senses** passive Perception 10

**Languages** any one language (usually common)

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Swift Strike. If the fighter makes a dash action in a direct line toward a creature, it may make a single melee attack against it.

Actions

Multiattack. The fighter makes two weapon attacks.

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

**Shortbow.** Ranged Weapon Attack: +5 to hit. range 80/320 ft., one creature. Hit: 6 (1d6 + 3) piercing damage.

DEFENDER [2]

Medium humanoid (any race), any alignment

**Armor Class** 14 (chainmail hauberk)

**Hit Points** 67 (gd8 + 27)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

17 (+3) 12 (+1) 17 (+3) 11 (+o) 14 (+2) 9 (-1)

**Senses** passive Perception 12

**Languages** any one language (usually the Truth)

**Challenge** 2 (450 XP)

Dutybound. At the start of their turn, the defender can gain advantage on all melee weapon attack rolls during that turn if they are guarding that which they have sworn to protect, but attack rolls against them have advantage until the start of their next turn.

ACTIONS

Multiattack. The defender makes two longsword attacks.

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

Defenders are a cut above average guards, and put duty before their own well-being.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Default Warrior

Medium humanoid (any race), any alignment

**Armor Class** 13 (studded leather), with shield

**Hit Points** 27/13 [45/22] (5d8 + 5)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

13 (+1) 13 (+1) 13 (+1) 11 (+0) 11 (+0) 11 (+0)

**Skills** Athletics +3, Perception +2

**Saving Throws** Con +3

**Senses** passive Perception 10

**Languages** any one language

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Level 4

Martial Training I. The Warrior gains +1 bonus to weapon attack rolls and DC of combat maneuvers.

Actions

Bow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

#### Barbarian

Reckless. At the start of its turn, the Barbarian 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.

Multiattack. The Barbarian makes two melee weapon attacks.

Axe. Melee weapon attack that deals 1d10 slashing damage.

#### Fighter

Commander’s Strike (Recharge 5-6). As a bonus action, the NPC chooses one friendly creature within 30 feet of it that can see and hear it. That creature can immediately use its reaction to make one weapon attack.

Multiattack. The NPC makes two weapon attacks.

Sword. Melee weapon attack that deals 1d10 slashing damage.

Maneuvers for fighters, based on the battlemaster subclass, are listed on the next page.

#### Monk

Multiattack. The NPC makes four unarmed strikes.

Unarmed Strike. Melee weapon attack that deals 1d4 bludgeoning damage.

#### Paladin

Sword. Magical melee weapon attack that deals 1d10 slashing damage plus 1d8 radiant damage.

Lay on Hands (1/Day). The NPC touches a willing creature. The target regains 5 **Hit Points**.

#### Ranger

**Skills** Perception

Multiattack. The NPC makes two ranged weapon attacks.

Knife. Melee weapon attack with finesse that deals 1d4 piercing damage.

#### Rogue

Sneak Attack (1/Turn). The NPC 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 NPC that isn’t incapacitated and the crime boss doesn’t have disadvantage on the attack roll.

Multiattack. The NPC makes two melee weapon attacks.

Knife. Melee weapon attack with finesse that deals 1d4 piercing damage.

Джерело: <https://hackmd.io/nlIjTGHZRgefZGyD18SbCA?both>

Master-at-Arms

Medium humanoid (any race), any alignment

**Armor Class** 18 (plate)

**Hit Points** 135 (18d8 + 54)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

22 (+6) 10 (+0) 16 (+3) 12 (+1) 10 (+0) 10 (+0)

**Skills** Athletics +9, History +4, Painter’s Tools +4

**Senses** passive Perception 10

**Languages** any three **Languages**

**Challenge** 8 (3,900 XP)

Action Surge (Recharges after a Short or Long Rest). After taking an action on its turn, the master-at-arms can take one additional action.

Maneuvers (1/Turn). When the master-at-arms hits with a melee weapon attack, it can choose to apply a maneuver to that attack. The attack deals an additional 5 (1d10) damage, and the master-at-arms chooses one of the following effects.

Disarming Attack. The target must succeed on a DC 17 Strength saving throw or drop an object it is holding of the master-at-arms’s choice. The object lands at its feet.

Distracting Strike. The next attack roll against the target by an attacker other than the master-at-arms has advantage if that attack is made before the start of the master-at-arms’s next turn.

Trip Attack. If the target is Large or smaller, it must succeed on a DC 17 Strength saving throw or fall prone.

Actions

Multiattack. The master-at-arms makes three melee weapon attacks.

Longsword of Unnatural Strength. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) slashing damage, or 11 (1d10 + 6) slashing damage if used with two hands to make a melee attack. This is a magic weapon. While attuned to this sword, the wielder’s Strengh is increased by 2, potentially above the maximum of 20.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Tough [1/2]

Medium humanoid (any race), any alignment

**Armor Class** 14 (studded leather)

**Hit Points** 19 (3d8 + 6)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 14 (+2) 14 (+2) 9 ( l) 12 (+1) 7 ( 2)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** any one language

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

ACTIONS

Multiattack. The tough makes three dagger attacks.

Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Toughs make up many gangs or serve as guards in a pinch.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Half Dragon Fighter [4]

Medium humanoid (half-dragon), any alignment

**Armor Class** 17 (splint), or 19 with spear and shielld

**Hit Points** 57 (6d12+18)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

19 (+4) 13 (+1) 16 (+3) 10 (+0) 14 (+2) 12 (+1)

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

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

**Damage Resistances** lightning

**Senses** blindsight 10ft., dark vision 60ft., passive Perception 14

**Languages** Common, Draconic

**Challenge** 4 (1,100 XP)

Action Surge (1/SR). On his turn, the half-dragon fighter can take one additional action.

Improved Critical. the half-dragon fighter 's weapons score a critical hit on a roll of 19 or 20.

Actions

Multiattack. Half-dragon fighter attacks twice, either with his greatsword or spear.

Greatsword. Melee Weapon Attack: +6 to hit, reach 5ft., one target. Hit 11 (2d6+4) slashing damage.

Spear. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or ranged 20 ft./60 ft., one target. Hit: 7 (1d6+4) piercing damage.

Lightning Breath (Recharge 5-6). Half-dragon fighter breathes lightning in a 30 foot line that is 5 feet wide. Each creature in the line must make a DC 13 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Warblade [9]

Medium humanoid (any race), any alignment

**Armor Class** 17 (splint armor)

**Hit Points** 161 (17d8 + 85)

**Speed** 50 ft.

STR DEX CON INT WIS CHA

20 (+5) 15 (+2) 21 (+5) 13 (+1) 16 (+3) 11 (+0)

**Senses** passive Perception 13

**Languages** any one language

**Challenge** 9 (5,000 XP)

Magic Weapons. The warblade's weapon attacks are treated as if magical.

ACTIONS

Multiattack. The Warblade makes four weapon attacks. Alternatively, they make one weapon attack and either Stunning Shout or Amazing Leap.

Greatsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Stunning Shout (recharge 5-6). As their action, the warblade can target a creature within 50 feet that they can see with a thunderous shout. On a failed DC 15 Constitution saving throw, the target takes 10 (3d6) thunder damage and is stunned for one minute, or until they succeed on a save on their turn. On a successful save, they are still frightened for one round, but are thereafter immune for 24 hours.

Amazing Leap (recharge5-6). As their action, the warblade can leap to a location within 30 feet that they can see, if their passage is not blocked.

Glaives are the elite warriors of the Ninth World, using weapons and armor to fight their enemies, usually relying on cyphers, relics, and iron flesh to accomplish their amazing feats.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Thayan Warrior [2]

Medium humanoid (human), any non-good alignment

**Armor Class** 16 (chain shirt, shield)

**Hit Points** 52 (8d8+16)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 13 (+1) 14 (+2) 10 (0) 11 (0) 11 (0)

**Skills** Perception +2

**Languages** Common, Thayan

**Challenge** 2 (450 XP)

Source. tales from the yawning portal, page 246

Doomvault Devotion. Within the Doomvault, the warrior has advantage on **Saving Throws** against being charmed or frightened .

Pack Tactics. The warrior has advantage on an attack roll against a creature if at least one of the warrior’s allies is within 5 feet of the creature and the ally isn’t incapacitated.

Actions

Multiattack. The warrior makes two melee attacks.

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

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

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Warrior Attacker [1/8]

1st-**Level** Medium humanoid

**Armor Class** 16 (chain shirt, shield)

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 13 (+1) 14 (+2) 10 (+0) 12 (+1) 10 (+0)

**Saving Throws** Con +4

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

**Senses** passive Perception 13

**Languages** Common, plus one of your choice

**Challenge** 1/4 **Proficiency bonus** +2

**Level** 2

Attacker The warrior gains a +2 bonus to attack rolls.

Actions

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

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

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Warrior [2]

Medium humanoid (human), any non-good alignment

**Armor Class** 16 (chain shirt, shield)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 13 (+1) 14 (+2) 10 (+0) 11 (+0) 11 (+0)

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** Common, Thayan

**Challenge** 2 (450 XP) **Proficiency bonus** +2

Doomvault Devotion. Within the Doomvault, the warrior has advantage on **Saving Throws** against being charmed or frightened.

Pack Tactics. The warrior has advantage on an attack roll against a creature if at least one of the warrior's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The warrior 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.

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

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Warrior, Rugged [1/2]

Medium humanoid (any race), any alignment

**Armor Class** 16 (chain shirt, shield)

**Hit Points** 19 (3d8 + 6)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 12 (+1) 14 (+2) 9 (-1) 12 (+1) 9 (-1)

**Skills** Survival +3

**Senses** passive Perception 11

**Languages** any one language (usually common)

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

Defensive Formation. The warrior gains a +2 bonus to its AC if at least one of the warrior's allies with a shield is within 5 feet of the the warrior and the ally isn't incapacitated.

Actions

Battleaxe. Me/ee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands to make a melee attack.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one creature. Hit: 5 (1d6 + 2) piercing damage.

Warlord [8]

Medium humanoid (human), any alignment

**Armor Class** 20 (plate armor, shield)

**Hit Points** 85 (10d10 + 30) max 130

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 13 (+1) 12(+1) 12(+1) 14 (+2)

**Saving Throws** Str +7, Dex +6

**Skills** Animal Handling +5, Insight +5, Intimidation +6, Perception +5, Persuasion +10

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, shields

**Tools Proficiency** usually none

**Senses** passive Perception 15

**Languages** Common, and one human regional language or racial language

**Challenge** 8 (00 XP) **Proficiency bonus** +3

**Proficiency bonus** +4

**Level** 10

Martial Training III. The warlord gains +3 bonus to attack rolls and combat maneuvers DC.

Inspiring Leader. The warlord can spend 10 minutes inspiring its allies and companions, granting 12 temporary **Hit Points** to up to six creatures within 30 feet that can see or hear and understand the warlord. A creature can benefit from this feature once per rest.

Second Wind (1/SR). The warlord can use a bonus action to regain 1d10+10 **Hit Points**.

Rallying Cry. When the warlord uses its Second Wind feature, it can choose up to 3 of its allies within 60 feet that can see or hear it. These creatures regain 10 **Hit Points**.

Marshalling Presence. Anyone of allies who can see warlord gains advantage on saving throw against being frightened.

**Equipment.** Plate mail, long sword, shield, heavy crossbow, crossbow bolt case, 20 bolts

**Morale** 9 (high)

Actions

Multiattack. The warlord makes two melee attacks and use Command action

Longsword. Melee Weapon Attack: +10 to hit, reach 5 ft., one target, Hit: 7(1d8+3) slashing damage or 8 (1d10+3) slashing damage if used to make melee attack with two hands

Mace. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) bludgeoning damage.

Heavy Crossbow. Ranged Weapon Attack: +8 to hit, range 100/400 ft., one target. Hit: 7 (1d10+2) piercing damage.

Leadership (1/SR). For 1 minute, the warlord can utter a special command or warning when one friendly creature within 30 feet that it can see makes an attack roll or a saving throw. The creature adds a d4 to its roll provided it can hear and understand the warlord. A creature can benefit from only one leadership die at a time. The effect ends if the warlord is incapacitated.

Command (Recharges 4-6). The warlord targets one ally it can see within 30 feet of it. If the target can see and hear the warlord, the target can make one weapon attack as a reaction.

REACTIONS

Parry. When an attacker hits the warlord with a melee attack and the warlord can see the attacker, he can add 4(1d8) to his AC against the triggering attack, provided that he’s wielding a melee weapon.

Peerless commanders of martial forces, warlords might be the generals of armies under the ruler of a realm—or they might be lords of nations in their own right. Though imposing enough themselves, their real power lies in their ability to inspire the warriors they lead.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Winter Guard

Medium humanoid (human), any alignment

**Armor Class** 16 (infantry armor) **Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

**Skills** Athletics +4, Perception +2, Survival +2

**Senses** passive Perception 12

**Languages** any one language (usually Khadoran)

**Challenge** 1 (200 XP)

Combined Attack. If the Winter Guard infantry is within 5 feet of at least two other creatures with this trait, it makes weapon attack rolls with advantage.

Northern Resilience. The Winter Guard infantry gains a +2 bonus to Constitution checks and Constitution **Saving Throws**. **Special Equipment.** One in four Winter Guard infantry carries a rocket tube and 3 rockets instead of a blunderbuss.

Actions

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

Blunderbuss. Ranged Weapon Attack: +4 to hit, range 30/90 ft., one target. Hit: 6 (1d8 + 2) piercing damage. Each creature within 5 feet of the target must make a DC 13 Dexterity saving throw. On a failed save, the creature takes half the damage taken by the target.

Rocket Tube. Ranged Weapon Attack: +4 to hit, range 80/240 ft., one target. Hit: 22 (4d10) fire damage. Each creature within 5 feet of the target must make a DC 13 Dexterity saving throw. On a failed save, the creature takes half the damage taken by the target. The Winter Guard infantry can use an action to reload the rocket tube with another rocket.

Зображення, що містить текст, газета, знімок екрана

Автоматично згенерований опис

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Warrior [1/8]

1st-**Level** Medium humanoid

**Armor Class** 16 (chain shirt, shield)

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 13 (+1) 14 (+2) 10 (+0) 12 (+1) 10 (+0)

**Saving Throws** Con +4

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

**Senses** passive Perception 13

**Languages** Common, plus one of your choice

**Challenge** 1/4 **Proficiency bonus** +2

**Level** 2

Defender The warrior gains the Protection reaction below.

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.

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

Reactions

Protection (Defender Only). The warrior imposes disadvantage on the attack roll of a creature within 5 feet of it whose target isn't the warrior. The warrior must be able to see the attacker.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Warrior [4]

Medium humanoid (human), any alignment

**Armor Class** 18 (chain mail, shield)

**Hit Points** 27 (5d8+5) max 45

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Saving Throws** Str +4

**Skills** Animal Handling +2, Athletics +4, Intimidation +2

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, heavy, shields

**Tools Proficiency** usually none

**Senses** passive Perception 15

**Languages** Common, and one human regional language or racial language

**Challenge** 4 (1100 XP) **Proficiency bonus** +2

**Level** 5

Martial Training II. The warrior gains +2 bonus to attack rolls and combat maneuvers DC.

Improved Critical. The warrior’s weapon attacks score a critical hit on a natural 19 or 20.

Second Wind (1/SR). The warrior can use a bonus action to regain 10(1d10+5) **Hit Points**.

**Equipment.** Chain shirt, spear, dagger, short sword, light crossbow, crossbow bolt case, 20 bolts

**Morale** 7 (high)

Actions

Multiattack. The warrior makes two weapon attacks.

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

Handaxe. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6+2) slashing damage. | 2 handaxes

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 4 (1d6+1) piercing damage. | 20 arrows

Shield Bash. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

REACTIONS

Parry. When an attacker hits the warrior with a melee attack and the warrior can see the attacker, he can add 2(1d4) to his AC against the triggering attack, provided that he’s wielding a melee weapon.

Warriors might make up the fighting forces of a powerful lord’s army, or the members of an entire society that values prowess in battle above all else; they might also be encountered as bravos, mercenaries, or solitary hunters of monsters or treasure. Many warriors adhere to strict codes of honor that govern their conduct on and off the field—and many more claim to, while in truth being no better than butchers and ruffians.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Deadly WARRIOR

Medium humanoid (any race), any alignment

**Armor Class** 18 (plate)

**Hit Points** 161 (19d8 + 76)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 16 (+3) 18 (+4) 14 (+2) 14 (+2) 18 (+4)

**Saving Throws** Dex +7, Con +8, Wis +6, Cha +8

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** passive Perception 12

**Languages** any one language

**Challenge** 12 (8,400 XP)

Enhanced Weapons. The deadly warrior’s weapon attacks are treated as if magical and deal an extra 14 (4d6) lightning damage on a hit (included in the attacks).

Resistance. The deadly warrior has advantage on saves against magical attacks.

Actions

Multiattack. The deadly warrior makes four longsword or longbow attacks.

Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 14 (4d6) lightning damage.

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 14 (4d6) lightning damage.

REACTIONS

Parry. The deadly warrior adds 4 to their AC against one melee attack that would hit them. To do so, they must see the attacker and be wielding a melee weapon.

The deadly warrior is an elite combatant who wields greater skill than most other fighters. Although deadly warriors might command others, that is not their forte. They focus on personal combat and skill with their own blade, and use magical armor, weapons, and miscellaneous items to further heighten their effectiveness.

## Warriors

Warrior, 1st level

Medium humanoid (any race), any alignment

**Armor Class** 14 (brigandine), with shield 15 **MR** 0

**Hit Points** 11/5 [18/9] (2d8+2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

13 (+1) 12 (+1) 12 (+1) 10 (+0) 10 (+0) 10 (+0)

**Saving Throws** Str +3, Con +3

**Skills** Athletics +3, Perception +2, Survival +2, Intimidation +2

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, heavy, shields

**Tools Proficiency** smith tools

**Senses** passive Perception 12

**Languages** Common and one racial or regional language

**Challenge** 1/4 (50 XP) **Proficiency bonus** +2

**Level** 1

Martial Training I. Warrior gain +1 bonus to attack rolls and combat maneuvers DC.

Second Wind (1/SR). As a bonus action, warrior can regain 6(1d10+1) **Hit Points**.

**Equipment.** Brigandine, battle axe, small wooden shield, light crossbow, bolt case, 20 bolts

**Special Equipment.** n/a

**Morale** 7

Actions

Multiattack. xx makes xx melee weapon attacks.

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

Light crossbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d8+1) piercing damage.

Xxx

**Tactics:**

**Roleplaying:**

**Faction:**

**Climate/Terrain/Enviroment:** xxx

**Organization**: xxx

**Possessions:** xxx

**Tags:**

Warrior, 2nd level

Medium humanoid (any race), any alignment

**Armor Class** 14 (brigandine), with shield 15 **MR** 0

**Hit Points** 16/8 [27/13] (3d8+3)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

13 (+1) 12 (+1) 12 (+1) 10 (+0) 10 (+0) 10 (+0)

**Saving Throws** Str +3, Con +3

**Skills** Athletics +3, Perception +2, Survival +2, Intimidation +2

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, heavy, shields

**Tools Proficiency** smith tools

**Senses** passive Perception 12

**Languages** Common and one racial or regional language

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

**Level** 3

Martial Training I. Warrior gain +1 bonus to attack rolls and combat maneuvers DC.

**Action Surge (1/SR).** On his turn, warrior can take one additional action.

**Second Wind (1/SR).** As a bonus action, warrior can regain 7(1d10+2) **Hit Points**.

**Equipment.** Brigandine, battle axe, small wooden shield, light crossbow, bolt case, 20 bolts

**Special Equipment.** n/a

**Morale** 7

Actions

Multiattack. xx makes xx melee weapon attacks.

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

Light crossbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d8+1) piercing damage.

Xxx

**Tactics:**

**Roleplaying:**

**Faction:**

**Climate/Terrain/Enviroment:** xxx

**Organization**: xxx

**Possessions:** xxx

**Tags:**

Warrior, 3rd level

Medium humanoid (any race), any alignment

**Armor Class** 15 (scale mail), with shield 15 **MR** 0

**Hit Points** 22/11 [36/08] (4d8+4)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

13 (+1) 12 (+1) 12 (+1) 10 (+0) 10 (+0) 10 (+0)

**Saving Throws** Str +3, Con +3

**Skills** Athletics +3, Perception +2, Survival +2, Intimidation +2

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, heavy, shields

**Tools Proficiency** smith tools

**Senses** passive Perception 12

**Languages** Common and one racial or regional language

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

**Level** 3

Martial Training I. Warrior gain +1 bonus to attack rolls and combat maneuvers DC.

Action Surge (1/SR). On his turn, warrior can take one additional action.

Second Wind (1/SR). As a bonus action, warrior can regain 8(1d10+3) **Hit Points**.

Improved Critical. Warrior’s weapon attacks score a critical hit on a roll of 19 or 20.

**Equipment.** Scale mail, battle axe, small wooden shield, light crossbow, bolt case, 20 bolts

**Special Equipment.** n/a

**Morale** 7

Actions

Multiattack. xx makes xx melee weapon attacks.

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

Light crossbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d8+1) piercing damage.

Xxx

**Tactics:**

**Roleplaying:**

**Faction:**

**Climate/Terrain/Enviroment:** xxx

**Organization**: xxx

**Possessions:** xxx

**Tags:**

Warrior, 4th level

Medium humanoid (any race), any alignment

**Armor Class** 15 (scale mail), with shield 17 **MR** 0

**Hit Points** 27/13 [45/22] (5d8+5)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+1) 12 (+1) 12 (+1) 10 (+0) 10 (+0) 10 (+0)

**Saving Throws** Str +4, Con +3

**Skills** Athletics +4 Perception +2, Survival +2, Intimidation +2

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, heavy, shields

**Tools Proficiency** smith tools

**Senses** passive Perception 12

**Languages** Common and one racial or regional language

**Challenge** 1 (200 XP) **Proficiency bonus** +2

**Level** 4

Martial Training I. Warrior gain +1 bonus to attack rolls and combat maneuvers DC.

Action Surge (1/SR). On his turn, warrior can take one additional action.

Second Wind (1/SR). As a bonus action, warrior can regain 9(1d10+4) **Hit Points**.

Improved Critical. Warrior’s weapon attacks score a critical hit on a roll of 19 or 20.

**Equipment.** Scale mail, battle axe, large wooden shield, light crossbow, bolt case, 20 bolts

**Special Equipment.** n/a

**Morale** 7

Actions

Multiattack. xx makes xx melee weapon attacks.

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

Light crossbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d8+1) piercing damage.

Shield bash. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Xxx

**Tactics:**

**Roleplaying:**

**Faction:**

**Climate/Terrain/Enviroment:** xxx

**Organization**: xxx

**Possessions:** xxx

**Tags:**

Warrior, 5th level

Medium humanoid (any race), any alignment

**Armor Class** 15 (scale mail), with shield 17 **MR** 0

**Hit Points** 34/17 [54/27] (6d8+6)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+1) 12 (+1) 12 (+1) 10 (+0) 10 (+0) 10 (+0)

**Saving Throws** Str +5, Con +4

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

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, heavy, shields

**Tools Proficiency** smith tools

**Senses** passive Perception 13

**Languages** Common and one racial or regional language

**Challenge** 2(450 XP) **Proficiency bonus** +3

**Level** 5

Martial Training I. Warrior gain +1 bonus to attack rolls and combat maneuvers DC.

Action Surge (1/SR). On his turn, warrior can take one additional action.

Second Wind (1/SR). As a bonus action, warrior can regain 10(1d10+5) **Hit Points**.

Improved Critical. Warrior’s weapon attacks score a critical hit on a roll of 19 or 20.

**Equipment.** Scale mail, battle axe, large wooden shield, short bow, quiver, 20 arrows

**Special Equipment.** n/a

**Morale** 8

Actions

Multiattack. Warrior makes two weapon attacks.

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

Short bow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 4 (1d6+1) piercing damage.

Shield bash. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Xxx

**Tactics:**

**Roleplaying:**

**Faction:**

**Climate/Terrain/Enviroment:** xxx

**Organization**: xxx

**Possessions:** xxx

**Tags:**

Warrior, 7th level

Medium humanoid (any race), any alignment

**Armor Class** 16 (breastplate), with shield 18 **MR** 0

**Hit Points** 44/22 [72/36] (8d8+8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Saving Throws** Str +5, Con +4

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

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, heavy, shields

**Tools Proficiency** smith tools, mounts (land)

**Senses** passive Perception 13

**Languages** Common and one racial or regional language

**Challenge** 3 (450 XP) **Proficiency bonus** +3

**Level** 7

Martial Training II. Warrior gain +2 bonus to attack rolls and combat maneuvers DC.

Action Surge (1/SR). On his turn, warrior can take one additional action.

Second Wind (1/SR). As a bonus action, warrior can regain 6(1d10+1) **Hit Points**.

Improved Critical. Warrior’s weapon attacks score a critical hit on a roll of 19 or 20.

**Equipment.** breastplate, battle axe, large steel shield, short bow, quiver, 20 arrows

**Special Equipment.** n/a

**Morale** 8

Actions

Multiattack. Warrior makes two weapon attacks.

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

Short bow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: 5 (1d6+2) piercing damage.

Shield bash. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Xxx

**Tactics:**

**Roleplaying:**

**Faction:**

**Climate/Terrain/Enviroment:** xxx

**Organization**: xxx

**Possessions:** xxx

**Tags:**

Warrior, 10th level

Medium humanoid (any race), any alignment

**Armor Class** 17 (half-plate), with shield 20 **MR** 0

**Hit Points** 71/35 [110/55] (11d8+22)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+1) 14 (+2) 14 (+2) 10 (+0) 12 (+1) 10 (+0)

**Saving Throws** Str +7, Con +6

**Skills** Athletics +7 Perception +5, Survival +5, Intimidation +4

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, heavy, shields

**Tools Proficiency** smith tools, mounts (land)

**Senses** passive Perception 15

**Languages** Common and one racial or regional language

**Challenge** 4 (450 XP) **Proficiency bonus** +4

**Level** 10

Martial Training II. The warrior gain +2 bonus to attack rolls and combat maneuvers DC.

Action Surge (1/SR). On his turn, the warrior can take one additional action.

Second Wind (1/SR). As a bonus action, the warrior can regain 15(1d10+10) **Hit Points**.

Improved Critical. Warrior’s weapon attacks score a critical hit on a roll of 19 or 20.

Brave. The warrior has advantage on **Saving Throws** against being frightened.

Indomitable (1/LR). The warrior can reroll a saving throw that he fails. He must use the new roll.

**Equipment.** Half-plate, masterwork longsword, short bow, quiver, 20 arrows

**Special Equipment.** Large mithral shield +1

**Morale** 8

Actions

Multiattack. The warrior makes two weapon attacks.

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

Short bow. Ranged Weapon Attack: +8 to hit, range 80/320 ft., one target. Hit: 6 (1d6+3) piercing damage.

Shield bash. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Reactions

Parry. The warrior adds 4(1d8) to its AC against one melee attack that would hit it. To do so, the warrior must see the attacker and be wielding a melee weapon.

Riposte. When a creature that the warrior can see misses him with a melee attack, he can use his reaction to make a melee weapon attack against that creature. On a hit, the target takes an extra 4(1d8) damage from the weapon.

**Tactics:**

**Roleplaying:**

**Faction:**

**Climate/Terrain/Enviroment:** xxx

**Organization**: xxx

**Possessions:** xxx

**Tags:**

Warrior, 12th level

Medium humanoid (any race), any alignment

**Armor Class** 17 (half-plate), with shield 20 **MR** 0

**Hit Points** 84/42 [130/65] (13d8+26)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 14 (+2) 10 (+0) 12 (+1) 12 (+1)

**Saving Throws** Str +7, Con +6, Cha +5

**Skills** Athletics +7 Perception +5, Survival +5, Intimidation +4

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, heavy, shields

**Tools Proficiency** smith tools, mounts (land)

**Senses** passive Perception 15

**Languages** Common and one racial or regional language

**Challenge** 5 (XP) **Proficiency bonus** +4

**Level** 12

Martial Training III. The warrior gain +3 bonus to attack rolls and combat maneuvers DC.

Action Surge (1/SR). On his turn, the warrior can take one additional action.

Second Wind (1/SR). As a bonus action, the warrior can regain 17(1d10+12) **Hit Points**.

Improved Critical. Warrior’s weapon attacks score a critical hit on a roll of 19 or 20.

Brave. The warrior has advantage on **Saving Throws** against being frightened.

Indomitable (1/LR). The warrior can reroll a saving throw that he fails. He must use the new roll.

**Equipment.** Half-plate, masterwork longsword, short bow, quiver, 20 arrows

**Special Equipment.** Large mithral shield +1

**Morale** 8

Actions

Multiattack. The warrior makes three weapon attacks.

Longsword. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) slashing damage or 9 (1d10+4) slashing damage if used to make attack with two hands.

Short bow. Ranged Weapon Attack: +9 to hit, range 80/320 ft., one target. Hit: 6 (1d6+3) piercing damage.

Shield bash. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Reactions

Parry. The warrior adds 4(1d8) to its AC against one melee attack that would hit it. To do so, the warrior must see the attacker and be wielding a melee weapon.

Riposte. When a creature that the warrior can see misses him with a melee attack, he can use his reaction to make a melee weapon attack against that creature. On a hit, the target takes an extra 4(1d8) damage from the weapon.

xx

**Tactics:**

**Roleplaying:**

**Faction:**

**Climate/Terrain/Enviroment:** xxx

**Organization**: xxx

**Possessions:** xxx

**Tags:**

Warrior, 15th level

Medium humanoid (any race), any alignment

**Armor Class** 18 (half-plate +1), with shield 21 **MR** 0

**Hit Points** 102/51 [160/80] (16d8+32)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 14 (+2) 10 (+0) 12 (+1) 12 (+1)

**Saving Throws** Str +8, Con +7, Cha +6

**Skills** Athletics +7 Perception +5, Survival +5, Intimidation +4

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, heavy, shields

**Tools Proficiency** smith tools, mounts (land)

**Senses** passive Perception 15

**Languages** Common and one racial or regional language

**Challenge** 5 (XP) **Proficiency bonus** +5

**Level** 15

Martial Training III. The warrior gains +3 bonus to attack rolls and combat maneuvers DC.

Action Surge (1/SR). On his turn, the warrior can take one additional action.

Second Wind (2/SR). As a bonus action, the warrior can regain 20(1d10+15) **Hit Points**.

Improved Critical. Warrior’s weapon attacks score a critical hit on a roll of 19 or 20.

Brave. The warrior has advantage on **Saving Throws** against being frightened.

Indomitable (2/LR). The warrior can reroll a saving throw that he fails. He must use the new roll.

Dueling. The warrior’s melee weapon attacks with one-handed weapon deals extra 2 damage.

**Equipment.** masterwork composite longbow, quiver, 20 arrows

**Special Equipment.** Large mithral shield +1, Half-plate +1, longsword +1,

**Morale** 8

Actions

Multiattack. The warrior makes three weapon attacks.

Longsword +1. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 10 (1d8+6) slashing damage or 9 (1d10+4) slashing damage if used to make attack with two hands.

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

Shield bash. Melee Weapon Attack: +11 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Reactions

Parry. The warrior adds 5(1d10) to its AC against one melee attack that would hit it. To do so, the warrior must see the attacker and be wielding a melee weapon.

Riposte. When a creature that the warrior can see misses him with a melee attack, he can use his reaction to make a melee weapon attack against that creature. On a hit, the target takes an extra 5(1d10) damage from the weapon.

Xxx

**Tactics:**

**Roleplaying:**

**Faction:**

**Climate/Terrain/Enviroment:** xxx

**Organization**: xxx

**Possessions:** xxx

**Tags:**

Warrior, 20th level

Medium humanoid (any race), any alignment

**Armor Class** 18 (half-plate +1), with shield 21 **MR** 0

**Hit Points** 102/51 [160/80] (21d8+32)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 14 (+2) 16 (+3) 10 (+0) 12 (+1) 12 (+1)

**Saving Throws** Str +10, Con +9, Cha +7

**Skills** Athletics +10 Perception +7, Survival +7, Intimidation +7

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, heavy, shields

**Tools Proficiency** smith tools, mounts (land)

**Senses** passive Perception 17

**Languages** Common and one racial or regional language

**Challenge** 5 (XP) **Proficiency bonus** +6

**Level** 20

Martial Training III. The warrior gains +3 bonus to attack rolls and combat maneuvers DC.

Action Surge (2/SR). On his turn, the warrior can take one additional action.

Second Wind (2/SR). As a bonus action, the warrior can regain 25(1d10+20) **Hit Points**.

Great Critical. Warrior’s weapon attacks score a critical hit on a roll of 18 or 20.

Brave. The warrior has advantage on **Saving Throws** against being frightened.

Indomitable (3/LR). The warrior can reroll a saving throw that he fails. He must use the new roll.

Dueling. The warrior’s melee weapon attacks with one-handed weapon deals extra 2 damage.

**Equipment.** masterwork composite longbow, quiver, 20 arrows

**Special Equipment.** Large mithral shield +1, Half-plate +1, longsword +1,

**Morale** 8

Actions

Multiattack. The warrior makes four weapon attacks.

Longsword +1. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 10 (1d8+6) slashing damage or 9 (1d10+4) slashing damage if used to make attack with two hands.

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

Shield bash. Melee Weapon Attack: +11 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Reactions

Parry. The warrior adds 5(1d10) to its AC against one melee attack that would hit it. To do so, the warrior must see the attacker and be wielding a melee weapon.

Riposte. When a creature that the warrior can see misses him with a melee attack, he can use his reaction to make a melee weapon attack against that creature. On a hit, the target takes an extra 5(1d10) damage from the weapon.

Xxx

**Tactics:**

**Roleplaying:**

**Faction:**

**Climate/Terrain/Enviroment:** xxx

**Organization**: xxx

**Possessions:** xxx

Fighter Champion

18th level Champion

**Armor Class** all armor & shields

**Hit Points** 1d10 + Con (use MM rules revise HD to match class)

**Speed** --.

Savings Throws Str +, Con +,

**Skills** 2 – Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Survival

Fighting Style (select 1):

• Archery. The fighter gain a +2 bonus to attack rolls it makes with ranged weapons.

• Defense. While wearing armor the fighter gain a +1 bonus to AC.

• Dueling. When the fighter is wielding a melee weapon in one hand and no other weapon, the fighter gain a +2 bonus to damage rolls with that weapon.

• Great Weapon Fighting. When the fighter rolls a 1 or 2 on a damage die for an attack the fighter make with a melee weapon that the fighter are wielding with two hands, the fighter can reroll the die and must use the new roll, even if the new roll is a 1 or 2. The weapon must have the two-handed or versatile property for the fighter to gain the benefit.

• Protection. When a creature the fighter can see attacks a target other than the fighter that is within 5 feet of the fighter, the fighter can use its reaction to impose disadvantage on the attack roll. The fighter must be wielding a shield.

• Two-Weapon Fighting. When the fighter engages in two-weapon fighting, the fighter can add the fighter ability modifier to the damage of the second attack.

Action Surge (2/day). On the fighter’s turn it can take one additional action on top of its regular action and a possible bonus action.

Superior Critical. The fighter makes a critical hit with a weapon attack on a roll of 18-20.

Indomitable (3/Long Rest). The fighter can reroll a saving throw it has failed. If so, I it must use the second roll.

Remarkable Athlete The fighter adds half the its **Proficiency bonus** to any Strength, Dexterity, or Constitution check the fighter make that doesn’t already use a **Proficiency bonus**. (put this in the abilities you don’t need to spell this out)

When the fighter make a running long jump, the distance the fighter can cover increases by a number of feet equal to the fighterr strength modifier.

Survivor At the start of the fighter’s turn it regains # (5 + Con modifier) **Hit Points** if it has less than # **Hit Points** (half its **Hit Points**). The fighter does not gain this benefit if it has 0 **Hit Points** or less.

ASI (6x). Increase one ability score by 2 or 2 scores by 1 or take a feat. (put this in the abilities or add feats to traits do not print this)

ACTIONS

Multiattack. The fighter makes three weapon attack.

Melee Weapon. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 15 (1d8 + 6) piercing damage.

Ranged Weapon. Ranged Weapon Attack: +10 to hit, range 150/600 ft., one target. Hit: 15 (1d8 + 6) piercing damage.

BONUS ACTIONS

Second Wind (1/Short Rest). The fighter regains 23 (1d10 + 18) **Hit Points**

Fighter Battle Master

18th level Battle Master

**Armor Class** all armor & shields

**Hit Points** 1d10 + Con (use MM rules revise HD to match class)

**Speed** --.

Savings Throws Str +, Con +,

**Skills** 2 – Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Survival

Fighting Style (select 1):

• Archery. The fighter gain a +2 bonus to attack rolls it makes with ranged weapons.

• Defense. While wearing armor the fighter gain a +1 bonus to AC.

• Dueling. When the fighter is wielding a melee weapon in one hand and no other weapon, the fighter gain a +2 bonus to damage rolls with that weapon.

• Great Weapon Fighting. When the fighter rolls a 1 or 2 on a damage die for an attack the fighter make with a melee weapon that the fighter are wielding with two hands, the fighter can reroll the die and must use the new roll, even if the new roll is a 1 or 2. The weapon must have the two-handed or versatile property for the fighter to gain the benefit.

• Protection. When a creature the fighter can see attacks a target other than the fighter that is within 5 feet of the fighter, the fighter can use its reaction to impose disadvantage on the attack roll. The fighter must be wielding a shield.

• Two-Weapon Fighting. When the fighter engages in two-weapon fighting, the fighter can add the fighter ability modifier to the damage of the second attack.

Maneuvers (6/Short Rest): The fighter’s maneuver ability is Strength or Dexterity (maneuver save DC 8+Prof. Bonus + Dex or Str Mod). The fighter can use one of the following maneuvers on one attack: (select 9)

• Commander’s Strike. The fighter can use a bonus action and one attack of an attack action to direct a companion to strike. The fighter can use a maneuver and choose a friendly creature that can see or hear the fighter to use its reaction to make one weapon attack, adding 6 (1d12) to the attack’s damage roll on a hit.

• Disarming Strike. When the fighter hits a creature with a weapon attack it can use a maneuver and attempt to force the target to drop one item. The target must make DC ?? Strength saving throw, dropping the chosen item at its feet on a failure.

• Distracting Stike. When the fighter hits a creature with a weapon attack it can use a maneuver to attempt to distract the target. Add 6 (1d12) to the attack’s damage and the next attack on that target, that isn’t by the fighter, has advantage if it is attempt before the fighter’s next turn.

• Evasive Footwork. When the fighter moves it can use a maneuver and add 6 (1d12) to its AC until it stops moving.

• Feinting Attack. Refer to bonus actions.

• Goading Attack. When the fighter hits a creature with a melee weapon attack it can use a maneuver and attempt to goad the target into attacking it.. The fighter adds 6 (1d12) to the attacks damage and the target must make a DC ?? Wisdom saving throw or have disadvantage on all attack rolls against targets other than the fighter until the end of the fighter’s next turn on a failed save.

• Lunging Attack. When the fighter makes a melee weapon attack it can use a maneuver and increase the reach of the attack by 6 feet. If the attack hits the fighter adds 6 (1d12) to the attack’s damage.

• Maneuvering Attack. When the fighter hits a creature with a melee weapon attack use a maneuver to postion an ally into a more advantageous position. The fighter adds 6 (1d12) to the attacks damage and chooses one friendly creature that can see or hear it. That creature can use its reaction to move half its **Speed** without provoking opportunity attacks from the original target of the attack.

• Menacing Attack. When the fighter hits a creature with a melee weapon attack it can use a maneuver and attempt to frighten the target. The fighter adds 6 (1d12) to the attacks damage and the target must make a DC ?? Wisdom saving throw or be frightened until the end of the fighter’s next turn on a failed save.

• Parry. Refer to Reactions.

• Precision Attack. When the fighter makes a weapon attack roll against a creature, the fighter can use a maneuver and add 6 (1d12) to the roll.

• Pushing Attack. When the fighter hits a creature with a melee weapon attack it can use a maneuver and attempt to push it back. The fighter adds 6 (1d12) to the attacks damage and the target must make a DC ?? Strength saving throw or be pushed up to 15 feet away.

• Rally. Refer to bonus actions.

• Riposte. Refer to Reactions.

• Sweeping Attack. When the fighter hits a creature with a melee weapon attack it can use a maneuver and attempt to damage another creature within 5 feet of the original target. If the attack roll to hit the original target would hit the second target, the second target takes 6 (1d12) weapon type damage.

Action Surge (2/day). On the fighter’s turn it can take one additional action on top of its regular action and a possible bonus action.

Indomitable (3/Long Rest). The fighter can reroll a saving throw it has failed. If so, I it must use the second roll.

Relentless. The fighter regains one maneuver if it has 0 when initiative is rolled.

ASI (6x). Increase one ability score by 2 or 2 scores by 1 or take a feat. (put this in the abilities or add feats to traits do not print this)

ACTIONS

Multiattack. The fighter makes three weapon attack.

BONUS ACTIONS

Second Wind (1/Short Rest). The fighter regains 20 (1d12 + 16) **Hit Points**

Feinting Attack. The fighter chooses one creature within 5 feet of it and uses a maneuver to gain advantage on the fighter’s next attack roll. If that attack hits, add 6 (1d12) to the damage roll. ‘

Rally. The fighter chooses one friendly creature that can see or hear it and can use a maneuver to bolster its resolve. The creature gains 6 (1d12 + Cha Modifier) **Hit Points**.

REACTIONS

Parry. When the fighter is damaged by a melee attack it can use a maneuver to to reduce the damage by the 6 (1d12 + Dex modifier).

Riposte. When a creature misses the fighter with an attack, the fighter can use a maneuver to make a melee weapon attack against the creature. If the attack hits, add 6 (1d12) weapon type damage to the attack.

**Tags:**

## Mercenaries

These are groups of low-level fighters who hire themselves to the highest bidder. When encountered there is an even chance they may be already hired and on their way to a war, rendezvousing a prospective employer, open for employment, or on their way home and not willing to be hired again yet.

Mercenaries range from individual sellswords and companies of a few dozen, to entire armies for hire. Most other soldiers are suspicious or downright hostile to mercenaries, with the assumption that those who fight only for coin will desert them as soon as a better offer presents itself. In fact, most mercenaries are fully aware of this and, with word-of-mouth'- Ц being their only real guarantee of further employment, go to great pains to honor their contracts. However, the stereotype holds true for some and, when battle turns against them, the promise of gold can be worth less than the love of one’s country as far as morale is concerned.

A common sight amongst martial guilds, mercenaries can be found in great numbers in The Black Marks and Carrion Company . Career soldiers, given enough freedom and experience, might transition to the mercenary life themselves.

Transitory by nature, mercenaries sometimes bring exotic and strange weapons to the field. It is common for mercenaries to not only carry their wealth with them, but to display it openly, to boast of their deeds, prove their employability, and show their ability to defend themselves.

|  |  |
| --- | --- |
| d12 | Item(s) |
| 1-2 | A coin purse with 4d4 cp. |
| 3-4 | A coin purse with 4d6 cp, and 4d4 sp. |
| 5-6 | A coin purse with 4d8 cp, 4d6 sp, and 4d4 ep. |
| 7-8 | A coin purse with 4d10 cp, 4d8 sp, 4d6 ep, and 4d4 gp. |
| 9 | A notice of banishment, forbidding entry to a nearby country on pain of death |
| 10 | A small book with blackmail information about previous employers |
| 11 | A flask of eye-wateringly strong orcish ale |
| 12 | Roll twice for this loot drop. |

Mercenary Medic

Medium humanoid (any race), any alignment

**Armor Class** 12 (leather)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 12 (+1) 12 (+1) 10 (+0) 13 (+1) 10 (+0)

**Skills** Medicine +3

**Senses** passive Perception 11

**Languages** any one language

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

Actions

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

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

Healer’s Kit (10/Day). The medic targets a creature. If the creature is unconscious, it is stabilised and regains 1 hit point. Otherwise, it regains 7 (1d6 + 4) **Hit Points**, plus additional **Hit Points** equal to the creature’s maximum number of hit dice. A creature must finish a short or long rest before it can receive the latter benefit again.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Man-At-Arms [1/2]

Medium humanoid (any race), any alignment (usually neutral)

**Armor Class** 15 (infantry armor)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Athletics +3, Survival +2

**Senses** passive Perception 10

**Languages** any one language

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

**Charge.** If the man-at-arms moves at least 20 feet straight toward a target and then hits it with a melee weapon attack on the same turn, the target takes an extra 3 (1d6) damage.

**Tempered by War.** The man-at-arms has advantage on **Saving Throws** against being frightened.

Actions

Halberd. Melee Weapon Attack: +4 to hit, reach 10 ft., one

a ^ue;iu< ivteiee v v eapon nt-t-acr: +4 io 1 1 - target. Hit: 7 (idio + 2) slashing damage.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Mercenary (1)

Medium humanoid (any race), any alignment

**Armor Class** 15 (studded leather, wooden shield)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 12 (+1) 12 (+1) 12 (+1) 10 (+0) 11 (+0)

**Saving Throws** Con +3

**Skills** Athletics +3, Perception +2

Armor light, shields

Weapons simplle

**Senses** passive Perception 12

**Languages** Common, Chondathan

**Challenge** 1/8 (50 XP) **Proficiency bonus** +2

Level 1

**Morale** High

Equipment. Studded leather, heavy wooden shield, battle axe, sling, pouch with 1d10 sp

Actions

Battle axe. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 5 (1d8 + 1) piercing damage.

Sling. Ranged Weapon Attack: +3 to hit, range 30/120 ft., one creature. Hit: 3 (1d4 + 1) bludgeoning damage.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Mercenary [1]

Medium humanoid (any race), any alignment

**Armor Class** 16 (half plate armor)

**Hit Points** 19 (3d8 + 6)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 12 (+1) 14 (+2) 10 (+0) 10 (+0) 10 (+0)

**Senses** passive Perception 10

**Languages** any one language

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Actions

Multiattack. The mercenary makes two melee weapon attacks.

Battleaxe. 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 to make a melee attack.

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

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Mercenary Veteran [1]

Medium humanoid (any race), any alignment (usually neutral

**Armor Class** 16 (infantry armor) **Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 15 (+2) 14 (+2) 11 (+0) 13 (+1) 11 (+0)

**Skills** Athletics +4, Survival +3

**Senses** passive Perception 11

**Languages** any one language

**Challenge** 1 (200 XP)

Tempered by War. The mercenary has advantage on **Saving Throws** against being frightened.

Actions

Multiattack. The mercenary makes two melee attacks.

Caspian Battleblade. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

Repeating Pistol. Ranged Weapon Attack: +4 to hit, range 30/90 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Mercenary, Bodyguard [2]

Medium humanoid (human), neutral

**Armor Class** 15 (studded leather)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

15(+2) 16(+3) 14(+2) 14(+2) 11(+0) 10(+0)

**Saving Throws** Str +4, Dex +5, Wis +2

**Skills** Athletics +4

**Senses** passive Perception 10

**Languages** Common

**Challenge** 2 (450 XP)

Actions

Multiattack. The bodyguard makes two melee attacks, or two

ranged attacks if it is wielding both hand crossbows.

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

Hand Crossbow. Ranged Weapon Attack: +5 to hit, range 30/120

ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Reactions

Parry. The bodyguard adds 2 to its AC against one melee attack

that would hit it. To do so, the bodyguard must see the attacker

and be wielding a melee weapon.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Mercenary Elite [4]

Medium humanoid (any race), any alignment (usually neutral)

**Armor Class** 18 (plate armor)

**Hit Points** 60 (8d8 + 24)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 16 (+3) 17 (+3) 12 (+1) 12 (+1) 12 (+1)

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

**Senses** passive Perception 11

**Languages** any one language

**Challenge** 4 (1,100 XP)

Second Wind (1/SR). As a bonus action, the mercenary can regain 15 **Hit Points**.

Tempered by War. The mercenary has advantage on **Saving Throws** against being frightened.

Actions

Multiattack. The mercenary makes two melee attacks.

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

Hand Cannon. Ranged Weapon Attack: +5 to hit, range 80/240 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Mercenary Envoy [1]

Medium humanoid

Armor Class 15 (chain shirt)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 15 (+2) 15 (+2) 10 (+0) 12 (+1) 9 (-1)

Saving Throws Str +4, Con +4

Skills Athletics +4, Perception +3

Senses passive Perception 13

Languages Common

Challenge 1 (200 XP) Proficiency Bonus +2

Inspired Courage. The mercenary has advantage on savings throws against being charmed, frightened, grappled, or restrained while within 5 feet of at least one ally.

Martial Advantage. Once per turn, the mercenary can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the mercenary that isn't incapacitated.

Actions

Multiattack. The mercenary makes two longsword attacks.

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

Heavy Crossbow. Ranged Weapon Attack: +4 to hit, range

100/400 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

These mercenaries stand for the Banner of Blades and the Iron Lions at Tyreus's fortress, but they might not be representative of those armies. These are rank-and-file warriors capable of demonstrating coordinated attacks and formations. They are neither the most capable lieutenants nor the rough-andtumble masses of these small armies.

For the purposes of their Inspired Courage feature, the mercenaries of both companies consider each other allies while at the fortress—unless the adventurers do something to drive them apart.

Mercenary captain [5]

Medium humanoid (human), lawful neutral

Armour Class 18 (breastplate, shield)

**Hit Points** 67 (9d8 + 27)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

17 (+3) 15 (+3) 16 (+3) 13 (+1) 13 (+1) 15 (+2)

**Saving Throws** Con +6, Wis +4

**Skills** Athletics +6, Insight +4, Perception +4, Persuasion +5

**Senses** passive Perception 14

**Languages** Common

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

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

Actions

Multiattack. Dunfield makes two melee weapon attacks.

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

Reactions

Retribution. When a creature within 5 feet of Dunfield makes an attack against a target other than him, he can use his reaction to make a melee weapon attack against the attacking creature.

Shield Block. If an ally within 5 feet of Dunfield is hit by an attack, he can reduce that attack's damage by half.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Mercenary, Elite Veteran [7]

Medium humanoid (any race), any alignment

**Armor Class** 18 (plate armor)

**Hit Points** 93 (11d8 + 22)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 10 (+0) 14 (+2) 12 (+1) 12 (+11) 12 (+1)

**Skills** Athletics +7, Intimidation +5

**Senses** passive Perception 11

**Languages** Common,

**Challenge** 7 (2,900 XP) **Proficiency bonus** +4

**Level** 11

Martial Training II. Mercenary, Elite Veteran gains+2 bonus to attack rolls and combat maneuvers DC.

Action Surge (1/SR). Mercenary, Elite Veteran takes an additional action on his turn.

Brute. A melee weapon deals one extra die of its damage when Mercenary, Elite Veteran hits with it (included in the attack).

Indomitable (1/SR). Mercenary, Elite Veteran can reroll a saving throw that he fails. He must use the new roll.

Second Wind (1/SR). Mercenary, Elite Veteran can use a bonus action to regain 16 (1d10 + 11) **Hit Points**.

Actions

Multiattack. Mercenary, Elite Veteran makes three attacks with his greataxe.

Greataxe. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 16 (2d12 + 3) slashing damage.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Mercenary, Dullblade [1/8]

Medium humanoid (any race), any alignment

**Armor Class** 18 (plate armor)

**Hit Points** 93 (11d8 + 22)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 10 (+0) 14 (+2) 12 (+1) 12 (+11) 12 (+1)

**Skills** Athletics +7, Intimidation +5

**Senses** passive Perception 11

**Languages** Common,

**Challenge** 7 (2,900 XP) **Proficiency bonus** +4

**Level** 11

Martial Training II. Mercenary, Elite Veteran gains+2 bonus to attack rolls and combat maneuvers DC.

Action Surge (1/SR). Mercenary, Elite Veteran takes an additional action on his turn.

Brute. A melee weapon deals one extra die of its damage when Mercenary, Elite Veteran hits with it (included in the attack).

Indomitable (1/SR). Mercenary, Elite Veteran can reroll a saving throw that he fails. He must use the new roll.

Second Wind (1/SR). Mercenary, Elite Veteran can use a bonus action to regain 16 (1d10 + 11) **Hit Points**.

Actions

Multiattack. Mercenary, Elite Veteran makes three attacks with his greataxe.

Greataxe. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 16 (2d12 + 3) slashing damage.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Mercenary, Nightblade [3]

Mercenary, sapper [1]

## Soldiers

These are organized militia engaged in the defense of their home region. Soldiers are led by a **captain (6th level or higher)** and a lieutenant 1-4 levels lower. Each leader is accompanied by 1-12 soldiers of 1st or 2nd level. Most soldiers are engaged in routine patrols of the homeland. If local wars are occurring, there is a 50% chance that the soldiers are either heading off to the war or returning from it. There is a 5% chance of a cleric (5th-7th level) for each 50 soldiers present.

Soldie, Unexperienced Recruit [1/8]

Medium humanoid (any race), any alignment

**Armor Class** 13 (padded armor, shield)

**Hit Points** 5 (1d8 + 1)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 11 (+0) 12 (+1) 10 (+0) 12 (+1) 9 (-1)

**Senses** passive Perception 11

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

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

Actions

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Soldier 1 [1/4]

Medium humanoid (any race), any alignment

**Armor Class** 14 (chain shirt). 16 with shield

**Hit Points** 11/5 [18/9] (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Athletics +3

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1/4 (50 XP) **Proficiency bonus** +2

**Martial Training I.** Soldier gains a bonus +1 to weapon attack rolls and combat maneuvers DC.

Actions

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

***Long Spear.*** Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

***Javelin.*** Ranged Weapon Attack: +4 to hit, range 30/90 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

***Shield Push.*** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage. If the target is large sized or smaller, it must make a DC 12 Strength saving throw or be knocked prone or pushed back 5 ft. (soldier's choice)

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Soldier 2 [1/2]

Medium humanoid (any race), any alignment

Armor Class 17 (breastplate and shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 12 (+1) 12 (+1) 10 (+0) 11 (+0) 10 (+0)

Skills Atheletics +3

Senses passive Perception 10

Languages Common

Challenge 1/2 (100 XP) Proficiency Bonus +2

Martial Advantage. Once per turn, the soldier can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

Actions

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

Long Spear. Melee Weapon Attack: +3 to hit, reach 10 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Javelin. Ranged Weapon Attack: +3 to hit, range 30/90 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Shield Push. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 2 (1d2 + 1) bludgeoning damage. If the target is large sized or smaller, it must make a DC 11 Strength saving throw or be knocked prone or pushed back 5 ft. (soldier's choice)

Soldiers are the skilled warriors that serve in armies. They form the bulk of nearly every organized military force and can usually be relied upon to follow orders when led by a captain that they trust and respect.

The Phalanx Formation

Thylean soldiers are usually called "hoplites," and they specialize in a mass military formation called the "phalanx." Soldiers typically arrange themselves into tight rows on the battlefield, locking their shields together to create a shield wall. Hoplites on the front line carry their shield on their left arm, protecting their neighbor to the left. They use their right hand to reach over the shield wall and attack the enemy with their spear. This formation was devised for use in large-scale battles, but in Thylea, even small squadrons of soldiers are trained to take advantage of the phalanx. With the leadership of a captain, pairs of soldiers can lock their shields together into tight units, dramatically increasing their effectiveness.

Soldier 3 [1/2]

Medium humanoid (any race), any alignment

**Armor Class** 15 (scale mail). 17 with shield

**Hit Points** 11/5 [18/9] (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 12 (+1) 12 (+1) 10 (+0) 11 (+0) 10 (+0)

**Skills** Atheletics +3

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

**Martial Training I.** Soldier gains a bonus +1 to weapon attack rolls and combat maneuvers DC.

**Martial Advantage.** Once per turn, the soldier can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

**Formation Tactics.** The soldier has advantage on **Saving Throws** against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

Actions

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

Long Spear. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Javelin. Ranged Weapon Attack: +4 to hit, range 30/90 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Shield Push. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit:3 (1d4 + 1) bludgeoning damage. If the target is large sized or smaller, it must make a DC 12 Strength saving throw or be knocked prone or pushed back 5 ft. (soldier's choice)

Greatsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) slashing damage.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Soldier 4 [1/2]

Medium humanoid (any race), any alignment

**Armor Class** 18 (chain mail, shield)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Athletics +3, Perception +2

**Senses** passive Perception 12

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

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

**Morale** 8 (high)

**Formation Tactics.** The soldier has advantage on **Saving Throws** against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

Actions

Multiattack. The soldier makes two melee attacks.

Longsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Soldier 5 [1]

4th-level Medium humanoid, any alignment

Armor Class 18 (scale mail, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Saving Throws Str +4, Con +3

Skills Athletics +4, Perception +2

Senses passive Perception 12

Languages Common, one racial language

Challenge 1 (200 XP) Proficiency Bonus +2

Brave. The soldier has advantage on saving throws against being frightened.

Martial Advantage I. The soldier gains +1 bonus to weapon attack rolls and combat maneuvers DC.

Actions

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

Crossbow, light. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Environment: Coastal, Forest, Grassland, Hill, Mountain, Urban

Akroan Hoplite

Akroan hoplites, also called stratians, number among the fiercest soldiers on Theros. They train relentlessly and possess unflinching resolve. In the annals of Akros, tales abound of squads of stratians that defended a key location against a much larger force or crept behind enemy lines and wreaked havoc in the opposing army.

Hoplites are highly trained warriors, versed not only in strategy and tactics but in the glorification of the warrior's spirit, the basis of an ethos that forges an unbreakable bond between members of a military unit. In combat, hoplites typically work in groups and use coordinated tactics to win victories.

The three Hoplite Unit Names tables present the sorts of titles used by hoplite contingents hailing from Theros's great poleis. Consider using these names for military forces characters encounter during their adventures or that they were once a part of.

Akroan Hoplite Unit Names

D8 Name

1 Spears of Iroas

2 Iron Fangs

3 Arrows of Anax

4 The Unbroken

5 Anvil of Purphoros

6 Skewering Squad

7 Shield of Akros

8 Cymede's Heart

Meletian Hoplite

Medium humanoid, any alignment

Armor Class 18 (breastplate, shield)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 12 (+1) 16 (+3) 13 (+1) 11 (+0)

Saving Throws Dex +4, Int +5

Skills Arcana +5, History +5, Perception +3

Senses passive Perception 13

Languages Common

Challenge 3 (700 XP) Proficiency Bonus +2

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

Cantrips (at will): mage hand, minor illusion, ray of frost (see "Actions" below)

1st level (4 slots): color spray, expeditious retreat, sleep

2nd level (2 slots): blur, cloud of daggers, invisibility

Actions

Multiattack. The hoplite makes three weapon attacks. It can replace one weapon attack with ray of frost.

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 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.

Shield Bash. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Ray of Frost (Cantrip). Ranged Spell Attack: +5 to hit, range 60 ft., one creature. Hit: 4 (1d8) cold damage, and the target's speed is reduced by 10 feet until the start of the hoplite's next turn.

Meletian Hoplite

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Meletian hoplites use a combination of cunning, faith, and magic to defend their coastal home. Most of these skilled soldiers serve in the Reverent Army, the defenders of Meletis, which uses an array of proven strategies and flexible troop formations to gain the advantage over foes. Bolstered by trained griffon and pegasus steeds, they strike foes where they least expect.

Hoplites are highly trained warriors, versed not only in strategy and tactics but in the glorification of the warrior's spirit, the basis of an ethos that forges an unbreakable bond between members of a military unit. In combat, hoplites typically work in groups and use coordinated tactics to win victories.

The three Hoplite Unit Names tables present the sorts of titles used by hoplite contingents hailing from Theros's great poleis. Consider using these names for military forces characters encounter during their adventures or that they were once a part of.

Meletian Hoplite Unit Names

D8 Name

1 Kraken's Claw

2 Hands of Justice

3 Thassa's Spear

4 Ephara's Shield

5 Kindred of the Deep

6 Riders of Heliod

7 Keepers of Pyrgnos

Setessan Hoplite

Medium humanoid, any alignment

Armor Class 16 (leather, shield)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Saving Throws Dex +5, Wis +5

Skills Acrobatics +5, Perception +5, Survival +5

Senses passive Perception 15

Languages Common

Challenge 4 (1,100 XP) Proficiency Bonus +2

Pack Tactics. The hoplite has advantage on an attack roll against a creature if at least one of the hoplite's allies is within 5 feet of the hoplite and the ally isn't incapacitated.

Actions

Multiattack. The hoplite makes two scimitar attacks or two longbow attacks.

Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage plus 10 (3d6) poison damage.

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 10 (3d6) poison damage.

Setessan Hoplite

MOT

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Most Setessan hoplites begin their training as hunters, making them skilled in traversing the woods and adept at both guerrilla tactics and archery. Their strategies often emulate the favored servants of Nylea—especially wild beasts like wolves and lynxes. Typically a few soldiers harry an enemy while the rest capitalize on their foe's distraction.

Hoplites are highly trained warriors, versed not only in strategy and tactics but in the glorification of the warrior's spirit, the basis of an ethos that forges an unbreakable bond between members of a military unit. In combat, hoplites typically work in groups and use coordinated tactics to win victories.

The three Hoplite Unit Names tables present the sorts of titles used by hoplite contingents hailing from Theros's great poleis. Consider using these names for military forces characters encounter during their adventures or that they were once a part of.

Setessan Hoplite Unit Names

d8 Name

1 Nylea's Arrows

2 The Watchers

3 Fangs of Ophis

4 The Swiftswords

5 Karametra's Wolves

6 Defenders of the Grove

7 Bronze Blades

8 The Jackals

Soldier, Captain

Medium humanoid (any race), any alignment

Armor Class 18 (breastplate and shield)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Skills Atheletics +4

Senses passive Perception 10

Languages Common

Challenge 3 (700 XP) Proficiency Bonus +2

Brave. The captain has advantage on saving throws against being frightened.

Martial Advantage. Once per turn, the captain can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

Actions

Multiattack. The captain makes two melee attacks.

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

Javelin. Ranged Weapon Attack: +4 to hit, range 30/90 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Shield Push. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d2 + 2) bludgeoning damage. If the target is large sized or smaller, it must make a DC 12 Strength saving throw or be knocked prone or pushed back 5 ft. (captain's choice)

Shield Wall. For 1 minute the captain and any ally who can see the captain gains +1 AC if they are using a shield. They gain an additional +1 AC as long as they are standing within 5 ft. of another ally using a shield. The maximum AC bonus from this ability is +2 AC.

Armies are organized into detachments of soldiers that need commanders. A captain must have the respect of his unit, even if this is only because he is far tougher than his followers. He must also have the combat skill and willingness to lead from the front. A wise captain also keeps his men alive by not committing them to battles without a solid chance of victory.

The Phalanx Formation

Thylean soldiers are usually called "hoplites," and they specialize in a mass military formation called the "phalanx." Soldiers typically arrange themselves into tight rows on the battlefield, locking their shields together to create a shield wall. Hoplites on the front line carry their shield on their left arm, protecting their neighbor to the left. They use their right hand to reach over the shield wall and attack the enemy with their spear. This formation was devised for use in large-scale battles, but in Thylea, even small squadrons of soldiers are trained to take advantage of the phalanx. With the leadership of a captain, pairs of soldiers can lock their shields together into tight units, dramatically increasing their effectiveness.

Soldier

Medium humanoid (any race), any alignment

Armor Class 17 (breastplate and shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 12 (+1) 12 (+1) 10 (+0) 11 (+0) 10 (+0)

Skills Atheletics +3

Senses passive Perception 10

Languages Common

Challenge 1/2 (100 XP) Proficiency Bonus +2

Martial Advantage. Once per turn, the soldier can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

Actions

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

Long Spear. Melee Weapon Attack: +3 to hit, reach 10 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Javelin. Ranged Weapon Attack: +3 to hit, range 30/90 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Shield Push. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 2 (1d2 + 1) bludgeoning damage. If the target is large sized or smaller, it must make a DC 11 Strength saving throw or be knocked prone or pushed back 5 ft. (soldier's choice)

Soldier

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Soldiers are the skilled warriors that serve in armies. They form the bulk of nearly every organized military force and can usually be relied upon to follow orders when led by a captain that they trust and respect.

The Phalanx Formation

Thylean soldiers are usually called "hoplites," and they specialize in a mass military formation called the "phalanx." Soldiers typically arrange themselves into tight rows on the battlefield, locking their shields together to create a shield wall. Hoplites on the front line carry their shield on their left arm, protecting their neighbor to the left. They use their right hand to reach over the shield wall and attack the enemy with their spear. This formation was devised for use in large-scale battles, but in Thylea, even small squadrons of soldiers are trained to take advantage of the phalanx. With the leadership of a captain, pairs of soldiers can lock their shields together into tight units, dramatically increasing their effectiveness.

Soldier

4th-level Medium humanoid, any alignment

Armor Class 18 (scale mail, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Saving Throws Str +4, Con +3

Skills Athletics +4, Perception +2

Senses passive Perception 12

Languages Common, one racial language

Challenge 1 (200 XP) Proficiency Bonus +2

Brave. The soldier has advantage on saving throws against being frightened.

Martial Advantage I. The soldier gains +1 bonus to weapon attack rolls and combat maneuvers DC.

Actions

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

Crossbow, light. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Environment: Coastal, Forest, Grassland, Hill, Mountain, Urban

Soldier, Experienced [1]

Medium humanoid (any race), any alignment

**Armor Class** 16 (scale mail), 18 with shield

**Hit Points** 27/13 [45/22] (5d8 + 5)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Athletics +4

**Senses** passive Perception 10

**Languages** any one language (usually common)

**Challenge** 1 (200 XP) **Proficiency bonus** +2

**Martial Training I.** Soldier gains a bonus +1 to weapon attack rolls and combat maneuvers DC.

**Martial Advantage.** Once per turn, the soldier can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

Actions

***Crossbow, light.*** Ranged Weapon Attack: +5 to hit, range 80/320 ft., one creature. Hit: 6 (1d8 + 2) piercing damage

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

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Soldier, Experienced 1 [1]

Medium humanoid (any race), any alignment

**Armor Class** 14 (brigandine) ,16 with shield)

**Hit Points** 32/16 [50/25] (5d8 + 10)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

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

**Senses** passive Perception 13

**Languages** Common

**Challenge** 1 (200 XP) **Proficiency bonus** +2

**Level** 4

**Equipment.** Brigandine armor, heavy shield, scimitar, 5 javelins, backpack, 5 trail rations, waterskin, bedroll, mess kit, flask, 1d6 gp, 1d8 sp, 2d6 cp.

**Morale** 7

Martial Training I. Soldier gains +1 bonus to attack rolls and combat maneuvers DC.

Actions

Multiattack. Soldier makes two weapon attacks.

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

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

Reactions

Protection. When an attacker the soldier can see makes an attack roll against a creature within 5 feet of the soldier, the soldier can impose disadvantage on the attack roll.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Soldier, retired 1 [1]

Medium humanoid (human), neutral good

**Armor Class** 16 (chain mail)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Saving Throws** Str +3, Con +3

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** Common

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Actions

Multiattack. The retired soldier makes two melee attacks.

Longsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage.

Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

Reactions

Parry. When an attacker hits the retired soldier with a melee attack and the retired soldier can see the attacker, he can roll 1d6 and add the number rolled to his AC against the triggering attack, provided that he's wielding a melee weapon.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Soldier, retired 2 [1]

Medium humanoid (any race), any alignment

**Armor Class** 14 (chain shirt)

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 12 (+1) 14 (+2) 11 (+0) 14 (+2) 9 (-1)

**Skills** Athletics +5, Perception +4

**Senses** passive Perception 14

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

**Challenge** 1 (400 XP)

ACTIONS

Multiattack. The retired soldier makes two melee attacks.

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

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

Soldier, Sergeant 1 [1]

Medium humanoid (human), any align ment

**Armor Class** 14 (scale mail), with shield 16

**Hit Points** 19 (3d8+6) max 30

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 12 (+1) 12 (+1) 10 (+0) 10 (+0) 9 (-1)

**Saving Throws** Str +4, Con +3

**Skills** Athletics +4, Perception+2

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, shields

**Tools Proficiency** usually none

**Senses** passive Perception 12

**Languages** Common, and one human regional language or racial language

**Challenge** 1 (200 XP) **Proficiency bonus** +2

**Level** 3

**Martial Training I.** Soldier gain +1 bonus to attack rolls and combat maneuvers DC.

**Tough I.** Sergeant gains +1 additional hit point per hit die.

Martial Advantage. Once per turn, the soldier can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally.

**Brave.** The sergeant has advantage on **Saving Throws** against being frightened.

**Phalanx Formation.** The soldier has advantage on attack rolls and Dexterity **Saving Throws** while standing within 5 feet of a soldier’s ally wielding a shield.

**Equipment.** Scale mail, large wooden shield, long sword, long bow

Actions

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

***Longbow.*** Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 5(1d8+1) piercing damage.

***Command.*** The sergeant targets one ally it can see within 30 feet of it. If the target can see and hear the sergeant, the target can make one weapon attack as a reaction.

***Maneuver Allies (Recharge 5–6).*** Up to four allies within 60 feet of this sergeant that can hear it can each use their reaction to move up to half their **Speed** without provoking opportunity attacks.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Soldier, Sergeant 2 [2]

Medium humanoid (human), lawful neutral

**Armor Class** 15 (breastplate)

**Hit Points** 34 (6d8 + 6)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14(+2) 12(+1) 13(+1) 12(+1) 14(+2) 14(+2)

**Saving Throws** Str +4, Dex +3, Wis +4

**Skills** Athletics +4, Intimidation +4

**Senses** passive Perception 12

**Languages** Common

**Challenge** 2 (450 XP)

Martial Training I.

Actions

***Multiattack.*** Sergeant makes two longsword attacks. If he has a shortsword drawn, he can also make a shortsword attack.

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

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

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

Reactions

***Parry.*** Sergeant adds 2(1d4) to its AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Soldier, Lieutenant [2]

Medium humanoid (any race), any alignment

**Armor Class** 18 (breastplate and shield)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Atheletics +5

**Senses** passive Perception 10

**Languages** Common

**Challenge** 2 (450 XP) **Proficiency bonus** +2

Level 5

***Brave.*** The lieutenant has advantage on **Saving Throws** against being frightened.

***Martial Advantage.*** Once per turn, the lieutenant can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

***Martial Training I. .*** The lieutenant gains +1 bonus to attack rolls and combat maneuvers DC.

***Command.*** The lieutenant targets one ally it can see within 30 feet of it. If the target can see and hear the lieutenant, the target can make one weapon attack as a reaction.

***Maneuver Allies (Recharge 5–6).*** Up to four allies within 60 feet of this lieutenant that can hear it can each use their reaction to move up to half their **Speed** without provoking opportunity attacks.

Actions

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

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

Javelin. Ranged Weapon Attack: +5 to hit, range 30/90 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

***Shield Push.*** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage. If the target is large sized or smaller, it must make a DC 13 Strength saving throw or be knocked prone or pushed back 5 ft. (captain's choice)

***Shield Wall.*** For 1 minute The lieutenant and any ally who can see the captain gains +1 AC if they are using a shield. They gain an additional +1 AC as long as they are standing within 5 ft. of another ally using a shield. The maximum AC bonus from this ability is +2 AC.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Soldier, Captain 1 [2]

Medium humanoid (any race), any alignment

**Armor Class** 17 (scale mail, shield)

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 12 (+1) 14 (+2) 10 (+0) 10 (+0) 14 (+2)

**Saving Throws** Str +4, Con +4

**Skills** Perception +2

**Senses** passive Perception 12

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

**Challenge** 2 (450 XP) **Proficiency bonus** +2

Martial Training I. . The captain gains +1 bonus to attack rolls and combat maneuvers DC.

Actions

***Multiattack.*** The captain makes two melee attacks or two ranged attacks. It can use its Command or Maneuver Allies in place of one attack.

Longsword. Melee Weapon Attack: +6 to hit, one target. Hit: 7 (1d8 + 3) slashing damage.

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one creature. Hit: 5 (1d8 + 1) piercing damage.

**Command.** The captain targets one ally it can see within 30 feet of it. If the target can see and hear the captain, the target can make one weapon attack as a reaction.

**Maneuver Allies (Recharge 5–6).** Up to four allies within 60 feet of this captain that can hear it can each use their reaction to move up to half their **Speed** without provoking opportunity attacks.

Reactions

Directed Strike (2/day). When a creature the captain can see within 30 feet of it makes an attack roll, and the creature can hear the captain, the captain grants advantage to that roll.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Soldier, Captain 2[3]

Medium humanoid (any race), any alignment

Armor Class 18 (breastplate and shield)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Skills Atheletics +4

Senses passive Perception 10

Languages Common

Challenge 3 (700 XP) Proficiency Bonus +2

Brave. The captain has advantage on saving throws against being frightened.

Martial Advantage. Once per turn, the captain can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

Actions

Multiattack. The captain makes two melee attacks.

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

Javelin. Ranged Weapon Attack: +4 to hit, range 30/90 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Shield Push. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d2 + 2) bludgeoning damage. If the target is large sized or smaller, it must make a DC 12 Strength saving throw or be knocked prone or pushed back 5 ft. (captain's choice)

Shield Wall. For 1 minute the captain and any ally who can see the captain gains +1 AC if they are using a shield. They gain an additional +1 AC as long as they are standing within 5 ft. of another ally using a shield. The maximum AC bonus from this ability is +2 AC.

Armies are organized into detachments of soldiers that need commanders. A captain must have the respect of his unit, even if this is only because he is far tougher than his followers. He must also have the combat skill and willingness to lead from the front. A wise captain also keeps his men alive by not committing them to battles without a solid chance of victory.

The Phalanx Formation

Thylean soldiers are usually called "hoplites," and they specialize in a mass military formation called the "phalanx." Soldiers typically arrange themselves into tight rows on the battlefield, locking their shields together to create a shield wall. Hoplites on the front line carry their shield on their left arm, protecting their neighbor to the left. They use their right hand to reach over the shield wall and attack the enemy with their spear. This formation was devised for use in large-scale battles, but in Thylea, even small squadrons of soldiers are trained to take advantage of the phalanx. With the leadership of a captain, pairs of soldiers can lock their shields together into tight units, dramatically increasing their effectiveness.

Soldier, Captain 3[3]

Medium humanoid (any race), any alignment

**Armor Class** 18 (breastplate and shield)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Atheletics +4

**Senses** passive Perception 10

**Languages** Common

**Challenge** 3 (700 XP) **Proficiency bonus** +2

***Brave.*** The captain has advantage on **Saving Throws** against being frightened.

***Martial Advantage.*** Once per turn, the captain can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

Actions

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

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

Javelin. Ranged Weapon Attack: +4 to hit, range 30/90 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

***Shield Push.*** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d2 + 2) bludgeoning damage. If the target is large sized or smaller, it must make a DC 12 Strength saving throw or be knocked prone or pushed back 5 ft. (captain's choice)

***Shield Wall.*** For 1 minute the captain and any ally who can see the captain gains +1 AC if they are using a shield. They gain an additional +1 AC as long as they are standing within 5 ft. of another ally using a shield. The maximum AC bonus from this ability is +2 AC.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Soldier, Captain 4[4]

Medium humanoid (human), any alignment

**Armor Class** 18 (chain mail and shield)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 10 (+0) 15 (+2) 12 (+1) 12 (+1) 16 (+3)

**Saving Throws** Strength +6, Constitution +4

**Skills** Athletics +6, Perception +5, Intimidation +7

**Senses** passive Perception 15

**Languages** Common, and one human regional language or racial language

**Challenge** 4 (1,100 XP) **Proficiency bonus** +2

Special Traits

**Brave.** The captain has advantage on all **Saving Throws** against fear.

**Leadership (1/SR).** For 1 minute, the captain can utter a special command or warning whenever a nonhostile 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 captain. A creature can benefit from only one Leadership die at a time. This effect ends if the captain is incapacitated.

Actions

***Multiattack.*** The captain makes three melee attacks.

***Longsword.*** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) if used with two hands.

***Heavy Crossbow.*** Ranged Weapon Attack: +2 to hit, range 100/400, one target. Hit: 5 (1d10) piercing damage.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Soldier, Commander 1[1]

Medium humanoid (any race), any alignment

**Armor Class** 18 (plate armor)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 12 (+1) 13 (+1) 12 (+1) 12 (+1) 15 (+2)

**Skills** Animal Handling +3, History +3, Intimidation +4, Persuasion +4

**Senses** passive Perception 11

**Languages** any two **Languages**

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Actions

***Multiattack.*** The commander makes two melee weapon attacks, or it makes one melee or ranged weapon attack and uses its Commander's strike.

***Greatsword.*** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

***Heavy Crossbow.*** Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

***Commander's Strike.*** The commander chooses one friendly creature that can see and hear it. That creature can immediately use its reaction to make one weapon attack, adding 3 (1d6) to the attack's damage roll.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Soldier, Commander 2[5]

Medium humanoid (human), any alignment

**Armor Class** 18 (plate), with shield 20

**Hit Points** 16 (10d8 + 20)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 12 (+1) 14 (+2) 12 (+1) 12 (+1) 14 (+2)

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

**Skills** Athletics +6, Insight +4, Intimidation +4, History +4, Perception+4

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, heavy shields

**Tools Proficiency** usually none

**Senses** passive Perception 14

**Languages** Common, Chondathan

**Challenge** 5(1800 XP) **Proficiency bonus** +3

**Level** 10

**Morale** 8

Martial Training II. Commander gains +2 bonus to attack rolls and combat maneuvers DC.

Martial Advantage. Once per turn, the Commander can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally.

Brave. The Red Raven Mercenary has advantage on **Saving Throws** against being frightened.

**Equipment.** Studded leather armor, large wooden shield, spear, long sword, light crossbow, crossbow case, 20 bolts.

Actions

***Multiattack.***

***&Spear.*** Melee Weapon Attack: +5 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage or 6 (1d8+ 2) piercing damage if used to make melee attack with two hands.

***Long sword.*** Melee Weapon Attack: +5 to hit, reach 5 ft., target. Hit: 6 (1d8 + 2) slashing damage or 7 (1d10+ 2) slashing damage if used to make melee attack with two hands.

Leadership.

***Commander's Strike.*** The commander chooses one friendly creature that can see and hear it. That creature can immediately use its reaction to make one weapon attack, adding 3 (1d6) to the attack's damage roll.

REACTIONS

***Parry.*** When an attacker hits Purple Dragon Blade with a melee attack and Purple Dragon Blade can see the attacker, he can add 3(1d6) to his AC against the triggering attack, provided that he’s wielding a melee weapon.

Legendary Actions

***Move***

***Attack.***

***Commander's Strike.***

Soldier, Commander 3[5]

Medium humanoid (human), any alignment

**Armor Class** 19 (splint, shield)

**Hit Points** 110 (17d8+34)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

19 (+4) 12 (+1) 14 (+2) 13 (+1) 14 (+2) 12 (+1)

**Saving Throws** Strength +7, Constitution +5

**Skills** Animal Handling +5, Athletics +7, Insight +5, Perception +5

**Senses** passive Perception 15

**Languages** Common, and one human regional language or racial language

**Challenge** 5 (1,800 XP) **Proficiency bonus** +3

Special Traits

***Indomitable (1/day).*** The commander rerolls a failed saving throw.

***Second Wind (1/SR).*** As a bonus action, the commander can regain 10 **Hit Points**.

Actions

Multiattack. ***The commander makes three melee attacks.***

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

***Heavy Crossbow.*** Ranged Weapon Attack: +4 to hit, range 100/400, one target. Hit: 6 (1d10 + 1) piercing damage.

Leadership (1/SR). For 1 minute, the commander can utter a special command or warning whenever a nonhostile 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 commander. A creature can benefit from only one Leadership die at a time. This effect ends if the commander is incapacitated.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Soldier, Field Commander [5]

Medium humanoid (any race), any alignment

**Armor Class** 18 (studded leather, shield)

**Hit Points** 117 (18d8 + 36)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 18 (+4) 14 (+2) 12 (+1) 15 (+2) 13 (+1)

**Saving Throws** Str +4, Con +5

**Skills** Acrobatics +7, Perception +5

**Senses** passive Perception 15

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

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

***Action Surge (1/day).*** On their turn, the field commander can take an additional action on top of their normal action and possible bonus action.

***Second Wind (1/SR).*** On their turn, the field commander can use a bonus action to regain 20 **Hit Points**.

ACTIONS

Multiattack. The field commander makes two attacks.

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

***Commander’s Strike (3/day).*** When the field commander hits a creature with a melee attack, they can use their bonus action to choose an ally. If the chosen ally can see and hear they commander, they can either move up to their **Speed** directly toward the target of the attack or make a single melee attack against it.

Soldier, Grand General [9]

Medium humanoid (any race), any alignment

**Armor Class** 19 (halfplate, shield)

**Hit Points** 195 (26d8 + 78)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 16 (+3) 16 (+3) 15 (+2) 16 (+3) 17 (+3)

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

**Skills** Perception +7

**Senses** passive Perception 17

**Languages** any two **Languages** **Challenge** 9 (5,000 XP)

***Bolstering Presence.*** Allies within 60 feet of the grand general can use the grand general’s Wisdom and Charisma saving throw bonuses instead of their own.

ACTIONS

Multiattack. The grand general makes three attacks.

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

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

Coordinated Assault. The grand general chooses a point they can see within 120 feet of themselves. Allies that start the turn within 60 feet of the grand general that can see and hear the grand general gain a +2 bonus on attack rolls against

***Voice of Command (1/day).*** As a bonus action, the grand general commands their troops to get back in the fight. Each ally within 60 feet that can hear the grand general and is currently charmed, frightened, incapacitated, paralyzed, or stunned immediately makes a save against that condition with advantage, ending the effect on itself on a success. If the effect normally has no save or DC associated with it, they make a DC 20 Wisdom saving throw instead. If a creature is affected by multiple effects that cause such conditions, it makes only one save against one effect of its choice.

## Soldiers, ranged

Soldier, Arbalester [1/4]

Medium humanoid (any race), any alignment

**Armor Class** 17 (chain shirt, shield)

**Hit Points** 9 (2d8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Perception +3

**Senses** passive Perception 13

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

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

Actions

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

Heavy Crossbow. Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

Plant Shield. The arbalester fixes its shield onto a suitable surface. While embedded in place, the shield provides a creature behind it with three-quarters cover. The arbalester can also use an action to unfix the shield from its position.

Much like archers, crossbow-equipped arbalesters find much use as fortification defenders, field artillery, and mercenaries. Their large shields allow them to take cover and reload in relative safety.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Soldier, Crossbowman [1/8]

Medium humanoid (human), any alignment

**Armor Class** 12 (leather)

**Hit Points** 11 (2d8+2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 13 (+1) 12 (+1) 10 (+0) 10 (+0) 10 (+0)

**Saving Throws** Str +3, Con +3

**Skills** Athletics +3, Perception+2

**Weapon Proficiency** simple, heavy crossbow, short sword

**Armor Proficiency** light, shields

**Tools Proficiency** usually none

**Senses** passive Perception 12

**Languages** Common, Chondathan

**Challenge** 1/8 (50 XP) **Proficiency bonus** +2

**Level** 1

Martial Training I. Crossbowman gain +1 bonus to attack rolls and combat maneuvers DC.

**Equipment.** Heavy crossbow, Crossbow bolts case, 20 bolts, short sword, leather armor

**Morale** 7

Heavy Crossbow. Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 7 (1d10+1) piercing damage

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

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Soldier, Crossbowman Sergeant [1/4]

Medium humanoid (human), any alignment

**Armor Class** 13 (studded leather)

**Hit Points** 18 (2d8+2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 13 (+1) 12 (+1) 10 (+0) 10 (+0) 12 (+1)

**Saving Throws** Str +3, Con +3

**Skills** Athletics +3, Perception+2

**Weapon Proficiency** simple, heavy crossbow, short sword

**Armor Proficiency** light, shields

**Tools Proficiency** usually none

**Senses** passive Perception 12

**Languages** Common, Chondathan

**Challenge** 1/4 (50 XP) **Proficiency bonus** +2

**Level** 1

Martial Training I. Crossbowman, Sergeant gain +1 bonus to attack rolls and combat maneuvers DC.

**Equipment.** Heavy crossbow, Crossbow bolts case, 20 bolts, short sword, studded leather armor

**Morale** 7

Actions

Heavy Crossbow. Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 7 (1d10+1) piercing damage

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

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Soldier, Rifleman, Sharpshoooter [1/2]

Medium humanoid (any race), any alignment (usually neutral)

**Armor Class** 16 (infantry armor)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Athletics +3, Survival +2

**Senses** passive Perception 10

**Languages** any one language

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

Tempered by War. The sharpshooter has advantage on **Saving Throws** against being frightened.

Actions

Sword. Melee Weapon Attack: +3 to hit, range 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage.

**Military Rifle.** Ranged Weapon Attack: +4 to hit, range 60/180 ft., one target. Hit: 11 (2d8 + 2) piercing damage.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

## Soldiers, archers

Soldier, Archer Longbow [1/2]

Medium humanoid (human), any alignment

**Armor Class** 14 (quilt)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

13 (+1) 16 (+3) 13 (+1) 11 (+0) 13 (+1) 11 (+0)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** Harnic

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

**Morale** 7

Actions

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

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

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Soldier, Archer, Shortbow [1/8]

Medium humanoid (human), any alignment

**Armor Class** 14 (quilt, buckler)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** Harnic

**Challenge** 1/8 (25 XP) **Proficiency bonus** +2

**Morale** 7

Actions

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320, one target. Hit: 5 (1d6 + 2) piercing damage.

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

Buckler. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage, or 2 (1d4) bludgeoning damage if two- weapon fighting with a Shortsword. Requires an action or bonus action to 'don' or 'doff.'

Variants of the Shortbow include tribal hunters, who wear leather and lack the buckler (AC 13), and wield a spear instead of a shortsword as their secondary weapon.

Weapon variants:

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. / range 20/60, one target. Hit: 4 (1d6 + 1)

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Soldier, Militia Archer [1/8]

Medium humanoid (any race), any alignment

**Armor Class** 12 (leather)

**Hit Points** 11 (2d8+2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 13 (+1) 12 (+1) 10 (+0) 10 (+0) 10 (+0)

**Saving Throws** Str +3, Con +3

**Skills** Athletics +3, Perception+2

**Weapon Proficiency** simple, long bow, short sword

**Armor Proficiency** light, shields

**Tools Proficiency** usually none

**Senses** passive Perception 12

**Languages** Common, Chondathan

**Challenge** 1/8 (50 XP) **Proficiency bonus** +2

**Level** 1

**Equipment.** Long bow, quiver, 20 arrows, short sword, leather armor

**Morale** 7

Actions

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

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

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Soldier, Infantry Archer [1/2]

Medium humanoid (any race), any alignment

**Armor Class** 13 (leather armor)

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

**Speed** 30 II.

STR DEX CON INT WIS CHA

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

**Skills** Perception +4

**Senses** passive Perception 14

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

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

ACTIONS

Arrow Volley. The infantry archer uses the Ready action to prepare to loose an arrow volley on the command of a chosen creature. The commander designates a target when they give the command, and each creature with this trait who has readied and can see the target shoots their arrow If at least 5 arrows are shot this way, creatures within 5 feet of the target must make a DC 12 Dexterity saving throw, taking 9 (2d8) piercing damage on a failed save or half as much damage on a successful one. For every 5 additional arrows launched, the area of effect increases by 5 feet.

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

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Soldier, Archer, Sharpshooter [1]

Medium humanoid (any race), any alignment

**Armor Class** 15 (leather armor)

**Hit Points** 60 (8d8 + 24)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 18 (+4) 16 (+3) 11 (+0) 13 (+1) 10 (+0)

**Skills** Perception +5, Stealth +6

**Senses** passive Perception 15

**Languages** any one language

**Challenge** 1 (200 XP) **Proficiency bonus** +2

**Steady Aim.** The sharpshooter's longbow attacks ignore half and three quarters cover and deal an additional 4 (1d8) damage (included in the attack).

**World-Class Bowmanship.** If the sharpshooter has disadvantage on attack rolls made with its longbow, it can choose to ignore the disadvantage. If it does so, it cannot benefit from effects that would grant it advantage on the attack.

Actions

Multiattack. The sharpshooter makes two attacks with its longbow.

Longbow. Ranged Weapon Attack: +6 to hit, range 600 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Soldier, Archer [1]

Medium humanoid (human), any alignment

**Armor Class** 14 (studded leather)

**Hit Points** 16 (3d8+3) max 27

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Saving Throws** Dex +4, Con +3

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

**Weapon Proficiency** simple, martial

**Armor Proficiency** light

**Tools Proficiency** usually none

**Senses** passive Perception 14

**Languages** Common, and one human regional language or racial language

**Challenge** 1 (200 XP) **Proficiency bonus** +2

**Level** 3

Martial Training I. The soldier archer gain +1 bonus to attack rolls and combat maneuvers DC.

Keen Sight. The soldier archer has advantage on Wisdom (perception) checks that rely on sight.

Archery. The soldier archer gains bonus +2 to hit with ranged weapons.

**Equipment.** Studded leather armor, longbow, arrows (20), quiver, shortsword

**Morale** 7 (high)

Actions

Multiattack. The soldier archer makes two ranged weapon attacks.

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

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage| 20 arrows

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Soldier, Archer Sergeant [1/4]

Medium humanoid (human), any alignment

**Armor Class** 13 (studded leather)

**Hit Points** 18 (2d8+2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 13 (+1) 12 (+1) 10 (+0) 10 (+0) 12 (+1)

**Saving Throws** Str +3, Con +3

**Skills** Athletics +3, Perception+2

**Weapon Proficiency** simple, long bow, short sword

**Armor Proficiency** light, shields

**Tools Proficiency** usually none

**Senses** passive Perception 12

**Languages** Common, Chondathan

**Challenge** 1/4 (50 XP) **Proficiency bonus** +2

**Level** 2

Martial Training I. Archer, sergeant gain +1 bonus to attack rolls and combat maneuvers DC.

**Equipment.** Long bow, quiver, 20 arrows, short sword, studded leather armor

**Morale** 7

Actions

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 5 (1d8+1) piercing damage

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

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Soldier, Archer [3]

Medium humanoid (any race), any alignment

**Armor Class** 16 (studded leather armor)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 18 (+4) 16 (+3) 11 (+0) 13 (+1) 10 (+0)

**Skills** Acrobatics +6, Perception +5

**Senses** passive Perception 15

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

**Challenge** 3 (700 XP) **Proficiency bonus** +2

**Archer's Eye (3/Day).** As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

Actions

Multiattack. The archer makes two attacks with its longbow.

**Shortsword.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

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

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Soldier, Archer, Sharpshooter [3]

Medium humanoid (any), any alignment

**Armor Class** 16 (studded leather armor)

**Hit Points** 45 (7d8 + 14)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 18 (+4) 14 (+2) 10 (+0) 14 (+2) 10 (+0)

**Saving Throws** Str +2, Dex +6, Con +4

**Skills** Perception +4, Survival +4

**Senses** passive Perception 14

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

**Challenge** 3 (700 XP) **Proficiency bonus** +2

Archery. The sharpshooter has a +2 bonus to ranged weapon attack rolls (included in the attack).

Careful Eyes. The sharpshooter can use a bonus action to perform a Search action.

Sharpshooter. The sharpshooter's ranged weapon attacks ignore half cover and three-quarters cover and attacking at long range doesn't impose disadvantage on the sharpshooter's ranged weapon attack rolls.

Steady Aim (3/Day). As a bonus action, the sharpshooter takes careful aim at a creature it can see within range of its ranged weapon. Until the end of its turn, the sharpshooter deals an an extra 5 damage with each of its ranged weapon attacks against the target.

Actions

Multiattack. The sharpshooter makes two longbow attacks or two shortsword attacks.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

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

**Points** 9 (2d8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** History +2, Persuasion +4

**Senses** passive Perception 10

**Languages** Any one language (usually Common)

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

Actions

Walking Stick. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

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 gentry and courtiers who represent the upper portion of the social order, aristocrats generally lack the martial training of nobles, though they may be skilled in other arts. Some are decadent and corrupt indeed, while others might have genuinely lofty ideals befitting their station. Both types might be willing to bankroll adventurers to undertake jobs on their behalf—provided they don’t come calling at the front door, of course.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

## Light Infantry

### About Light infantry

About Light infantry

Light infantry are, as the name might imply, lightly equipped thus quick-moving forces that are favored for guerilla-style fighting. In more set-piece battles, light infantry will often protect the flanks and rear areas of heavier units or groups of archers, maneuver to harry the enemy and prod them to move into ground of the commanding officer's choosing, and can even be used as irregular archers at need if enough trained archers are not available. Light infantry will often function as irregular archers when using guerilla tactics.

Light infantry also will often be assigned to patrol the area surrounding their garrison when there are insufficient cavalry to do the job (not every garrison has cavalry assigned, after all). Patrols will be squad or company sized, depending on the area, and on these patrols the men will normally ride ponies or light horses. These mounts are only for transportation, however. If these patrols need to fight, they will do so on foot.

Особенности: сражаются не в плотном построении, используются для поддержки основных сил

Выполняемые функции: налеты, разведка, обнаружение, стрелковая поддержка

Вооружение: короткий меч, метательные дротики, кожаные доспехи, небольшие щиты, легкие арбалеты, короткие луки.

Вооружение (5e): shortsword, javelins (5), studded leather armor, shields, light crossbows, shortbows, 20 bolts or arrows.

+Soldier, Infantry [1]

Medium humanoid (human), any alignment

**Armor Class** 15 (scale mail), with shied 17)

**Hit Points** 22 (4d8+4) max 40

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Saving Throws** Str +4, Con +3

**Skills** Athletics +4, Perception+2

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, shields

**Tools Proficiency** usually none

**Senses** passive Perception 12

**Languages** Common, and one human regional language or racial language

**Challenge** 1 (200 XP) **Proficiency bonus** +2

**Level** 3

Martial Training I. The soldier gain +1 bonus to attack rolls and combat maneuvers DC.

Weapon and Shield style. When soldier use non-heavy melee weapon with shield, he gain bonus +2 to damage rolls with this weapon

**Equipment.** Scale mail, large wooden shield, spear, longsword, light crossbow, crossbow case, 20 bolts.

**Morale** 7 (high)

Actions

Battleaxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target, Hit: 9(1d8+5) slashing damage or 7 (1d10+2) slashing damage if used to make melee attack with two hands.

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage in melee, or 4 (1d4 + 2) piercing damage at range.

Javelin. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage in melee, or 5 (1d6 + 2) piercing damage at range.

Light crossbow.Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Light crossbow.Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d8 + 2) piercing damage| 20 bolts

REACTIONS

Parry. When an attacker hits the soldier infantry with a melee attack and the soldier infantry can see the attacker, he can add 2(1d4) to his AC against the triggering attack, provided that he’s wielding a melee weapon.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Soldier, Light Footman [1/8]

Medium humanoid (human), any alignment

**Armor Class** 12 (leather), with shield 14

**Hit Points** 5 (1d8+1)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 12 (+1) 12 (+1) 10 (+0) 10 (+0) 10 (+0)

**Saving Throws** Str +3, Con +3

**Skills** Athletics +3, Perception+2

**Weapon Proficiency** simple

**Armor Proficiency** light, shields

**Tools Proficiency** usually none

**Senses** passive Perception 12

**Languages** Common, Chondathan

**Challenge** 1/8 (50 XP) **Proficiency bonus** +2

**Level** 1

Martial Training I. Light footman gain +1 bonus to attack rolls and combat maneuvers DC.

**Equipment.** large wooden shield, spear, leather armor

**Morale** 6

Actions

Spear. Melee Weapon Attack: +4 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 4 (1d6+1) piercing damage or 5 (1d8+1) piercing damage if used to make melee attack with two hands.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

+Soldier, Light Footman [1/4]

Medium humanoid (human), any alignment

**Armor Class** 12 (leather), with shield 14

**Hit Points** 11 (2d8 + 2) max 18

**Speed** 30 ft.

STR DEX CON INT WIS CHA

13 (+1) 12 (+1) 12 (+1) 10 (+0) 10 (+0) 9 (-1)

**Saving Throws** Str +3, Con +3

**Skills** Athletics +3, Perception+2

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, shields

**Tools Proficiency** usually none

**Senses** passive Perception 12

**Languages** Common, and one human regional language or racial language

**Challenge** 1/4 (50 XP) **Proficiency bonus** +2

**Level** 1

Martial Training I. Soldier gain +1 bonus to attack rolls and combat maneuvers DC.

Martial Advantage. Once per turn, the soldier can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally.

Brave. The soldier has advantage on **Saving Throws** against being frightened.

Phalanx Formation. The soldier has advantage on attack rolls and Dexterity **Saving Throws** while standing within 5 feet of a soldier’s ally wielding a shield.

Shieldwall. If the soldier moves no more than half its **Speed** on its turn, and ends its movement within 5 feet of an ally that has the Shieldwall trait, the footman can use an action or a bonus action to form a Shieldwall. The Shieldwall is a formation with the soldier and the ally as its members. Choose a facing: the Shieldwall provides half cover to its members against attacks from this facing, until the start of the soldier‘s next turn. The soldier’s Shieldwall benefit is immediately lost if either member of the formation is not wielding a shield, forms or joins a Shieldwall with a different facing, moves from its space, is prone, or is incapacitated.

**Equipment.** Leather armor, large wooden shield, spear, dagger

**Morale** 8

Actions

Spear. Melee Weapon Attack: +4 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage or 5 (1d8+ 1) piercing damage if used to make melee attack with two hands.

Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft., target. Hit:3 (1d4 + 1) piercing damage.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Variant equipment of light infantry

Hand axe + Shield, Melee or Ranged, +4, 1d6+1

Broadsword + Shield, Melee, +4, 1d8+1

Battleaxe +Shield, Melee, +4, 1d8+1 or 1d10+1 without Shield

Glaive (without shield), Melee, +4, 1d10+1, reach 10 ft.

Mace

Flail

Morningstar

Sling

Shortbow

Light crossbow

+Soldier, Light Footman [1/4]

Medium humanoid (human), any alignment

**Armor Class** 12 (leather), with shield 14

**Hit Points** 11 (2d8 + 2) max 18

**Speed** 30 ft.

STR DEX CON INT WIS CHA

13 (+1) 12 (+1) 12 (+1) 10 (+0) 10 (+0) 9 (-1)

**Saving Throws** Str +3, Con +3

**Skills** Athletics +3, Perception+2

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, shields

**Tools Proficiency** usually none

**Senses** passive Perception 12

**Languages** Common, and one human regional language or racial language

**Challenge** 1/4 (25 XP) **Proficiency bonus** +2

**Level** 1

Martial Training I. Soldier gain +1 bonus to attack rolls and combat maneuvers DC.

Martial Advantage. Once per turn, the soldier can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally.

**Brave.** The soldier has advantage on **Saving Throws** against being frightened.

**Phalanx Formation.** The soldier has advantage on attack rolls and Dexterity **Saving Throws** while standing within 5 feet of a soldier’s ally wielding a shield.

**Shieldwall.** If the soldier moves no more than half its **Speed** on its turn, and ends its movement within 5 feet of an ally that has the Shieldwall trait, the footman can use an action or a bonus action to form a Shieldwall. The Shieldwall is a formation with the soldier and the ally as its members. Choose a facing: the Shieldwall provides half cover to its members against attacks from this facing, until the start of the soldier‘s next turn. The soldier’s Shieldwall benefit is immediately lost if either member of the formation is not wielding a shield, forms or joins a Shieldwall with a different facing, moves from its space, is prone, or is incapacitated.

**Equipment.** Leather armor, large wooden shield, spear, dagger

**Morale** 8

Actions

Spear. Melee Weapon Attack: +4 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage or 5 (1d8+ 1) piercing damage if used to make melee attack with two hands.

Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft., target. Hit:3 (1d4 + 1) piercing damage.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

+Light Footman, Sergeant [1/4]

Medium humanoid (human), any alignment

**Armor Class** 13 (studded leather), with shield 15

**Hit Points** 18 (2d8+2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Saving Throws** Str +4, Con +3

**Skills** Athletics +4, Perception+2

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, shields

**Tools Proficiency** usually none

**Senses** passive Perception 12

**Languages** Common, Chondathan

**Challenge** 1/4 (100 XP) **Proficiency bonus** +2

**Level** 2

Martial Training I. Light footman Sergeant gain +1 bonus to attack rolls and combat maneuvers DC.

**Equipment.** large wooden shield, spear, studded leather armor

**Morale** 6

Actions

Spear. Melee Weapon Attack: +5 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 5 (1d6+2) piercing damage or 6 (1d8+2) piercing damage if used to make melee attack with two hands.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Soldier, Phalanx 1 [1/4]

Medium humanoid (any race), any alignment

**Armor Class** 15 (padded armor, shield)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 12 (+1) 10 (+0) 14 (+2) 9 (-1)

**Skills** Athletics +4

**Senses** passive Perception 12

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

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

Shield Wall. While the phalanx soldier is within 5 feet of at least two other creatures with this trait and they are all wielding shields, the phalanx soldier gains a +2 bonus to their AC and to Dexterity **Saving Throws**.

ACTIONS

Spear. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

## Medium infantry

### About medium infantry

Medium infantry are typically used for massed defensive actions as a main line of defense, although they are still mobile enough to be used for some flanking maneuvers at need.

Soldier, Footman [1]

Medium humanoid (human), any alignment

**Armor Class** 15 (studded leather, shield)

**Hit Points** 38 (7d8 + 7)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Senses** passive Perception 10

**Languages** Common, and one human regional language or racial language

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Actions

**Multiattack.** The footman makes two Spear attacks or two Longsword attacks.

**Spear.** Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands.

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

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

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Soldier, Medium Footman [1/4]

Medium humanoid (human), any alignment

**Armor Class** 15 (scale mail), with shield 17

**Hit Points** 11 (2d8+2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Saving Throws** Str +4, Con +3

**Skills** Athletics +4, Perception+2

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, shields

**Tools Proficiency** usually none

**Senses** passive Perception 12

**Languages** Common, Chondathan

**Challenge** 1/4 (100 XP) **Proficiency bonus** +2

**Level** 2

Martial Training I. Medium footman gain +1 bonus to attack rolls and combat maneuvers DC.

**Equipment.** large wooden shield, spear, scale mail armor, short sword

**Morale** 7

Actions

Spear. Melee Weapon Attack: +5 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 5 (1d6+2) piercing damage or 6 (1d8+2) piercing damage if used to make melee attack with two hands.

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

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Soldier, Medium Footman Sergeant [1/2]

Medium humanoid (human), any alignment

**Armor Class** 15 (scale mail), with shield 17

**Hit Points** 18 (2d8+2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Saving Throws** Str +4, Con +3

**Skills** Athletics +4, Perception+2

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, shields

**Tools Proficiency** usually none

**Senses** passive Perception 12

**Languages** Common, Chondathan

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

**Level** 2

Martial Training I. Medium footman gain +1 bonus to attack rolls and combat maneuvers DC.

Second Wind (1/SR).

Second Wind (1/SR).

**Equipment.** large wooden shield, spear, scale mail armor, short sword

**Morale** 7

Actions

Spear. Melee Weapon Attack: +5 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 5 (1d6+2) piercing damage or 6 (1d8+2) piercing damage if used to make melee attack with two hands.

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

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Soldier, Medium Footman [1/2]

Medium humanoid (human), any alignment

**Armor Class** 15 (scale mail), with shield 17

**Hit Points** 16 (3d8 + 3) max 27

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 12 (+1) 12 (+1) 10 (+0) 10 (+0) 9 (-1)

**Saving Throws** Str +4, Con +3

**Skills** Athletics +4, Perception+2

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, shields

**Tools Proficiency** usually none

**Senses** passive Perception 12

**Languages** Common, and one human regional language or racial language

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

**Level** 2

**Martial Training I.** Soldier gain +1 bonus to attack rolls and combat maneuvers DC.

**Martial Advantage.** Once per turn, the soldier can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally.

**Brave.** The soldier has advantage on **Saving Throws** against being frightened.

**Phalanx Formation.** The soldier has advantage on attack rolls and Dexterity **Saving Throws** while standing within 5 feet of a soldier’s ally wielding a shield.

**Equipment.** Scale mail armor, large wooden shield, spear, dagger

**Morale** 8

Actions

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

***Spear.*** Melee Weapon Attack: +4 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage or 5 (1d8+ 1) piercing damage if used to make melee attack with two hands.

***Dagger.*** Melee Weapon Attack: +4 to hit, reach 5 ft., target. Hit:3 (1d4 + 1) piercing damage.

**Shieldwall.** If the soldier moves no more than half its **Speed** on its turn, and ends its movement within 5 feet of an ally that has the Shieldwall trait, the footman can use an action or a bonus action to form a Shieldwall. The Shieldwall is a formation with the soldier and the ally as its members. Choose a facing: the Shieldwall provides half cover to its members against attacks from this facing, until the start of the soldier‘s next turn. The soldier’s Shieldwall benefit is immediately lost if either member of the formation is not wielding a shield, forms or joins a Shieldwall with a different facing, moves from its space, is prone, or is incapacitated.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Soldier, Medium Polearm Elite [1]

Medium humanoid (human), any alignment

**Armor Class** 16 (scale mail)

**Hit Points** 32 (5d8 + 10) max 50

**Speed** 30 f

STR DEX CON INT WIS CHA

16(+3) 14(+2) 15(+2) 11(+0) 11(+0) 10(+0)

**Skills** Athletics +5, Perception +2

**Senses** Passive Perception 12

**Languages** Common, and one human regional language or racial language

**Challenge** 1 (200 XP) **Proficiency bonus** +2

**Morale** 7

**Martial Advantage.** Once per turn, the flaming fist corporal can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the flaming fist corporal that isn't incapacitated.

**Phalanx Tactics.** When the footman uses the Help action to aid an ally in attacking a creature, the target of that attack can be within 10 feet of the footman, rather than 5 feet of it, if the target can see the footman and the footman is wielding a glaive, halberd, pike, or spear in two hands.

Actions

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

**Halberd.** Melee Weapon Attack: +5 to hit, reach 10ft., one target. Hit: 8 (1d10 + 3) slashing damage. If the target is Large or smaller, the footman can choose to deal no damage and knock it prone.

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

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Soldier, Medium Foot Captain [3]

Medium humanoid (human), any alignment

**Armor Class** 15 (breast plate), with shield 17

**Hit Points** 46 (7d8+14)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 12 (+1) 14 (+2) 12 (+1) 12 (+1) 14 (+2)

**Saving Throws** Str +4, Con +4

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

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, shields

**Tools Proficiency** usually none

**Senses** passive Perception 13

**Languages** Common, Chondathan

**Challenge** 3 (700 XP) **Proficiency bonus** +2

**Level** 7

**Martial Training II.** Medium footman captain gain +2 bonus to attack rolls and combat maneuvers DC.

**Action Surge (1/SR).**

**Second Wind (1/SR).**

**Improved Critical.**

**Equipment.** large wooden shield, spear, breastpate armor, short sword

**Special Equipment.** 1 potion of healing

**Morale** 7

Actions

**Multiattack.** Medium footman captain makes two melee weapon attacks.

**Spear.** Melee Weapon Attack: +5 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 5 (1d6+2) piercing damage or 6 (1d8+2) piercing damage if used to make melee attack with two hands.

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

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

## Heavy infantry

### About Heavy Infantry

Heavy infantry are the "shock troops" of Cormyrean infantry. They are always heavily armed and armored and are most commonly used in the offensive against large enemy concentrations as a follow-up force to cavalry. Heavy infantry can also provide a strong defense when supported in depth by lighter forces. Because of their heavy equipment, heavy infantry move slower and are less maneuverable so whenever possible they are not deployed without supporting lighter units to guard their flanks and rear.

Особенности: сражаются в плотном строю, основная ударная сила

Преимущества: высокая защищенность солдат тяжелой пехоты в плотном построении

Выполняемые функции: основная боевая сила на поле сражения

Недостатки: уязвимость к площадным эффектам.

Вооружение: большой щит, кольчужный или пластинчатый доспех, короткий или длинный меч, копье

Вооружение (5e): chainmail / banded mail / splint mail, short sword / long sword, large shield, halberd

Soldier, Heavy Infantry 1 [1/2]

Medium humanoid (any race), any alignment

**Armor Class** 16 (chainmail), with shield 18 **MR** 0

**Hit Points** 16/8 [27/13] (3d8+3)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Saving Throws** Con+3

**Skills** Athletics +4, Intimidation +2

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, heavy, nhields

**Tools Proficiency** usually none

**Senses** passive Perception 12

**Languages** Common, any one racial or regional language

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

**Level** 2

Martial Training I. Soldier gain +1 bonus to attack rolls and combat maneuvers DC.

**Equipment.** Chainmail, heavy wooden shield, warspear, short sword, dagger, light crossbow, bolt case, 20 crossbow bolts

**Morale** 8

Actions

Warspear. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) piercing damage or 7 (1d10+2) piercing damage if used to make melee attack with two hands.

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

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.

Light Crossbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d8+1) piercing damage.

Xxx

**Tactics:**

**Roleplaying:**

**Faction:**

**Climate/Terrain/Enviroment:** xxx

**Organization**: xxx

**Possessions:** xxx

**Tags:**

Soldier, Heavy Infantry [1]

Medium humanoid (any race), any alignment

**Armor Class** 16 (chainmail)

ACTIONS **Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 12 (+1) 14 (+2) 10 (+0) 11 (+0) 10 (+0)

**Skills** Perception +5

**Senses** passive Perception 10

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

**Challenge** 1 (200 XP)

Line Defense. If the line infantry is within 5 feet of at least two other creatures with this trait, they can use their reaction to make a single melee weapon attack against a target when that target enters the line infantry’s reach.

ACTIONS

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

Soldier, Pikeman [1/2]

Medium humanoid (any race), any alignment

**Armor Class** 16 (chainmail) **MR** 0

**Hit Points** 16/8 [27/13] (3d8+3)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Saving Throws** Con+3

**Skills** Athletics +4, Intimidation +2

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, heavy, nhields

**Tools Proficiency** usually none

**Senses** passive Perception 12

**Languages** Common, any one racial or regional language

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

**Level** 2

Martial Training I. Soldier gain +1 bonus to attack rolls and combat maneuvers DC.

**Equipment.** Chainmail, pike, short sword, dagger, light crossbow, bolt case, 20 crossbow bolts

**Morale** 8

Actions

Pike. Melee Weapon Attack: +5 to hit, reach 15 ft., one target. Hit: 6 (1d10+2) piercing damage.

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

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.

Light Crossbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d8+1) piercing damage.

**Tactics:**

**Roleplaying:**

**Faction:**

**Climate/Terrain/Enviroment:** xxx

**Organization**: xxx

**Possessions:** xxx

**Tags:**

Soldier, Halberdier [1/4]

Medium humanoid (any race), any alignment

**Armor Class** 14 (chain shirt)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Perception +3

**Senses** passive Perception 13

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

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

Actions

Halberd. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 7 (1d10 + 2) slashing damage.

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Reactions

Lunge. The halberdier makes an opportunity attack with its halberd against a target that enters its reach.

Halberdiers frequently comprise the backbone of a professional army. Unlike mere guards, these soldiers are properly equipped for pitched fighting on the battlefield, and are also better trained.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

## Cavalry

### Особенности кавалерии

**Mounted Defense.** While mounted, the rider can force an attack that targets its mount to target the rider instead.

**Mounted Evasion.** While mounted, if the rider’s mount is subject to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Coordinated Charge.** While mounted, if the light cavalry trooper begins or ends their turn within 10 feet of at least two other mounted creatures with this trait, the trooper can make a coordinated charge. During a coordinated charge, if they move at least 20 feet straight toward a target, the light cavalry trooper gains advantage on the first attack roll they make against that target.

**Mounted Combatant.** When the light cavalry trooper’s mount is targeted with an attack, the trooper can choose to become the target of the attack instead.

**Defensive Maneuver.** The cavalryman adds 2(1d4) to its AC against one melee attack that would hit it, or adds 2(1d4) to its mount's AC against one melee attack that would hit the mount. To do so, the cavalryman

**Lance Charge.** If the soldier moves at least 30 feet straight toward a target while mounted, and then hits it with a spear attack on the same turn, the target takes an extra 4 (1d8) piercing damage.

**Thundering Charge (1/Turn).** If the cavalry specialist's mount moves at least 20 feet straight toward a target and the specialist hits it with a spear attack on the same turn, the target takes an extra 7 (2d6) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

**Skilled Rider.** Attack rolls made against the cavalry specialist's mount have disadvantage.

**Mounted Advantage.** While mounted and not incapacitated, the cataphract has advantage on melee attack rolls against any unmounted creature that is smaller than its mount.

**Mounted Lancing.** While mounted and not incapacitated, the cataphract an extra 6 (1d12) damage when it hits with its lance against any unmounted creature that is smaller than its mount.

**Mounted Skirmisher.** While the mounted archer is mounted and not incapacitated, it’s mount can use the Disengage or Dash action as a bonus action after the mounted archer uses its action to make a ranged attack with its shortbow.

### About Light Cavalry

### About mounted Archers

### About Medium Cavalry

### About heavy cavalry

Особенности: использование более массивных пород (большая масса тела и рост) коней, зависимость от зерна, как источника пищи, использование доспехов для ездовых животных.

**Недостатки:** более низкая скорость по сравнению с легкой кавалерией, зависимость от местности, высокая стоимость коней и снаряжения

**Выполняемые функции:** ударная сила

**Основное вооружение:** длинные копья, кавалерийские мечи, топоры, булавы или цепы, кольчуги или пластинчатые доспехи у всадников, чешуйчатые и лучше доспехи у коней.

**Вооружение (5e):** lance, longsword, battleaxe, mace, flail, chainmail or better, scale barding or better

Frontier Mounted Ranger [32]

Blood Rider

Medium humanoid (any race), any alignment

**Armor Class** 16 (ring mail and shield)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16(+3) 12(+1) 14(+2) 10(+0) 13(+1) 10(+0)

**Saving Throws** Str +5, Con +4

**Skills** Animal Handling +3, Athletics +5

**Senses** passive Perception 11

**Languages** Common

**Challenge** 2 (450 XP)

**Mounted Defense.** While mounted, the rider can force an attack that targets its mount to target the rider instead.

**Mounted Evasion.** While mounted, if the rider’s mount is subject to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Actions

Multiattack. The Blood Rider makes two attacks.

Lance. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 9 (1d12 + 3) piercing damage. This attack is made disadvantage against targets within 5 feet and must be used with two hands if the Blood Rider is not mounted.

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.

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

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Frontier Mounted Ranger Captain [3]

Medium humanoid (any race), any alignment

**Armor Class** 19 (splint, shield)

**Hit Points** 71 (11d8 + 22)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

18(+4) 12(+1) 14(+2) 10(+0) 13(+1) 15(+2)

**Saving Throws** Str +6, Con +4

**Skills** Animal Handling +3, Athletics +6, Intimidation +4, Persuasion +4

**Senses** passive Perception 11

**Languages** Common

**Challenge** 3 (700 XP)

Mounted Defense. While mounted, the rider can force an attack that targets its mount to target the rider instead.

**Mounted Evasion.** While mounted, if the rider’s mount is subject to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Actions

Multiattack. The captain makes two attacks.

Lance. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 10 (1d12 + 4) piercing damage. This attack is made disadvantage against targets within 5 feet and must be used with two hands if the captain is not mounted.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage. Leadership (Recharges after a Short or Long Rest). For 1 minute, the captain can utter a special command or warning whenever a nonhostile 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 captain. A creature can benefit from only one Leadership die at a time. This effect ends if the captain is incapacitated.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Soldier, Light Cavalry Trooper

Medium humanoid (any race), any alignment

**Armor Class** 15 (studded leather)

**Hit Points** 43 (7d8 + 12)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Animal Handling +3, Perception +3

**Senses** passive Perception 14

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

**Challenge** 2 (450 XP)

Coordinated Charge. While mounted, if the light cavalry trooper begins or ends their turn within 10 feet of at least two other mounted creatures with this trait, the trooper can make a coordinated charge.

During a coordinated charge, if they move at least 20 feet straight toward a target, the light cavalry trooper gains advantage on the first attack roll they make against that target.

ACTIONS

Multiattack. The light cavalry trooper makes two attacks.

Lance. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 8 (1d12 + 2) piercing damage. Attacks made with this weapon against targets within 5 feet have disadvantage on the attack roll.

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

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

REACTIONS

Mounted Combatant. When the light cavalry trooper’s mount is targeted with an attack, the trooper can choose to become the target of the attack instead.

Soldier, Light Cavalry [1/4]

Medium humanoid (human), any alignment

**Armor Class** 12 (leather armor), with shield 14

**Hit Points** 46 (4d8+4)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Saving Throws** Str +4, Con +3

**Skills** Athletics +4, Perception+2

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, shields

Tools Proficiencymounts (land) +2

**Senses** passive Perception 12

**Languages** Common, and one human regional language or racial language

**Challenge** 1/4 (100 XP) **Proficiency bonus** +2

**Level** 2

Martial Training I. Soldier gain +1 bonus to attack rolls and combat maneuvers DC.

Lance Charge. If the soldier moves at least 30 feet straight toward a target while mounted, and then hits it with a spear attack on the same turn, the target takes an extra 4 (1d8) piercing damage.

**Equipment.** large wooden shield, spear, leather armor, short sword

**Morale** 8

Actions

Spear. Melee Weapon Attack: +5 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 5 (1d6+2) piercing damage or 6 (1d8+2) piercing damage if used to make melee attack with two hands.

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

Reactions

Defensive Maneuver. The cavalryman adds 2(1d4) to its AC against one melee attack that would hit it, or adds 2(1d4) to its mount's AC against one melee attack that would hit the mount. To do so, the cavalryman must see the attacker and be wielding a melee weapon or a shield.

Light cavalry usually use light warhorse as steeds.

**Climate/Terrain/Enviroment:**

**Organization:**

**Possessions:**

Soldier, Medium cavalry [1/2]

Medium humanoid (human), any alignment

**Armor Class** 12 (leather armor), with shield 14

**Hit Points** 46 (4d8+4)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Saving Throws** Str +4, Con +3

**Skills** Athletics +4, Perception+2

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, shields

Tools Proficiencymounts (land) +2

**Senses** passive Perception 12

**Languages** Common, and one human regional language or racial language

**Challenge** 1/4 (100 XP) **Proficiency bonus** +2

**Level** 2

**Morale** 8

Martial Training I. Soldier gain +1 bonus to attack rolls and combat maneuvers DC.

Lance Charge. If the soldier moves at least 30 feet straight toward a target while mounted, and then hits it with a spear attack on the same turn, the target takes an extra 4 (1d8) piercing damage.

**Equipment.** large wooden shield, spear, leather armor, short sword

Actions

Spear. Melee Weapon Attack: +5 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 5 (1d6+2) piercing damage or 6 (1d8+2) piercing damage if used to make melee attack with two hands.

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

Reactions

Defensive Maneuver. The cavalryman adds 2(1d4) to its AC against one melee attack that would hit it, or adds 2(1d4) to its mount's AC against one melee attack that would hit the mount. To do so, the cavalryman must see the attacker and be wielding a melee weapon or a shield.

**Climate/Terrain/Enviroment:**

**Organization:**

**Possessions:**

Soldier, Mounted [2]

Medium humanoid (any race), any alignment

**Armor Class** 16 (scale mail, shield)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Senses** passive Perception 10

**Languages** Common

**Challenge** 2 (450 XP) **Proficiency bonus** +2

**Level** 3

**Morale** 7

**Martial Training I.** Soldier gains+1 bonus to attack rolls and combat maneuvers DC.

**Cavalry Training.** When the soldier hits a target with a melee attack while mounted on combat trained mount, the combat trained mount can make one melee attack against the same target as a reaction.

Actions

**Multiattack.** The soldier makes two weapon attacks.

**Longsword.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage plus 5 (2d4) poison damage.

**Light Crossbow.** Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d8+1) piercing damage.

Soldier, Cavalry Specialist [2]

Medium humanoid (any race), any alignment

**Armor Class** 17 (chain shirt, shield)

**Hit Points** 38 (7d8 + 7)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 12 (+1) 10 (+0) 12 (+1) 10 (+0)

**Skills** Animal Handling +3

**Senses** passive Perception 11

**Languages** any one language (usually common)

**Challenge** 2 (450 XP) **Proficiency bonus** +2

**Level** 6

**Morale** 9

Skilled Rider. Attack rolls made against the cavalry specialist's mount have disadvantage.

Actions

Multiattack. The cavalry specialist makes two weapon attacks

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 6 (1d6 + 3) piercing damage in melee, or 6 (1d6 + 3) piercing damage at range, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack

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

Thundering Charge (1/Turn). If the cavalry specialist's mount moves at least 20 feet straight toward a target and the specialist hits it with a spear attack on the same turn, the target takes an extra 7 (2d6) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Soldier, Heavy cavalry [1/2]

Medium humanoid (human), any alignment

**Armor Class** 16 (chainmail), with shield 18

**Hit Points** 46 (4d8+4)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Saving Throws** Str +4, Con +3

**Skills** Athletics +4, Perception+2

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, heavy, shields

**Tools Proficiency** mounts (land) +2

**Senses** passive Perception 12

**Languages** Common, and one human regional language or racial language

**Challenge** 1/2(200 XP) **Proficiency bonus** +2

**Level** 2

**Morale** 9

Martial Training I. Soldier gain +1 bonus to attack rolls and combat maneuvers DC.

Lance Charge. If the soldier moves at least 30 feet straight toward a target while mounted, and then hits it with a spear attack on the same turn, the target takes an extra 7 (1d12) piercing damage.

**Equipment.** large wooden shield, spear, leather armor, short sword

Actions

Spear. Melee Weapon Attack: +5 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 5 (1d6+2) piercing damage or 6 (1d8+2) piercing damage if used to make melee attack with two hands.

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

Reactions

Defensive Maneuver. The cavalryman adds 2(1d4) to its AC against one melee attack that would hit it, or adds 2(1d4) to its mount's AC against one melee attack that would hit the mount. To do so, the cavalryman must see the attacker and be wielding a melee weapon or a shield.

**Climate/Terrain/Enviroment:**

**Organization:**

**Possessions:**

Soldier, Mounted archer [1/2]

Medium humanoid (human), any alignment

**Armor Class** 12 (leather armor), with shield 14

**Hit Points** 46 (4d8+4)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Saving Throws** Str +4, Con +3

**Skills** Athletics +4, Perception+2

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, shields

Tools Proficiencymounts (land) +2

**Senses** passive Perception 12

**Languages** Common, and one human regional language or racial language

**Challenge** 1/4 (100 XP) **Proficiency bonus** +2

**Level** 2

**Morale** 8

Martial Training I. Soldier gain +1 bonus to attack rolls and combat maneuvers DC.

Lance Charge. If the soldier moves at least 30 feet straight toward a target while mounted, and then hits it with a spear attack on the same turn, the target takes an extra 4 (1d8) piercing damage.

**Equipment.** large wooden shield, spear, leather armor, short sword

Actions

Spear. Melee Weapon Attack: +5 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 5 (1d6+2) piercing damage or 6 (1d8+2) piercing damage if used to make melee attack with two hands.

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

Reactions

Defensive Maneuver. The cavalryman adds 2(1d4) to its AC against one melee attack that would hit it, or adds 2(1d4) to its mount's AC against one melee attack that would hit the mount. To do so, the cavalryman

**Climate/Terrain/Enviroment:**

**Organization:**

**Possessions:**

## Supports

Standard Bearer [4]

Medium humanoid (any race), any alignment

**Armor Class** 16 (half plate)

**Hit Points** 91 (14d8 + 28)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 12 (+1) 15 (+2) 11 (+0) 10 (+0) 15 (+2)

**Senses** passive Perception 10

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

**Challenge** 4 (1,100 XP)

Martial Advantage. Once per turn, the standard-bearer can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the standard-bearer that isn't incapacitated.

Actions

Multiattack. The standard-bearer makes two melee attacks.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands to make a melee attack.

Rallying Banner (Recharges after a Short or Long Rest). For 1 minute, the standard-bearer raises its banner up high to lift the spirits of its allies. All allied creatures who end their turn within 60 feet of the standard bearer gains 5 temporary **Hit Points** if they can see the banner.

Banners serve an important role in battle, distinguishing friendly forces from enemies. Should one side's banner be lost, its rout is almost all but ensured. To prevent this, those tasked with the honor of serving as standard-bearers are chosen from among the best soldiers in an army.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Standard Bearer [5]

Medium humanoid (any race), any alignment

**Armor Class** 16 (chain mail)

**Hit Points** 120 (16d8 + 48)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

19 (+4) 15 (+2) 16 (+3) 13 (+1) 15 (+2) 16 (+3)

**Skills** Animal Handling +8, Athletics +7, History +4, Intimidation +9, Persuasion +6

**Senses** passive Perception 12

**Languages** any two **Languages**

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

Bearer of Resolve. Allied creatures that can see the standard bearer have advantage on **Saving Throws** against being frightened.

Innate Spellcasting. The standard bearer’s innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can cast the following spells, requiring no material components.

At will: compelled duel, enthrall

Saddle Master. Mounting or dismounting a creature costs 5 feet of movement for the standard bearer. It has advantage on **Saving Throws** made to avoid falling off its mount, and if it falls, it can automatically land on its feet if it falls less than 10 feet and isn’t incapacitated.

Actions

Multiattack. The standard bearer makes two attacks with its pike or its longsword.

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

Pike. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 9 (1d10 + 4) piercing damage.

Reactions

Hold the Line. When a creature moves at least 1 foot while within 5 feet of the standard bearer (or within 10 feet while it wields its pike), the standard bearer can make an opportunity attack against that creature. If it hits, the creature’s **Speed** is reduced to 0 until the end of its turn.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Army Herald [4]

Medium humanoid (any race), any alignment

**Armor Class** 16 (halfplate)

**Hit Points** 91 (14d8 + 28)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 13 (+1) 14 (+2) 12 (+1) 14 (+2) 16 (+3)

**Saving Throws** Dex +3, Wis +4, Cha +5

**Skills** Acrobatics +3, Athletics +5

**Senses** passive Perception 12

**Languages** any two **Languages**

**Challenge** 4 (1,100 XP)

Army Standard Bearer. As long as the army herald is not incapacitated, and their standard is within 5 feet of them, friendly creatures with an Intelligence score of 5 or higher who can see the army herald or their standard have advantage on **Saving Throws** against being charmed or frightened.

Combat Inspiration (3/day). The army herald can use a bonus action to inspire a creature within 60 feet. Once, within the next 10 minutes, the creature can roll 1d8 and add the number rolled to one ability check, attack roll, weapon damage roll, or saving throw it makes. A creature can have only be inspired by one army herald at a time.

ACTIONS

Multiattack. The army herald makes two attacks.

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

Standard Spike. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage. The standard has to be wielded in two hands to make attacks with it. The spike can also be used to plant the banner in the ground using the army herald’s object interaction (some floors may be too hard to plant the banner, depending on the GM’s discretion).

Healer [2]

Medium humanoid (any race), any alignment

**Armor Class** 18 (chain mail, shield)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 10 (+0) 13 (+1) 12 (+1) 16 (+3) 13 (+1)

**Skills** Medicine +7, Religion +5

**Senses** passive Perception 13

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

**Challenge** 2 (450 XP)

Spellcasting. The healer is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): guidance, resistance, sacred flame, spare the dying

1st level (4 slots): bless, healing word, sanctuary

2nd level (3 slots): aid, spiritual weapon

3rd level (3 slots): aura of vitality, revivify

4th level (1 slot): aura of purity, death ward

Actions

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

Preserve Life (Recharges after a Short or Long Rest). The healer restores up to 30 **Hit Points**, dividing them between all targets of the healer's choice within 30 feet of it.

Just as the average commoner idolizes courageous warriors, soldiers celebrate the devout healers who provide medical care on the battlefield. Although they specialize in non-combat magic, healers who come under attack won't hesitate to defend themselves or their charges.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Combat Medic [1/8]

Medium humanoid (any race), any alignment

**Armor Class** 12 (leather)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 12 (+1) 12 (+1) 10 (+0) 13 (+1) 10 (+0)

**Skills** Medicine +3

**Senses** passive Perception 11

**Languages** any one language

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

Actions

Dagger. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

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

Healer’s Kit (10/Day). The medic targets a creature. If the creature is unconscious, it is stabilised and regains 1 hit point. Otherwise, it regains 7 (1d6 + 4) **Hit Points**, plus additional **Hit Points** equal to the creature’s maximum number of hit dice. A creature must finish a short or long rest before it can receive the latter benefit again.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

## Army

Army mounted archer [1/2]

Medium humanoid (human), any alignment

**Armor Class** 14 (leather armor)

**Hit Points** 17 (3d8+3) max 37

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+2) 16 (+3) 12 (+1) 10 (+0) 12 (+1) 10 (+0)

**Skills** Animal Handling +3, Athletics +3, Perception +3

**Saving Throws** Str +3. Con +3

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, heavy, shields

Tools ProficiencyMounts (land) +5

**Senses** passive Perception 13

**Languages** Common, and one human regional language or racial language

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

**Level** 2

**Morale** 8 (high)

Martial Training I. Mounted archer gain +1 bonus to attack rolls and combat maneuvers DC.

Mounted Advantage. While mounted and not incapacitated, the mounted archer has advantage on melee attack rolls against any unmounted creature that is smaller than its mount.

Mounted Skirmisher. While the mounted archer is mounted and not incapacitated, it’s mount can use the Disengage or Dash action as a bonus action after the mounted archer uses its action to make a ranged attack with its shortbow.

**Equipment.** Leather armor,shortsword, shortbow, quiver x2, 40 arrows.

Actions

Multiattack. The mounted archer can make two ranged weapon attacks.

Shortbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage. | 20 arrows

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

Reactions

Parry. When an attacker hits the mounted archer with a melee attack and the mounted archer can see the attacker, he can add 2(1d4) to his AC against the triggering attack, provided that he’s wielding a melee weapon.

**Climate/Terrain/Enviroment:**

**Organization:**

**Possessions:**

Army Cataphract [1/2]

Medium humanoid (human), any alignment

**Armor Class** 18 (breastplate, shield)

**Hit Points** 20 (3d8+6) max 30

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Animal Handling +3, Athletics +4, Perception +3

**Saving Throws** Str +4. Con +4

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, heavy, shields

Tools ProficiencyMounts (land) +5

**Senses** passive Perception 13

**Languages** Common, and one human regional language or racial language

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

**Level** 2

**Morale** 8 (high)

Martial Training I. Cataphract gain +1 bonus to attack rolls and combat maneuvers DC.

Mounted Advantage. While mounted and not incapacitated, the cataphract has advantage on melee attack rolls against any unmounted creature that is smaller than its mount.

Mounted Lancing. While mounted and not incapacitated, the cataphract an extra 6 (1d12) damage when it hits with its lance against any unmounted creature that is smaller than its mount.

**Equipment.** Breastplate, large wooden shield, lance, longsword, shortbow, quiver, 20 arrows.

Actions

Lance. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 8 (1d12 + 2) piercing damage.

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

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage. | 20 arrows

Reactions

Parry. When an attacker hits the cataphract with a melee attack and the cataphract can see the attacker, he can add 2(1d4) to his AC against the triggering attack, provided that he’s wielding a melee weapon.

**Climate/Terrain/Enviroment:**

**Organization:**

**Possessions:**

Army Cavalry Captain [3]

Medium humanoid (human), any alignment

**Armor Class** 19 (half plate, shield)

**Hit Points** 45 (7d8+14) max 70

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 14 (+2) 13 (+1) 12 (+1) 15 (+2)

**Skills** Athletics +5, Intimidation +6, Perception +3

**Saving Throws** Dexterity +4, Wisdom +3

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, heavy, shields

Tools ProficiencyMounts (land) +4

**Senses** passive Perception 13

**Languages** Common, and one human regional language or racial language

**Challenge** 3 (700 XP) **Proficiency bonus** +2

**Level** 7

**Morale** 8 (high)

Martial Training II. The captain gain +2 bonus to attack rolls and combat maneuvers DC.

Military Strategy. Each creature of the captain choice that is within 30 feet of it and can see and hear it has advantage on initiative rolls.

Mounted Advantage. While mounted and not incapacitated, the captain has advantage on melee attack rolls against any unmounted creature that is smaller than its mount.

Mounted Lancing. While mounted and not incapacitated, the captain deals an extra 6 (1d12) damage when it hits with its lance (included in the attack) against any unmounted creature that is smaller than its mount.

Indomitable (2/LR). The captain can re-roll a saving throw it fails. It must use the new roll.

**Equipment.** Half plate, large steel shield, longsword, lance.

Actions

Multiattack. The captain can make two melee attacks with its longsword and then can make Shield Bash using his bonus action.

Lance. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 9 (1d12 + 3) piercing damage.

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

Shield Bash (bonus action). Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. When an attacker hits the captain with a melee attack and the captain can see the attacker, he can add 2(1d4) to his AC against the triggering attack, provided that he’s wielding a melee weapon.

**Climate/Terrain/Enviroment:**

**Organization:**

**Possessions:**

Army infantry private [1/4]

Medium humanoid (human), any alignment

**Armor Class** 16 (chain shirt, shield)

**Hit Points** 11 (2d8+2) max 18

**Speed** 30 ft.

STR DEX CON INT WIS CHA

13 (+1) 12 (+1) 12 (+1) 10 (+0) 10 (+0) 10 (+0)

**Skills** Athletics +3, Perception +2

**Saving Throws** Str +3, Con +3

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, shields

**Tools Proficiency** usually none

**Senses** passive Perception 12

**Languages** Common, and one human regional language or racial language

**Challenge** 1/4 (50 XP) **Proficiency bonus** +2

**Level** 1

**Morale** 8 (high)

Martial Training I. The infantry private gain +1 bonus to attack rolls and combat maneuvers DC.

Spear Volley. The infantry private has advantage when using a spear to make a ranged weapon attack if at least one of its allies within 5 feet has already made a ranged weapon attack against the same target that round.

Tortoise Formation. Ranged weapon attacks against the infantry private have disadvantage if an ally equipped with a shield is within 5 feet of the infantry private and isn't incapacitated.

**Equipment.** Chain shirt, large wooden shield, short sword, spear.

Actions

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

Spear. Melee Weapon or Ranged Attack: +4 to hit, reach 5 ft. and ranged 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 +1) piercing damage if used with two hands to make a melee attack.

**Climate/Terrain/Enviroment:**

**Organization:**

**Possessions:**

Army infantry veteran [1/2]

Army infantry veteran

Medium humanoid (human), any alignment

**Armor Class** 17 (breastplate, shield)

**Hit Points** 22 (4d8+4) max 36

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

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

**Saving Throws** Str +4, Con +3

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, heavy, shields

**Tools Proficiency** usually none

**Senses** passive Perception 13

**Languages** Common, and one human regional language or racial language

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

**Level** 3

**Morale** 8 (high)

Martial Training II. The infantry veteran gain +2 bonus to attack rolls and combat maneuvers DC.

Spear Volley. The infantry veteran has advantage when using a spear to make a ranged weapon attack if at least one of its allies within 5 feet has already made a ranged weapon attack against the same target that round.

Tortoise Formation. Ranged weapon attacks against the infantry veteran have disadvantage if an ally equipped with a shield is within 5 feet of the infantry veteran and isn't incapacitated.

**Equipment.** Breastplate, large steel shield, longsword, spear.

Actions

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

Spear. Melee Weapon or Ranged Attack: +6 to hit, reach 5 ft. and ranged 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 +2) piercing damage if used with two hands to make a melee attack.

**Climate/Terrain/Enviroment:**

**Organization:**

**Possessions:**

Army infantry elite [1]

Medium humanoid (human), any alignment

**Armor Class** 17 (breastplate, shield)

**Hit Points** 27 (5d8+5) max 45

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Athletics +6, Intimidation +5, Perception +3,

**Saving Throws** Str +4, Con +3

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, heavy, shields

**Tools Proficiency** usually none

**Senses** passive Perception 13

**Languages** Common, and one human regional language or racial language

**Challenge** 1 (200 XP) **Proficiency bonus** +2

**Level** 4

**Morale** 8 (high)

Martial Training II. The infantry elite gain +2 bonus to attack rolls and combat maneuvers DC.

Spear Volley. The infantry elite has advantage when using a spear to make a ranged weapon attack if at least one of its allies within 5 feet has already made a ranged weapon attack against the same target that round.

Tortoise Formation. Ranged weapon attacks against the infantry elite have disadvantage if an ally equipped with a shield is within 5 feet of the infantry elite and isn't incapacitated.

**Equipment.** Breastplate, large steel shield, longsword, spear.

Actions

Multiattack. The infantry elite can make two melee attacks.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage, or7 (1d10 +2) slashing damage if used with two hands to make a melee attack.

Spear. Melee Weapon or Ranged Attack: +6 to hit, reach 5 ft. and ranged 20/60 ft., one target. Hit: 6 (1d6 + 3) piercing damage, or 6 (1d8 +2) piercing damage if used with two hands to make a melee attack.

**Climate/Terrain/Enviroment:**

**Organization:**

**Possessions:**

Army Infantry Lieutenant [2]

Army lieutenant

Medium humanoid (human), any alignment

**Armor Class** 18 (half plate, shield)

**Hit Points** 39 (6d8+12) max 60

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 12 (+1) 14 (+2) 10 (+0) 12 (+1) 13 (+1)

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

**Saving Throws** Dexterity +3, Wisdom +3

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, heavy, shields

Tools ProficiencyMounts (land) +3

**Senses** passive Perception 13

**Languages** Common, and one human regional language or racial language

**Challenge** 2 (450 XP) **Proficiency bonus** +2

**Level** 6

**Morale** 8 (high)

Martial Training II. The lieutenant gain +2 bonus to attack rolls and combat maneuvers DC.

Spear Volley. The lieutenant has advantage when using a spear to make a ranged weapon attack if at least one of its allies within 5 feet has already made a ranged weapon attack against the same target that round.

Tortoise Formation. Ranged weapon attacks against the lieutenant have disadvantage if an ally equipped with a shield is within 5 feet of the lieutenant and isn't incapacitated.

Indomitable (1/LR). The lieutenant can re-roll a saving throw it fails. It must use the new roll.

**Equipment.** Half plate, large steel shield, longsword, spear.

Actions

Multiattack. The army lieutenant can make two melee attacks.

Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage or8 (1d10 +3) slashing damage if used with two hands to make a melee attack.

Spear. Melee Weapon or Ranged Attack: +7 to hit, reach 5 ft. and ranged 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.

Reactions

Parry. When an attacker hits the army lieutenant with a melee attack and the army lieutenant can see the attacker, he can add 2(1d4) to his AC against the triggering attack, provided that he’s wielding a melee weapon.

Gruff Exhortation. The army lieutenant shouts out some blistering encouragement to one ally that it can see within 30 feet as the creature makes an ability check, attack roll, or saving throw. The creature can add 1d4 to its roll provided it can hear and understand the army lieutenant

**Climate/Terrain/Enviroment:**

**Organization:**

**Possessions:**

## Рыцари И Оруженосцы

### Knights

Knights are armored, mounted fighters directly serving their lord. They may be on a quest, a specific mission, or simply pa­trolling their lord's realm. Knights may be accompanied by their squires, hirelings, and other followers (50%). Knights are armed with sword, lance, mace or flail, and dagger. Armor includes a shield and either plate or chain mail. They ride a medium or heavy warhorse, usually in barding.

About 5% of encounters will be with a vanquished knight. Be­cause he is stripped of his arms and armor, he may be mistaken for any nonwarrior class. He may even support this deception, at least until he can gain weapons.

See "Adventurers" to determine level and special possessions.

Figures of minor nobility, knights have access to the highest quality arms and armor, as well as the luxury of being able to study and train from a young age in whatever style of combat is best suited for them.

Given the requirements of wealth and training, knights are a rare sight, and often work alone, in a small group, or as commanders of more common troops. A few (usually disgraced) knights appear in mercenary companies, where they often rise through the ranks quickly. Companies of knights, such as The Thunder of Heaven, are often talked about, but rarely encountered by the common soldier.

Even poor knights are richer than the average citizen and, except in the most dire of circumstances, most are able to travel in relative luxury with home comforts and a small retinue of servants (or, at least, a squire, who may have to fill many roles).

### Gentry

These are the upper classes. They are not the ruling nobility, but their wealth and connections make them nearly as powerful. Each member of the gentry encountered may be accompanied by 0-3 guards (d4-l) and 1-6 servants. The guards are mercenary fighters of 1st to 6th level and armed with sword and spear. The servants might fight as 0 level fighters, but are more likely to panic. The gentry themselves can be armed with daggers and shortswords.

|  |  |
| --- | --- |
| d12 | Item(s) |
| 1-2 | A coin purse with 3d4 cp. |
| 3-4 | A coin purse with 3d6 cp, and 3d4 sp. |
| 5-6 | A coin purse with 3d8 cp, 3d6 sp, and 3d4 ep. |
| 7-8 | A coin purse with 3d10 cp, 3d8 sp, 3d6 ep, and 3d4 gp. |
| 9 | An ancient holy symbol, worn smooth by frequent handling |
| 10 | An elaborately penned sheaf of patents of nobility |
| 11 | A gilded medal of valor |
| 12 | Roll twice for this loot drop. |

Squire [1/4]

Medium humanoid (human), any alignment

**Armor Class** 17 (chainmail), with shield 19

**Hit Points** 16 (1d10+1)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Saving Throws** Str +4, Con +3

**Skills** Athletics +4, Perception+2

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, heavy, shields

Tools Proficiencymounts (land)

**Senses** passive Perception 13

**Languages** Common, Chondathan

**Challenge** 1/4 (100 XP) **Proficiency bonus** +2

**Level** 1

**Morale** 8 (high)

Defense. If squire is wearing any armor he gains bonus +1 to his AC (already included).

Martial Training I. Squire gain +1 bonus to attack rolls and combat maneuvers DC.

Second Wind (1/SR).

**Equipment.** large wooden shield, lance, chainmail armor, long sword

**Morale** 7

Actions

Lance. Melee Weapon Attack: +5 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 5 (1d6+2) piercing damage or 6 (1d8+2) piercing damage if used to make melee attack with two hands.

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

Knight var [1/4]

Medium humanoid (human), any alignment

**Armor Class** 16 (chainmail), with shield 18

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Saving Throws** Str +4, Con +3

**Skills** Athletics +4, Perception+2

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, heavy, shields

Tools Proficiencymounts (land)

**Senses** passive Perception 13

**Languages** Common, Chondathan

**Challenge** 1/4 (100 XP) **Proficiency bonus** +2

**Level** 2

**Morale** 9

Martial Training I. Squire gain +1 bonus to attack rolls and combat maneuvers DC.

Second Wind (1/SR).

**Equipment.** large wooden shield, lance, chainmail armor, long sword

Actions

Lance. Melee Weapon Attack: +5 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 5 (1d6+2) piercing damage or 6 (1d8+2) piercing damage if used to make melee attack with two hands.

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

Knight, variant [1/4]

Medium humanoid (human), any alignment

**Armor Class** 18 (plate mail), with shield 20

**Hit Points** 16 (3d10+3)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Saving Throws** Str +4, Con +3

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

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, heavy, shields

Tools Proficiencymounts (land)

**Senses** passive Perception 13

**Languages** Common, Chondathan

**Challenge** 1/4 (100 XP) **Proficiency bonus** +2

**Level** 2

Martial Training II. Knight gains +2 bonus to attack rolls and combat maneuvers DC.

Second Wind (1/SR).

Action Surge (1/SR).

Improved Criticals.

**Equipment.** large wooden shield, lance, plate mail armor, long sword

**Special Equipment.** 1 Potion of Healing (2d4+2)

**Morale** 7

Actions

Lance. Melee Weapon Attack: + 6 to hit, reach 5 ft., one target. Hit: 5 (1d12+2) piercing damage.

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

Cavalier

XGE:NPC

Medium humanoid (any race), any alignment

**Armor Class** 20 (plate armor, shield)

**Hit Points** 47 (5d8 + 25)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 10 (+0) 20 (+5) 13 (+1) 15 (+2) 10 (+0)

**Skills** Animal Handling +6

**Senses** passive Perception 12

**Languages** Common

**Challenge** 4 (1,100 XP) **Proficiency bonus** +2

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.

Source: XGE:NPC

Knight, Banner [1/4]

Medium humanoid (human), any alignment

**Armor Class** 16 (chainmail), with shield 18

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Saving Throws** Str +4, Con +3

**Skills** Athletics +4, Perception+2

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, heavy, shields

Tools Proficiencymounts (land)

**Senses** passive Perception 13

**Languages** Common, Chondathan

**Challenge** 1/4 (100 XP) **Proficiency bonus** +2

**Level** 2

Martial Training I. Squire gain +1 bonus to attack rolls and combat maneuvers DC.

Second Wind (1/SR).

**Equipment.** large wooden shield, lance, chainmail armor, long sword

**Morale** 7

Actions

Lance. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d12+2) piercing damage.

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

Knight, Captain [2]

Medium humanoid (human), any alignment

**Armor Class** 18 (plate mail), with shield 20

**Hit Points** 16 (6d10+12)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16(+3) 12 (+1) 15 (+2) 10 (+0) 12 (+1) 13 (+1)

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

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

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, heavy, shields

Tools Proficiencymounts (land)

**Senses** passive Perception 13

**Languages** Common, Chondathan

**Challenge** 2 (450 XP) **Proficiency bonus** +3

**Level** 6

Martial Training II. Knight gains +2 bonus to attack rolls and combat maneuvers DC.

Second Wind (1/SR).

Action Surge (1/SR).

Improved Criticals.

**Equipment.** large wooden shield, lance, plate mail armor, long sword

**Special Equipment.** 2Potions of Healing (2d4+2)

**Morale** 7

Actions

Multiattack. Knight captain makes two weapon attacks.

Lance. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d12+3) piercing damage.

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

Knight, Captain Veteran [4]

Medium humanoid (human), any alignment

**Armor Class** 19 (plate mail +1), with shield 21

**Hit Points** 16 (9d10+18)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

17(+3) 12 (+1) 15 (+2) 10 (+0) 12 (+1) 14 (+2)

**Saving Throws** Str +7, Con +6

**Skills** Athletics +7, Perception+5

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, heavy, shields

Tools Proficiencymounts (land)

**Senses** passive Perception 13

**Languages** Common, Chondathan

**Challenge** 4 (1100 XP) **Proficiency bonus** +4

**Level** 9

Martial Training III. Knight gains +3 bonus to attack rolls and combat maneuvers DC.

Second Wind (1/SR).

Action Surge (1/SR).

Indomitable (1/LR).

Improved Criticals.

**Equipment.** large wooden shield +1, lance, plate mail armor +1, long sword +1

**Special Equipment.** 2Potions of Greater Healing (4d4+4)

**Morale** 7

Actions

Multiattack. Knight captain makes two weapon attacks.

Lance. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 9 (1d12+3) piercing damage.

Longsword +1. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) slashing damage or 9 (1d10 +4) slashing damage if used with two hands to make a melee attack.

Holy Knight [4]

Medium humanoid (any), any alignment

**Armor Class** 20 (plate, shield)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 11 (+0) 14 (+2) 11 (+0) 11 (+0) 15 (+2)

**Saving Throws** Wisdom +2, Charisma +4

**Skills** Insight +2, Religion +2

**Senses** passive Perception 10

**Languages** Common, plus one other language

**Challenge** 4 (1,100 XP) **Proficiency bonus** +2

**Level** 10

Divine Blessings. The holy knight has advantage on **Saving Throws** against being frightened, and is immune to disease.

Divine Smite. When the holy knight hits with a melee weapon attack, it can expend a spell slot to deal additional radiant damage to the target, in addition to the weapon’s damage. The extra damage is 9 (2d8) for a 1st-**Level** spell slot, plus 4 (1d8) for each spell **Level** higher than 1st, to a maximum of 21 (5d8). The damage increases by 4 (1d8) if the target is a fiend or undead.

Lay on Hands. The holy knight has a pool of 25 **Hit Points** to use with its Lay on Hands ability. It regains spent **Hit Points** from this pool when it takes a long rest. It can use this ability to cause a creature within 5 feet of it or itself to regain any number of **Hit Points**, up to its hit point maximum or its pool of **Hit Points** is reduced to 0.

Spellcasting. The holy knight is a 5th-**Level** spellcaster. Its spellcasting ability is Charisma (spell save DC 12). It has the following paladin spells.

1st **Level** (4 slots): bless, divine favor, protection from evil and good, sanctuary, shield of faith

2nd **Level** (2 slots): aid, lesser restoration, protection from poison, zone of truth

Actions

Multiattack. The holy knight 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 used with two hands to make a melee attack.

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Knight-errant

Lord Bran Icespear

Medium human (illuskan), unaligned

**Armor Class** 16 (chain shirt +1)

**Hit Points** 39 (6d10 + 6)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 12 (+1) 14 (+2) 15 (+2) 16 (+3)

**Saving Throws** Str +6, Con +4

**Skills** Athletics +6, Perception +5, Investigation +5, History +5

**Senses** passive Perception 15

**Languages** Common

**Challenge** 5 (1800 XP)

Fighting style: Dueling. Bran adds bonus +2 to damage with one-handed weapon

Second Wind (bonus action, 1 / Long Rest). Bran can restore 11(1d10+6) hp as bonus action.

Action Surge (1/SR). Bran can take one addtional action.

Inspiring Leader.

Special equipment.

Actions

Multiattack. Bran Icespear makes two weapon attacks.

Longsword “Orc bane”. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 6) slashing damage, or 8 (1d10 + 4) slashing damage if used with two hands to make a melee attack plus 4(1d6) slashing damage if target is orc.

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

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

Squire

Medium humanoid (any race), any alignment

**Armor Class** 17 (splint mail, shield)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Animal Handling +3, Athletics +4

**Senses** passive Perception 11

**Languages** any one language

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

Actions

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 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.

Archer Squire

Spotter. When the squire takes the Help action to assist its knight in attacking a creature, the target can be within 30 feet of the squire.

Healing Squire

Magic Initiate. The squire is a magic initiate. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). It can cast the following cleric spells.

At will: resistance, spare the dying

1/day: cure wounds

Martial Squire

Armor Assistant. With the squire’s help, its knight can don or doff armor in one minute.

The squire also gains the following reaction:

Another Set of Hands. At its knight’s verbal request, as long as the squire is within 5 feet of the knight and can see the knight, the squire can draw or stow the knight’s weapon, put on or take off the knight’s shield, or perform the somatic components of the knight’s spell.

Mounted Squire

Saddle Up. If the knight is within 5 feet of the squire and a mount the squire is riding, the squire can use its bonus action to pull the knight onto the mount. The knight takes control of the mount.

Strife Squire

Initiate Spellcasting. The squire is a magic initiate. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). It can cast the following bard spells.

At will: dancing lights, vicious mockery

1/day: bane

Squire At Arms

Medium humanoid (any race), any alignment

**Armor Class** 16 (breastplate, shield)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** History +2

**Senses** passive Perception 11

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

**Challenge** 1 (200 XP)

ACTIONS

Multiattack. The squire at arms makes two melee attacks.

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.

Handaxe. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Loyal Retainer

Medium humanoid (any race), any alignment

**Armor Class** 18 (plate)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Athletics +5, History +4, Insight +3, Persuasion +4

**Senses** passive Perception 11

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

**Challenge** 3 (700 XP)

No Passing. When the loyal retainer hits a creature with an opportunity attack, that creature’s **Speed** is reduced to 0 for the rest of this turn.

Relentless Loyalty. The loyal retainer has advantage on **Saving Throws** against being charmed or frightened.

ACTIONS

Multiattack. The loyal retainer makes two attacks.

Maul. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) bludgeoning damage.

War Falconer

Medium humanoid (any race), any alignment

**Armor Class** 19 (halfplate, shield)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 17 (+3) 14 (+2) 11 (+0) 16 (+3) 14 (+2)

**Skills** Animal Handling +5, History +2, Perception +5, Persua¬sion +4

**Senses** passive Perception 15

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

**Challenge** 4 (1,100 XP)

Falconry. The war falconer is always accompanied by a trained falcon. As a bonus action, the war falconer can give one of the following orders, which the falcon follows on its turn. Falcons follow orders as described, but try to stay out of the reach of enemy creatures.

Fly. The falcon leaves the war falconer and flies at a height of 60 to 80 feet, trying to stay within 120 feet of the war falconer. If it can’t complete the order on its turn, it will continue following the order until it is completed.

Return. The falcon returns to the war falconer and lands on the war falconer’s glove.

Seek. The falcon takes flight just as in the Fly order. However, it will search for living creatures and emit a call if it spots anything, and remain between the war falconer and the spotted creatures to indicate direction.

Strike. The falcon moves toward a creature the war falconer indicates and makes a melee attack against it. It will try to fly out of that creature’s reach on the same turn. The first attack made against the target before the falcon’s next turn has advantage on the attack roll. The falcon repeats this order until the target is unconscious or it is given another order. If the target is unconscious, the falcon returns to the last order it was given before striking.

ACTIONS

Multiattack. The war falconer makes two attacks.

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

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 3) piercing damage.

WAR FALCON

A War falconer’s bird uses the regular statistics of a hawk (falcon) but has the following additional traits:

Dive Attack. While flying, if the falcon takes a Dash action, it can make a single melee attack as a bonus action.

Flyby. The falcon can fly out of a creature’s reach without provoking an opportunity attack.

Valiant Champion

Medium humanoid (any race), any alignment

**Armor Class** 17 (halfplate)

**Hit Points** 112 (15d8 + 45)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 14 (+2) 16 (+3) 12 (+1) 14 (+2) 15 (+2)

**Skills** Athletics +5, History +4, Insight +5, Persuasion +5

**Senses** passive Perception 12

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

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

Code of Valor. When the valiant champion takes damage from an attack, the damage is reduced by three times the number of hostile creatures within 5 feet of the champion.

ACTIONS

Multiattack. The valiant champion makes two attacks. Alternatively, the valiant champion makes a one attack each against every hostile creature within their reach.

Glaive. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 9 (1d10 + 4) slashing damage.

Noble Lancer

Medium humanoid (any race), any alignment

**Armor Class** 20 (plate, shield)

**Hit Points** 161 (19d8 + 76)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

20 (+5) 11 (+0) 18 (+4) 12 (+1) 16 (+3) 14 (+2)

**Saving Throws** Str +8, Con +7

**Skills** Animal Handling +6, Athletics +8, History +4, Persuasion +5

**Senses** passive Perception 13

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

**Challenge** 7 (2,900 XP)

Heavy Charge. If the noble lancer is mounted, and moves at least 20 feet straight toward a target, and then hits it with the first lance attack they make on the same turn, the target takes an extra 13 (2d12) piercing damage. If the target is a creature, it must succeed on a DC 16 saving throw or be knocked prone.

ACTIONS

Multiattack. The noble lancer makes two melee attacks.

Lance. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 11 (1d12 + 5) piercing damage. Attacks with this weapon against targets within 5 feet are made with disadvantage.

Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage or 10 (1d10 slashing damage if used with two hands.

Javelin. Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. or range 30/120 ft., one target.

Hit: 8 (1d6 + 5) piercing damage. .

REACTIONS

Mounted Combatant. When the noble lancer’s mount is targeted with an attack, the lancer - Я can choose to become the target of the attack instead.

Seasoned Warlord

Medium humanoid (any race), any alignment

**Armor Class** 18 (plate)

**Hit Points** 204 (24d8 + 96)

**Speed** 30 ft.

STR DEX CON INT WIS CHA 20 (+5) 12 (+1) 18 (+4) 14 (+2) 17 (+3) 15 (+2)

**Saving Throws** Str +9, Con +8, Cha +6

**Skills** Athletics +9, History +6, Insight +7, Intimidation +6,

Perception +7, Persuasion +6

**Senses** passive Perception 17

**Languages** any two **Languages**

**Challenge** 10 (5,900 XP)

Lead by Example. When the seasoned warlord reduces a hostile creature to 0 **Hit Points**, allies within 60 feet that can see them gain a +2 bonus to weapon damage rolls until the end of the seasoned warlord’s next turn.

When the seasoned warlord uses their Second Wind, allies within 50 feet that can see them gain 5 temporary **Hit Points**.

Action Surge (1/Day). On their turn, the seasoned warlord can take an additional action on top of their normal action and possible bonus action.

Second Wind (1/Day). On their turn, the seasoned warlord can use a bonus action to regain 20 **Hit Points**.

Multiattack. The seasoned warlord makes two attacks. If they have two weapons drawn, they can make an additional attack with the second weapon.

Flail. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage and the target must succeed on a DC 17 Strength saving throw or be knocked prone.

Mace. Melee Weapon Attack: +9 to hit, reach 5 ft., one target.

. Hit: 8 (1d6 + 5) bludgeoning damage and the target must succeed on a DC

■ 17 Constitution saving throw or be stunned until the end of the seasoned warlord’s next turn.

War Pick. Melee Weapon Attack: +9 to hit, reach 5 ft., one target.

Hit: 9 (1d8 + 5) piercing damage and until the end of the seasoned warlord’s next turn, the seasoned warlord’s next attack against the target has advantage on the attack roll.

Master Of The Sword

Medium humanoid (any race), any alignment

**Armor Class** 17 (halfplate)

**Hit Points** 217 (29d8 + 87)

**Speed** 40 ft.

STR DEX CON INT WIS CHA

14 (+2) 19 (+4) 16 (+3) 14 (+2) 18 (+4) 12 (+1)

**Saving Throws** Str +6, Dex +9, Wis +8

**Skills** Athletics +6, Acrobatics +9, History +6, Perception +8, Intimidation +5

**Senses** passive Perception 18

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

**Challenge** 11 (7,200 XP)

Mastery of the Blade. The master of the sword uses Dexterity for attack and damage rolls they make with a longsword, and roll their weapon’s damage dice twice, adding the total together (included in their statblock).

Additionally, when the master of the sword uses an action to attack with a longsword, it can use a bonus action to make a single additional attack with the same weapon.

Ki-Empowered Strikes. The master of the sword’s longsword attacks are magical.

Ki (4/day). The master of the sword can channel Ki into their actions and do one of the following.

Flurry of Blows. The master of the sword can make two attacks with their longsword as a bonus action.

Patient Defense. The master of the sword can take the Dodge action as a bonus action.

Step of the Wind. The master of the sword can take the Disengage or Dash action as a bonus action.

Stunning Strike. When the master of the sword hits a creature with a longsword attack, the target must succeed on a DC 16 Constitution saving throw or be sunned until the end of the master of the sword’s next turn.

ACTIONS

Multiattack. The master of the sword makes two melee attacks.

Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage or 15 (2d10 + 4) slashing damage if used with two hands.

REACTIONS

Cut Missiles. When hit by a ranged weapon attack, the master of the sword parries the missile with their sword. The master of the sword immediately makes a longsword attack against the missile, where the missile’s AC is equal to the result of the attack roll with which it was shot. A missile from a handheld weapon is treated as having 5 **Hit Points** plus 2 **Hit Points** for each size category the weapon that shot it is above Medium (Large 7 hp, Huge 9 hp, Gargantuan 11 hp). A siege engine missile is treated as having 20 **Hit Points** instead. If the missile is reduced to 0 **Hit Points**, it is split in half and the ranged attack deals no damage.

Knight Exemplar

Medium humanoid (any race), any alignment

**Armor Class** 20 (plate, shield)

**Hit Points** 255 (30d8 + 120)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

20 (+5) 13 (+1) 18 (+4) 13 (+1) 17 (+3) 20 (+5)

**Saving Throws** Str +9, Dex +5, Cha +9

**Skills** History +5, Religion +8, Perception +7

**Senses** passive Perception 17

**Languages** any two **Languages**

**Challenge** 12 (8,400 XP)

Saint’s Aura. While the knight exemplar is conscious, allies within 40 feet of the knight exemplar can’t be frightened and gain a +5 bonus to **Saving Throws**.

Divine Smite (1/turn). When the knight exemplar hits a creature with a melee weapon attack, they can expend a spell slot to deal an additional amount of radiant damage equal to 4 (1d8) per level of the spell slot expended.

Lay on Hands. The knight exemplar has a pool of 30 healing points which are expended when used and replenished after a long rest. As an action, they can touch a creature and expend any number of these points, restoring that number of **Hit Points**.

Spellcasting. The knight exemplar is a 9th level spellcaster. Their spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks), they have the following paladin spells prepared:

1st level (4 slots): cure wounds, divine favor, heroism

2nd level (3 slots): find steed, lesser restoration, magic weapon 3rd level (3 slots): crusader’s mantle, elemental weapon, revivify 4th level (2 slots): aura of purity, death ward

5th level (1 slot): geas

ACTIONS

Multiattack. The knight exemplar makes two melee attacks.

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

Martyr’s Wings (1/day). The knight exemplar sprouts a pair of radiant, ghostly wings. They can choose to take any amount of radiant damage when they do so. This damage cannot be reduced by resistance or immunity. Each other ally within 40 feet regains a number of **Hit Points** equal to half the amount of radiant damage the knight exemplar takes. The knight exemplar gains a fly **Speed** of 50 feet as long as they maintain concentration on their martyr’s wings (as if concentrating on a spell).

## Flaming Fists

Flaming Fist Private (FIST) 1/2

Medium humanoid (human), any alignment

**Armor Class** 14 🛡16 (scale mail, shield)

**Hit Points** 32 (5d8+10)

**Speed** 30 f

STR DEX CON INT WIS CHA

15(+2) 11(+0) 14(+2) 10(+0) 10(+0) 11(+0)

**Saving Throws**

**Skills** Intimidation +2

**Senses** Passive Perception 10

**Languages** Common, and one human regional language or racial language

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

Pack Tactics. The flaming fist private has advantage on an attack roll against a creature if at least one of the private’s allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The flaming fist private makes two melee attacks

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 to make a melee attack.

Heavy crossbow.Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.+ 20 bolts

X🛡Y – NPC has AC Y with equipped shield, without it NPC has AC X.

+ X something – number of ammuntion

Flaming Fist Private 1/2

Medium humanoid (human), any alignment

**Armor Class** 17 (scale mail, shield)

**Hit Points** 16 (3d8+3) Magic Resistance 13

**Speed** 30 f

STR DEX CON INT WIS CHA

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

**Saving Throws**

**Skills** Athletics +4, Intimidation +2

**Senses** Passive Perception 10

**Languages** Common, and one human regional language or racial language

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

**Morale** 7

Martial Advantage. Once per turn, the flaming fist private can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the flaming fist private that isn't incapacitated.

Actions

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

Light crossbow.Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

REACTIONS

Guardian Strike. If enemy within 5 feet of Corporal attacks a target other than Corporal, that enemy provokes an opportunity attack from the Corporal

Flaming Fist Corporal 1

Medium humanoid (human), any alignment

**Armor Class** 16 (scale mail)

**Hit Points** 26 (4d8+3) max 40

**Speed** 30 f

STR DEX CON INT WIS CHA

17(+3) 14(+2) 15(+2) 10(+0) 11(+0) 12(+1)

**Saving Throws** Str +5, Con +4

**Skills** Athletics +5, Intimidation +3

**Senses** Passive Perception 10

**Languages** Common, and one human regional language or racial language

**Challenge** 1 (200 XP)

**Morale** 7

Martial Advantage. Once per turn, the flaming fist corporal can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the flaming fist corporal that isn't incapacitated.

Actions

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

Light crossbow.Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

REACTIONS

Guardian Strike. If enemy within 5 feet of Corporal attacks a target other than Corporal, that enemy provokes an opportunity attack from the Corporal

Flaming Fist Manip (Sergeant) 2

Medium humanoid (human), any alignment

**Armor Class** 16 🛡 18 (chainmail, shield)

**Hit Points** 32 (5d8+10)

**Speed** 30 f

STR DEX CON INT WIS CHA

16(+3) 10(+0) 14(+2) 10(+0) 12(+1) 12(+1)

**Saving Throws** Str +5, Con +4

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

**Senses** Passive Perception 13

**Languages** Common, and one human regional language or racial language

**Challenge** 2 (450 XP)

Martial Advantage. Once per turn, the flaming fist sergeant can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the flaming fist sergeant that isn't incapacitated.

Actions

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

REACTIONS

Guardian Strike. If enemy within 5 feet of the Sergeant attacks a target other than the Sergeant, that enemy provokes an opportunity attack from the Sergeant

Blazes are officers of Flaming Fist and they commanding most of troops of Flaming Fist.

Flaming Fist Sergeant 2

Medium humanoid (human), any alignment

**Armor Class** 16 (scale mail)

**Hit Points** 26 (4d8+3) max 40

**Speed** 30 f

STR DEX CON INT WIS CHA

17(+3) 14(+2) 15(+2) 10(+0) 11(+0) 12(+1)

**Saving Throws** Str +5, Con +4

**Skills** Athletics +5, Intimidation +3

**Senses** Passive Perception 10

**Languages** Common, and one human regional language or racial language

**Challenge** 1 (200 XP)

**Morale** 7

Martial Advantage. Once per turn, the flaming fist corporal can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the flaming fist corporal that isn't incapacitated.

Actions

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

Light crossbow.Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

REACTIONS

Guardian Strike. If enemy within 5 feet of Corporal attacks a target other than Corporal, that enemy provokes an opportunity attack from the Corporal

Flaming Fist Flame 4

Medium humanoid (human), Lawful Neutral

**Armor Class** 14🛡 16 (chain mail, shield)

**Hit Points** 84 (13d8+26)

**Speed** 30 f

STR DEX CON INT WIS CHA

16(+3) 12(+1) 15(+2) 14(+2) 14(+2) 16(+3)

**Saving Throws** Con +4, Wis +4

**Skills** Athletics +5, Deception +5, Insight +4, Intimidation +5

**Senses** Passive Perception 12

**Languages** Common, and one human regional language or racial language

**Challenge** 4 (1100 XP)

**Special Equipment.** Major wears greenstone amulet, ring of spell turning, flaming sword and 1 potion of Supreme Healing

Brave. Major has advantage on **Saving Throws** against being frightened.

Flaming Fury. Once per turn, when the Major hits a creature with a melee weapon, he can cause fire to magically erupt from his weapon and deal an extra 10 (3d6) fire damage to the target.

Actions

Multiattack. Major makes three 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 to make a melee attack plus3(1d6) fire damage.

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.+ 20 bolts

The senior officers of the Flaming Fist serve as section commanders in battle, bodyguards in negotiating situations, and all are equipped with field plate armor, greenstone amulets, rings of spell turning, one potion of supreme -healing each (in a stainless steel belt vial), and their preferred (and specialized) weapon, usually a Longsword. They habitually wear their visors down so as to better intimidate.

LIARA PORTYR

As the commander of Fort Beluarian, Liara spends most of her time worrying about the security of her stronghold while cutting deals with pirates. In general, she has no problem with adventurers and will do her utmost to help them deal with the myriad threats lurking in the jungle.

Liara comes from an influential family in Baldur's Gate and has held her post for the past three years. To her, the assignment feels like a test of mettle, but to many of her subordinates, Fort Beluarian feels like banishment. Liara's spies in Port Nyanzaru furnish her with ship manifests and departure schedules that she passes along to the pirates of Jahaka Anchorage, in exchange for promises to never attack ships flying the flag of Baldur's Gate. Liara also receives a cut of the pirates' profits, some of which go toward keeping her garrison happy.

Flaming Fist Lieutenant 3

Medium humanoid (human), any alignment

**Armor Class** 16 (scale mail)

**Hit Points** 26 (4d8+3) max 40

**Speed** 30 f

STR DEX CON INT WIS CHA

17(+3) 14(+2) 15(+2) 10(+0) 11(+0) 12(+1)

**Saving Throws** Str +5, Con +4

**Skills** Athletics +5, Intimidation +3

**Senses** Passive Perception 10

**Languages** Common, and one human regional language or racial language

**Challenge** 1 (200 XP)

**Morale** 7

Martial Advantage. Once per turn, the flaming fist corporal can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the flaming fist corporal that isn't incapacitated.

Actions

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

Light crossbow.Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

REACTIONS

Guardian Strike. If enemy within 5 feet of Corporal attacks a target other than Corporal, that enemy provokes an opportunity attack from the Corporal

Flaming Fist Lieutenant 3

Medium humanoid (human), any alignment

**Armor Class** 18 (plate)

**Hit Points** 52 (8d8+16)

**Speed** 30 f

STR DEX CON INT WIS CHA

16(+3) 12(+1) 14(+2) 10(+0) 12(+1) 12(+1)

**Saving Throws** Str +5, Con +4

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

**Senses** Passive Perception 13

**Languages** Common, and one human regional language or racial language

**Challenge** 3 (700 XP)

Martial Advantage. Once per turn, the flaming fist lieutenant can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the flaming fist lieutenant that isn't incapacitated.

Actions

Multiattack. Lieutenant 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 to make a melee attack.

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

Leadership (1/SR). For 1 minute, the Lieutenant can utter a special command or warning whenever a nonhostile 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 Lieutenant. A creature can benefit from only one Leadership die at a time. This effect ends if the Lieutenantis incapacitated.

REACTIONS

Parry. The Lieutenant adds 2 to its AC against one melee attack that would hit it. To do so, the Lieutenant must see the attacker and be wielding a melee weapon.

Flaming Fist Blaze Major 4

Medium humanoid (human), Lawful Neutral

**Armor Class** 18 (chain mail, shield)

**Hit Points** 84 (13d8+26) max 130

**Speed** 30 f

STR DEX CON INT WIS CHA

16(+3) 12(+1) 15(+2) 14(+2) 14(+2) 16(+3)

**Saving Throws** Con +4, Wis +4

**Skills** Athletics +5, Deception +5, Insight +4, Intimidation +5

**Senses** Passive Perception 10

**Languages** Common, and one human regional language or racial language

**Challenge** 4 (1100 XP)

**Morale** 10

**Special Equipment.** Major wears greenstone amulet, ring of spell turning, flaming sword and 1 potion of Supreme Healing

Brave. Major has advantage on **Saving Throws** against being frightened.

Flaming Fury. Once per turn, when the Major hits a creature with a melee weapon, he can cause fire to magically erupt from his weapon and deal an extra 10 (3d6) fire damage to the target.

Actions

Multiattack. Major makes three 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 when used with two hands plus 3(1d6) fire damage.

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

Flaming Fist Blaze 3

Medium humanoid (human), any alignment

**Armor Class** 18 (plate)

**Hit Points** 52 (8d8+16)

**Speed** 30 f

STR DEX CON INT WIS CHA

16(+3) 12(+1) 14(+2) 10(+0) 12(+1) 12(+1)

**Saving Throws** Str +5, Con +4

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

**Senses** Passive Perception 13

**Languages** Common, and one human regional language or racial language

**Challenge** 3 (700 XP)

Martial Advantage. Once per turn, the flaming fist lieutenant can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the flaming fist lieutenant that isn't incapacitated.

Actions

Multiattack. Lieutenant 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 to make a melee attack.

Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.+ 20 bolts

Leadership (1/SR). For 1 minute, the Lieutenant can utter a special command or warning whenever a nonhostile 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 Lieutenant. A creature can benefit from only one Leadership die at a time. This effect ends if the Lieutenantis incapacitated.

REACTIONS

Parry. The Lieutenant adds 2 to its AC against one melee attack that would hit it. To do so, the Lieutenant must see the attacker and be wielding a melee weapon.

Flames is second-in-rank after Marshal. Liara Portyr is also Flame.

Flaming Fist Enforcer 3

Medium humanoid (human), any alignment

**Armor Class** 18 (plate)

**Hit Points** 52 (8d8+16)

**Speed** 30 f

STR DEX CON INT WIS CHA

16(+3) 12(+1) 14(+2) 10(+0) 12(+1) 12(+1)

**Saving Throws** Str +5, Con +4

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

**Senses** Passive Perception 13

**Languages** Common, and one human regional language or racial language

**Challenge** 3 (700 XP)

Martial Advantage. Once per turn, the flaming fist lieutenant can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the flaming fist lieutenant that isn't incapacitated.

Actions

Multiattack. Lieutenant 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 to make a melee attack.

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

Leadership (1/SR). For 1 minute, the Lieutenant can utter a special command or warning whenever a nonhostile 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 Lieutenant. A creature can benefit from only one Leadership die at a time. This effect ends if the Lieutenantis incapacitated.

REACTIONS

Parry. The Lieutenant adds 2 to its AC against one melee attack that would hit it. To do so, the Lieutenant must see the attacker and be wielding a melee weapon.

Flaming Fist Enforcer 3

Medium humanoid (human), any alignment

**Armor Class** 16 (scale mail)

**Hit Points** 26 (4d8+3) max 40

**Speed** 30 f

STR DEX CON INT WIS CHA

17(+3) 14(+2) 15(+2) 10(+0) 11(+0) 12(+1)

**Saving Throws** Str +5, Con +4

**Skills** Athletics +5, Intimidation +3

**Senses** Passive Perception 10

**Languages** Common, and one human regional language or racial language

**Challenge** 1 (200 XP)

**Morale** 7

Martial Advantage. Once per turn, the flaming fist corporal can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the flaming fist corporal that isn't incapacitated.

Actions

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

Light crossbow.Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

REACTIONS

Guardian Strike. If enemy within 5 feet of Corporal attacks a target other than Corporal, that enemy provokes an opportunity attack from the Corporal

Flaming Fist Marine 3

Medium humanoid (human), any alignment

**Armor Class** 16 (scale mail)

**Hit Points** 44 (8d8+8)m

**Speed** 30 f

STR DEX CON INT WIS CHA

12(+1) 16(+3) 12(+1) 10(+0) 12(+1) 10(+0)

**Saving Throws** Str +3, Con +3

**Skills** Athletics +3, Perception +3

**Senses** Passive Perception 13

**Languages** Common, and one human regional language or racial language

Tools Vehicles (sea)

**Challenge** 3 (700 XP)

Sea Legs. The flaming fist marine has advantage on ability checks and **Saving Throws** to resist being knocked prone.

Actions

Multiattack. Flaming fist marine makes two melee attacks.

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

Light Crossbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage+ 20 bolts

Flaming Fist Scout 3

Medium humanoid (human), any alignment

**Armor Class** 15 🛡17 (chain shirt, shield)

**Hit Points** 52 (8d8+16)

**Speed** 30 f

STR DEX CON INT WIS CHA

10(+0) 16(+3) 12(+1) 10(+0) 14(+2) 12(+1)

**Saving Throws** Str +2, Con +3

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

**Senses** Passive Perception 19

**Languages** Common, and one human regional language or racial language

**Challenge** 3 (700 XP)

Deadeye. The scout’s ranged weapon attacks score a critical hit on a roll of 19 or 20.

Keen **Senses**. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Tactical Positioning. The scout can move an additional 10 feet per round (included above). Also, when the archer reduces a creature to 0 **Hit Points** with a ranged weapon attack on its turn, it can use its bonus action to move up to half its movement **Speed**.

Actions

Multiattack. Scout makes two weapon attacks.

Shortsword. Melee Weapon Attack: +5 to htt, 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. + 20 arrows

Liara Portyr 4

Medium humanoid (human), Lawful Neutral

**Armor Class** 13🛡 15 (studded leather, shield)

**Hit Points** 84 (13d8+26)

**Speed** 30 f

STR DEX CON INT WIS CHA

16(+3) 12(+1) 15(+2) 14(+2) 14(+2) 16(+3)

**Saving Throws** Con +4, Wis +4

**Skills** Athletics +5, Deception +5, Insight +4, Intimidation +5

**Senses** Passive Perception 12

**Languages** Common, Chultan, Chondotan, Draconic, Dwarvish

**Challenge** 4 (1100 XP)

TRAITS

Ideal. "One must respect the chain of command. You follow my orders, or you die."

Bond. "I have sworn to hold and protect Fort Beluarian in the name of Grand Duke Ulder Ravengard of Baldur's Gate. The fort will not fall on my watch!"

Flaw. "It's a ghoul-eat-you world out here. I have no pity for those who can't defend themselves."

**Special Equipment.** Liara has a potion of greater healing, sending stone, two spell scrolls of lesser restoration, four potions of healing

Brave. Liara has advantage on **Saving Throws** against being frightened.

Flaming Fury. Once per turn, when Liara hits a creature with a melee weapon, she can cause fire to magically erupt from her weapon and deal an extra 10 (3d6) fire damage to the target.

Actions

Multiattack. Liara makes three melee attacks.

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

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.+ 20 bolts

Marshall Ulder Ravengard

Lawful neutral male human fighter

Ideals: Responsibility, glory ("I am trusted with protecting thousands of lives, and I will not betray that trust no matter what my personal desires.")

Interaction Traits: Honest

Ulder Ravengard is the leader of the Flaming Fist-the military might of Baldur's Gate.

Ravengard is a stern warrior dedicated to discipline and results. Having risen through the ranks of the Flaming Fist by the might of his blade and the sharpness of his wits, he sometimes lacks sophistication and tact, but he possesses an unwavering commitment to the law. More comfortable working with soldiers than adventurers, Ravengard is used to giving orders and having them obeyed without question.

Though Baldur's Gate is still recovering from the havoc caused by the resurrection within the city of Bhaal, god of murder, the metropolis remains one of Faerun's most populous, wealthy, and powerful cities. Ravengard recognizes his duty to protect the city above all else, and the Flaming Fist's tired reserves are desperately needed for reconstruction and policing.

By tradition, the highest officer of the Flaming Fist is one of the city's dukes, and Grand Duke Ulder Ravengard fulfills that tradition proudly. security is enforced and order maintained by the Flaming Fist mercenary company, a supposedly neutral force which is free to fight in external conflicts, so long as it doesn't side against Baldur's Gate.

Ulder Ravengard is a fearless soldier who rose up through the ranks of the Flaming Fist to become its supreme marshal. Ravengard used his military position and influence to secure for himself a seat on the Council of Four. Following the deaths of two council members amid a cloud of corruption and scandal, he persuaded the Parliament of Peers to back his election to grand duke.

Upon ascending to the highest position in the city government, Ravengard refused to relinquish command of the Flaming Fist, making him the most powerful figure in the city by far. This decision has not endeared him to anyone, but Ravengard could care less about his popularity. His only concerns are the stability and prosperity of Baldur's Gate, and he doesn't trust any of the other dukes or anyone in the Parliament of Peers to put the city's interests before their own.

Marshall Ulder Ravenguard 5

Medium humanoid (human), Lawful Neutral

**Armor Class** 18🛡20 (plate, shield)

**Hit Points** 112 (15d8+45)

**Speed** 30 f

STR DEX CON INT WIS CHA

17(+3) 14(+2) 16(+3) 11(+0) 10(+0) 17(+3)

**Saving Throws** Con +6, Wis +3

**Skills** Athletics +6, Intimidation +6, Perception +3

**Senses** Passive Perception 13

**Languages** Common, Chondotan, Dwarvish

**Challenge** 5 (1800 XP)

**Special Equipment.** Ulder Ravenguard wields +1 long sword.

Brave. Ulder Ravengard has advantage on **Saving Throws** against being frightened.

Guardian Strike. If an enemy within 5 feet of Ulder attacks a target other than him, Ulder can make a melee attack against that enemy.

Actions

Multiattack. Ulder makes three melee attacks.

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

Shield Bash. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6+3) bludgeoning damage and if the target is a Medium or smaller creature Ulder pushes the target 5 feet away from him. Ulder then enters the space vacated by the target. If the target is pushed to within 5 feet of a creature friendly to Ulder, that friendly creature can use its reaction to make attack versus target.

Akroan Hoplite

Medium humanoid (any race), any alignment

**Armor Class** 18 (breastplate, shield)

**Hit Points** 52 (8d8+16)

**Speed** 25 ft.

STR DEX CON INT WIS CHA

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

**Saving Throws** Str +5, Dex +5

**Damage Immunities** poison

**Condition Immunities** blinded, deafened, frightened, paralyzed, poisoned, prone

**Senses** passive Perception 12

**Languages** Common

**Challenge** 3 (700 XP)

Hold the Line. While the hoplite is holding a spear, other creatures provoke an opportunity attack from the hoplite when they move within 5 feet of it. When the hoplite hits a creature with an opportunity attack using its spear, the creature takes an extra 4 (1d8) piercing damage, and the creature's **Speed** becomes 0 for the rest of the turn.

Actions

Multiattack. The hoplite makes three melee attacks or two ranged attacks.

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft., or 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.

Shield Bash.Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4+3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

## Красные Вороны

Red Raven Mercenary [1/4]

Medium humanoid (human), Neutral

**Armor Class** 15 (studded leather), with shield a17

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Saving Throws** Str +3, Con +3

**Skills** Athletics +4, Perception+2

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, shields

**Tools Proficiency** usually none

**Senses** passive Perception 12

**Languages** Common, Chondathan

**Challenge** 1/4 (100 XP) **Proficiency bonus** +2

**Level** 2

**Morale** 8

Martial Training I. Red Raven Mercenary gain +1 bonus to attack rolls and combat maneuvers DC.

Martial Advantage. Once per turn, the Red Raven Mercenary can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally.

Brave. The Red Raven Mercenary has advantage on **Saving Throws** against being frightened.

**Equipment.** Studded leather armor, large wooden shield, spear, long sword, light crossbow, crossbow case, 20 bolts.

Actions

&Spear. Melee Weapon Attack: +5 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage or 6 (1d8+ 2) piercing damage if used to make melee attack with two hands.

&Long sword. Melee Weapon Attack: +5 to hit, reach 5 ft., target. Hit: 6 (1d8 + 2) slashing damage or 7 (1d10+ 2) slashing damage if used to make melee attack with two hands.

@Light crossbow. Melee Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) type damage. . 20 bolts

REACTIONS

Parry. When an attacker hits Purple Dragon Blade with a melee attack and Purple Dragon Blade can see the attacker, he can add 3(1d6) to his AC against the triggering attack, provided that he’s wielding a melee weapon.

Red Raven Sergeant [1]

Medium humanoid (human), Neutral

**Armor Class** 15 (scale mail), with shield 17

**Hit Points** 16 (5d8 + 5)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

13 (+1) 12 (+1) 12 (+1) 10 (+0) 10 (+0) 10 (+0)

**Saving Throws** Str +3, Con +3

**Skills** Athletics +3, Perception+2

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, shields

**Tools Proficiency** usually none

**Senses** passive Perception 12

**Languages** Common, Chondathan

**Challenge** 1/4 (100 XP) **Proficiency bonus** +2

**Level** 2

**Morale** 8

**Martial Training I.** Purple Dragon Blade gain +1 bonus to attack rolls and combat maneuvers DC.

**Martial Advantage.** Once per turn, the purple dragon blade can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally.

**Brave.** The purple dragon blade has advantage on **Saving Throws** against being frightened.

**Equipment.** Scale mail, large wooden shield, spear, mace, dagger, light crossbow, crossbow case, 20 bolts.

Actions

Spear. Melee Weapon Attack: +4 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage or 5 (1d8+ 1) piercing damage if used to make melee attack with two hands.

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

Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft., target. Hit: 3 (1d4 + 1) piercing damage.

Light crossbow. Melee Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) type damage.

REACTIONS

Parry. When an attacker hits Purple Dragon Blade with a melee attack and Purple Dragon Blade can see the attacker, he can add 3(1d6) to his AC against the triggering attack, provided that he’s wielding a melee weapon.

Red Raven Lieutenant [3]

Medium humanoid (human), Neutral

**Armor Class** 15 (scale mail), with shield 17

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

13 (+1) 12 (+1) 12 (+1) 10 (+0) 10 (+0) 10 (+0)

**Saving Throws** Str +3, Con +3

**Skills** Athletics +3, Perception+2

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, shields

**Tools Proficiency** usually none

**Senses** passive Perception 12

**Languages** Common, Chondathan

**Challenge** 1/4 (100 XP) **Proficiency bonus** +2

**Level** 2

Martial Training I. Purple Dragon Blade gain +1 bonus to attack rolls and combat maneuvers DC.

Martial Advantage. Once per turn, the purple dragon blade can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally.

Brave. The purple dragon blade has advantage on **Saving Throws** against being frightened.

Phalanx Formation. The purple dragon blade has advantage on attack rolls and Dexterity **Saving Throws** while standing within 5 feet of a purple dragon blade’s ally wielding a shield.

**Equipment.** Scale mail, large wooden shield, spear, mace, dagger, light crossbow, crossbow case, 20 bolts.

**Morale** 8

Actions

Spear. Melee Weapon Attack: +4 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage or 5 (1d8+ 1) piercing damage if used to make melee attack with two hands.

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

Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft., target. Hit: 3 (1d4 + 1) piercing damage.

Light crossbow. Melee Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) type damage.

REACTIONS

Parry. When an attacker hits Purple Dragon Blade with a melee attack and Purple Dragon Blade can see the attacker, he can add 3(1d6) to his AC against the triggering attack, provided that he’s wielding a melee weapon.

Red Raven Captain [4]

Medium humanoid (human), Neutral

**Armor Class** 15 (scale mail), with shield 17

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

13 (+1) 12 (+1) 12 (+1) 10 (+0) 10 (+0) 10 (+0)

**Saving Throws** Str +3, Con +3

**Skills** Athletics +3, Perception+2

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, shields

**Tools Proficiency** usually none

**Senses** passive Perception 12

**Languages** Common, Chondathan

**Challenge** 1/4 (100 XP) **Proficiency bonus** +2

**Level** 2

Martial Training I. Purple Dragon Blade gain +1 bonus to attack rolls and combat maneuvers DC.

Martial Advantage. Once per turn, the purple dragon blade can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally.

Brave. The purple dragon blade has advantage on **Saving Throws** against being frightened.

Phalanx Formation. The purple dragon blade has advantage on attack rolls and Dexterity **Saving Throws** while standing within 5 feet of a purple dragon blade’s ally wielding a shield.

**Equipment.** Scale mail, large wooden shield, spear, mace, dagger, light crossbow, crossbow case, 20 bolts.

**Morale** 8

Actions

Spear. Melee Weapon Attack: +4 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage or 5 (1d8+ 1) piercing damage if used to make melee attack with two hands.

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

Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft., target. Hit: 3 (1d4 + 1) piercing damage.

Light crossbow. Melee Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) type damage.

REACTIONS

Parry. When an attacker hits Purple Dragon Blade with a melee attack and Purple Dragon Blade can see the attacker, he can add 3(1d6) to his AC against the triggering attack, provided that he’s wielding a melee weapon.

## Red Plumes

Red Plume Captain [3]

Medium humanoid (human), lawful evil

**Armor Class** 20 (plate, shield)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16(+3) 11(+0) 14(+2) 11(+0) 11(+0) 15(+2)

**Saving Throws** Con +4, Wis +2

**Senses** passive Perception 10

**Languages** Common

**Challenge** 3 (700 XP)

**Special Equipment.** The Red Plume Captain has two potions of healing.

Brave. The Red Plume Captain has advantage on **Saving Throws** against being frightened.

Actions

Multiattack. The Red Plume Captain makes two melee attacks.

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

Poisoned Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage and the target must succeed on a DC 15 saving throw or become poisoned for 1d4 hours.

Battle Cry (1/Day). Each creature of The Red Plume Captain’s choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of The Red Plume Captain’s next turn. The Red Plume Captain can then make one attack as a bonus action.

Faction: Red Plumes

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Red Plume Cavalry Officer [1]

Medium humanoid (human), any alignment

**Armor Class** 17 (splint)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

15(+2) 11(+0) 14(+2) 11(+0) 11(+0) 10(+0)

**Skills** Athletics +4, Animal Handling +2

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1 (200 XP)

Actions

Multiattack. The Red Plume cavalry officer makes two melee attacks.

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

Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

Reactions

Parry. The Red Plume cavalry officer adds 2 to its AC against one melee attack that would hit it. To do so, the Red Plume cavalry officer t must see the attacker and be wielding a melee weapon.

Faction: Red Plumes

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Red Plume Patrol [1]

Medium humanoid (human), lawful neutral

**Armor Class** 16 (chain mail)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Saving Throws** Str +3, Con +3

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** Common

**Challenge** 1 (200 XP)

Actions

Multiattack. The Red Plume patrol makes two melee attacks.

Longsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage.

Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

Net. Ranged Weapon Attack: +3 to hit, range 5/15 ft., one creature. Hit: A large or smaller creature hit by a net is restrained until it is freed. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net also frees the creature.

Reactions

Parry. The Red Plume patrol adds 2 to its AC against one melee attack that would hit it. To do so, the Red Plume patrol must see the attacker and be wielding a melee weapon.

Faction: Red Plumes

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

Red Plume Warrior

Experienced Red Plume Fighter

Red Plume Sergeant

Red Plume Commander

Experienced Red Plume Commander

Red Plume Captain

Experienced Red Plume Captain

## Purple Dragons

### Структура армии Пурпурных Драконов

**Пехота:**

* +Легкая пехота
* +Средняя пехота
* +Тяжелая пехота
* +Тяжелая пехота с древковым оружием
* +Высокомобильная пехота

**Кавалерия:**

* +Легкая кавалерия
* +Средняя кавалерия
* +Тяжелая кавалерия
* +Элитная тяжелая кавалерия

**Стрелки:**

* +Лучники
* +Арбалетчики

**Специальные войска:**

* Королевские Разведчики
* Посланники Королевы
* Высокие Рыцари
* Королевский Корпус Охотников на чудовищ
* Наездники на гиппогрифах
* Горная стража
* Халлакские Змеи
* Королевские Стражи

**Помимо обычных бойцов также необходимо прописать:**

* Blade
* Telsword
* First Sword
* Swordcaptain
* Lionar
* Orniron
* Constal

### Особенности развития Пурпурных Драконов по уровням

Клинок Пурпурных Драконов это фактически аналог бойца 1ого уровня после полученного им обучения.

По мере развития и получения опыта Клинок выростет до Первого Меча, что будет эквивалентом 3-его уровня а также получит некоторые тактические приемы.

Пурпурные Драконы офицеры также фактически начинают с 1-2 уровня, но представляют собой опасность в первую очередь за счет своих лидерских навыков.

Поэтому ожидается приблизительно такая прогрессия относительного уровня персонажа:

|  |  |  |
| --- | --- | --- |
| Ранг | Уровень | Показатель опасности |
| Клинок | 1 уровень | 1/4 |
| Телсворд | 2 уровень | 1/2 |
| Первый Меч | 3 уровень | 1 |
| Мечекапитан | 3-4 уровень | 1 |
| Лионар | 4 уровень | 2 |
| Орнирон | 5 уровень | 3 |
| Констал | 6+ уровень | 4 |

С помощью применения шаблонов опытности, впрочем, всегда можно будет немного изменить уровень и показатель опасности НИП.

Также, в виду значительного количества вида различных войск в армии Кормира для всех повышенных рангов будут просто приложены шаблоны позволяющие сформировать соответствующего офицера на основании блока характеристики Клинка.

Характеристики Сверхмеча, Боевого Мастера, Высокого Маршала мы также не приводим, поскольку они явно не относятся к типовым сценариям взаимодействия и явно обладают высокой уникальностью, что в любом случае потребует от ГМа создания их практически с 0.

The Purple Dragons form the military of Cormyr, but also perform many other tasks such as inter¬dicting smugglers, checking the licenses of adven¬turers, and patrolling the streets of major cities. While most cities employ a small force of volunteer guards, Cormyr is one of the few nations in western Faerun that is heavily patrolled by a large force of professional soldiers tasked with law enforcement. For adventurers from outside of Cormyr, this can of¬ten feel oppressive at first though the citizens assure visitors that it is all completely normal and for the best of the nation.

RECRUIT

Individuals training to become Purple Knights first enter a brief period of apprenticeship, first gaining combat training within a Purple Knight citadel and later assigned to shadow a patrol under the guid ance of a Telsword.

BLADE

Blades make up the bulk of the Purple Dragon army and can be seen patrolling most large towns in Cormyr. In times of war, Purple Dragon Blades form the backbone of Cormyr’s infantry.

TELSWORD

Telswords are junior officers of the Purple Dragons and typically command a patrol of four to six blades. They command the respect of their men, and keep order in the ranks.

LIONAR

Lionars are the lowest commissioned rank of the Purple Dragons and they are responsible for com-manding and training companies of up to one-hun¬dred Purple Dragons. A lionar is among the highest ranks that can be attained by a commoner, and thus the rank is full of grizzled veterans. Officers of this rank also make up the bulk of the royal guard that defends the royal family and the palace.

KNIGHT

Purple Dragon knights are the cavalry of Cormyr. In peacetime they patrol the vast border territories, keep the King’s Forest clear of goblins and orcs, and stand watch in the kingdom’s many border forts, ready to ride out and engage enemies who might be gathering to invade the nation. In war, the Purple Dragon knights are a fearsome sight and can break

HIGHKNIGHT

Highknight is a recently created rank within the Pur¬ple Dragons and serve within Suzail as the personal guard of the Royal Family. In addition to their mili¬tary training, all Highknights must have attained the rank of at least lionar, they are trained in matters of court and frequently mind-read by the War Wizards to ensure loyalty.

Highknights perform difficult duties, such as investigating traitors among the Purple Dragons or the nobility or guarding high priority targets, such as the queen herself or important guests of state.

**Shield Wall.** The Purple Dragon adds 2 to its AC if at least one of their allies is within 5 feet and the ally is wielding a shield and isn’t incapacitated.

**Skilled Rider.** Attack rolls made against the knight’s mount have disadvantage.

**Thundering Charge.** If the knight is mounted and moves at least 20 feet straight toward a creature and hits it with a lance attack on the same turn, the creature must succeed on a DC 13 Strength saving throw or be knocked prone.

Death Before Dishonor. The Purple Dragon has ad¬vantage on saving throws against being charmed or frightened.

Sentinel. When the lionar hits a creature with an opportunity attack, the creature’s speed becomes 0 for the rest of the turn. Creatures provoke attacks of opportunity from the lionar even if they use the Disengage action before leaving the lionar’s reach.

REACTIONS

**Bodyguard.** If a creature within 5 feet of the Purple Dragon is hit by an attack roll, the Purple Dragon may use its reaction to force the attacking creature to reroll their attack, potentially causing it to miss. To use this ability, the Purple Dragon must be able to see both the creature and its attacker.

+Blade (light infantry) [1/4]

Medium humanoid (any race), any alignment

**Armor Class** 13 (studded leather). 15 with shield

**Hit Points** 11/5 [18/9] (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 12 (+1) 12 (+1) 10 (+0) 11 (+0) 10 (+0)

**Skills** Atheletics +3

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, shields

**Tools Proficiency** usually none

**Senses** passive Perception 10

**Languages** Common, Chondathan

**Challenge** 1/4 (50 XP) **Proficiency bonus** +2

**Level** 2

**Morale** 8 (high)

**Martial Training I.** Purple Dragon gains a bonus +1 to weapon attack rolls and combat maneuvers DC.

**Martial Advantage.** Once per turn, the Purple Dragon Blade can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

**Formation Tactics.** The Purple Dragon Blade has advantage on **Saving Throws** against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

**Equipment:** studded leather, heavy wooden shield, short sword or spear, light crossbow and 20 crossbow bolts or 5 javelins, 1d4 gp, 1d6 sp, 1d10 cp.

Actions

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

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

**Long Spear.** Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

**Javelin.** Ranged Weapon Attack: +4 to hit, range 30/90 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

**Light Crossbow.** Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

**Heavy Crossbow.** Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

**Shield Push.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit:3 (1d4 + 1) bludgeoning damage. If the target is large sized or smaller, it must make a DC 13 Strength saving throw or be knocked prone or pushed back 5 ft. (soldier's choice)

**Greatsword.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) slashing damage.

Reactions

**Parry.** When an attacker hits Purple Dragon Blade with a melee attack and Purple Dragon Blade can see the attacker, he can add 2(1d4) to his AC against the triggering attack, provided that he’s wielding a melee weapon.

Also you can apply one of these templates to any of Purple Dragons if you want have some difference between non-experencied soldiers and veterans:

* Wooden Sword
* Short Sword
* Long Sword
* Great Sword

**Wooden Sword** – уберите Martial Advantage, Formation Tactics а также действие Shield Push.

Это уменьшит показатель опасности до 1/8.

**Short Sword** – is base variant of Purple Dragons.

**Long Sword** – добавьте 1 кость хитов и владение спасбросками Телосложения и Силы.

Это увеличит уровень Клинка на 1 и показатель опасности до 1/2.

**Great Sword** – добавьте 2 кости хитов, владение спасбросками Телосложения и Силы, а также свойство Second Wind (1/SR).

**Second Wind (1/SR).** As a bonus action, Purple Dragon Blade can regain 9 (1d10 + 4) **Hit Points**.

Это увеличит уровень Клинка на 2 и показатель опасности до 1.

+Blade (medium infantry) [1/4]

Medium humanoid (any race), any alignment

**Armor Class** 15 (scale mail). 17 with shield

**Hit Points** 11/5 [18/9] (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 12 (+1) 12 (+1) 10 (+0) 11 (+0) 10 (+0)

**Skills** Athletics +3

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, shields

**Tools Proficiency** usually none

**Senses** passive Perception 10

**Languages** Common, Chondathan

**Challenge** 1/4 (50 XP) **Proficiency bonus** +2

**Level** 2

**Morale** 8 (high)

**Martial Training I.** Purple Dragon gains a bonus +1 to weapon attack rolls and combat maneuvers DC.

**Martial Advantage.** Once per turn, the Purple Dragon Blade can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

**Formation Tactics.** The Purple Dragon Blade has advantage on **Saving Throws** against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

**Equipment:** scale mail, heavy wooden shield, short sword or spear, light crossbow and 20 crossbow bolts or 5 javelins, 1d4 gp, 1d6 sp, 1d10 cp.

Actions

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

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

**Long Spear.** Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

**Javelin.** Ranged Weapon Attack: +4 to hit, range 30/90 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

**Light Crossbow.** Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

**Heavy Crossbow.** Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

**Shield Push.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit:3 (1d4 + 1) bludgeoning damage. If the target is large sized or smaller, it must make a DC 13 Strength saving throw or be knocked prone or pushed back 5 ft. (soldier's choice)

**Greatsword.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) slashing damage.

Reactions

**Parry.** When an attacker hits Purple Dragon Blade with a melee attack and Purple Dragon Blade can see the attacker, he can add 2(1d4) to his AC against the triggering attack, provided that he’s wielding a melee weapon.

+Blade (heavy infantry) [1/2]

Medium humanoid (any race), any alignment

**Armor Class** 16 (chain mail). 18 with shield

**Hit Points** 11/5 [18/9] (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Athletics +3

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, heavy, shields

**Tools Proficiency** usually none

**Senses** passive Perception 10

**Languages** Common, Chondathan

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

**Level** 2

**Morale** 8 (high)

**Martial Training I.** Purple Dragon gains a bonus +1 to weapon attack rolls and combat maneuvers DC.

**Martial Advantage.** Once per turn, the Purple Dragon Blade can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

**Formation Tactics.** The Purple Dragon Blade has advantage on **Saving Throws** against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

**Equipment:** chainmail, heavy wooden shield, long sword or spear or battle axe or flail, light crossbow and 20 crossbow bolts or 5 javelins, 1d4 gp, 1d6 sp, 1d10 cp.

Actions

**Long sword.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage or 6 (1d10+1) slashing damage if used to make melee attack with two hands.

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

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

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

**Long Spear.** Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

**Javelin.** Ranged Weapon Attack: +4 to hit, range 30/90 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

**Light Crossbow.** Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

**Heavy Crossbow.** Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

**Shield Push.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit:3 (1d4 + 1) bludgeoning damage. If the target is large sized or smaller, it must make a DC 12 Strength saving throw or be knocked prone or pushed back 5 ft. (soldier's choice)

**Greatsword.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) slashing damage.

Reactions

**Parry.** When an attacker hits Purple Dragon Blade with a melee attack and Purple Dragon Blade can see the attacker, he can add 2(1d4) to his AC against the triggering attack, provided that he’s wielding a melee weapon.

**Faction:**

**Possessions:**

**Climate/Terrain/Environment:**

**Ecology:**

**Organization:**

**Habitat/Society:**

**Standard names:**

**Example of Encounters:**

Blade (heavy polearm infantry) [1/2]

Medium humanoid (any race), any alignment

**Armor Class** 16 (chain mail). 18 with shield

**Hit Points** 11/5 [18/9] (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Athletics +3

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, heavy, shields

**Tools Proficiency** usually none

**Senses** passive Perception 10

**Languages** Common, Chondathan

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

**Level** 2

**Morale** 8 (high)

**Martial Training I.** Purple Dragon gains a bonus +1 to weapon attack rolls and combat maneuvers DC.

**Martial Advantage.** Once per turn, the Purple Dragon Blade can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

**Formation Tactics.** The Purple Dragon Blade has advantage on **Saving Throws** against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

**Equipment:** chainmail, heavy wooden shield, shor sword, pike or spear or halberd, light crossbow and 20 crossbow bolts or 5 javelins, 1d4 gp, 1d6 sp, 1d10 cp.

Actions

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

**Long Spear.** Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

**Halberd.** Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 6 (1d10 + 1) slashing damage.

**Light Crossbow.** Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Reactions

**Parry.** When an attacker hits Purple Dragon Blade with a melee attack and Purple Dragon Blade can see the attacker, he can add 2(1d4) to his AC against the triggering attack, provided that he’s wielding a melee weapon.

**Faction:**

**Possessions:**

**Climate/Terrain/Environment:**

**Ecology:**

**Organization:**

**Habitat/Society:**

**Standard names:**

**Example of Encounters:**

+Blade (mobile infantry) [1/4]

Medium humanoid (any race), any alignment

**Armor Class** 15 (scale mail). 17 with shield

**Hit Points** 11/5 [18/9] (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 12 (+1) 12 (+1) 10 (+0) 11 (+0) 10 (+0)

**Skills** Athletics +3

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, shields

**Tools Proficiency** mounts (land)

**Senses** passive Perception 10

**Languages** Common, Chondathan

**Challenge** 1/4 (50 XP) **Proficiency bonus** +2

**Level** 2

**Morale** 8 (high)

**Martial Training I.** Purple Dragon gains a bonus +1 to weapon attack rolls and combat maneuvers DC.

**Martial Advantage.** Once per turn, the Purple Dragon Blade can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

**Formation Tactics.** The Purple Dragon Blade has advantage on **Saving Throws** against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

**Equipment:** scale mail, heavy wooden shield, short sword or spear, light crossbow and 20 crossbow bolts or 5 javelins, 1d4 gp, 1d6 sp, 1d10 cp.

**Special Equipment:** Purple Dragon Blade (mobile infantry) is traveling mounted on light warhorse with studded leather barding but prefer to combat dismounted.

Actions

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

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

**Long Spear.** Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

**Javelin.** Ranged Weapon Attack: +4 to hit, range 30/90 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

**Light Crossbow.** Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

**Heavy Crossbow.** Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

**Shield Push.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit:3 (1d4 + 1) bludgeoning damage. If the target is large sized or smaller, it must make a DC 12 Strength saving throw or be knocked prone or pushed back 5 ft. (soldier's choice)

**Greatsword.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) slashing damage.

Reactions

**Parry.** When an attacker hits Purple Dragon Blade with a melee attack and Purple Dragon Blade can see the attacker, he can add 2(1d4) to his AC against the triggering attack, provided that he’s wielding a melee weapon.

**Faction:**

**Possessions:**

**Climate/Terrain/Environment:**

**Ecology:**

**Organization:**

**Habitat/Society:**

**Standard names:**

**Example of Encounters:**

+Blade (Light Cavalry) [1/4]

Medium humanoid (any race), any alignment

**Armor Class** 13 (studded leather). 15 with shield

**Hit Points** 11/5 [18/9] (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 12 (+1) 12 (+1) 10 (+0) 11 (+0) 10 (+0)

**Skills** Athletics +3

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, shields

**Tools Proficiency** mounts (land)

**Senses** passive Perception 10

**Languages** Common, Chondathan

**Challenge** 1/4 (50 XP) **Proficiency bonus** +2

**Level** 2

**Morale** 8 (high)

**Martial Training I.** Purple Dragon gains a bonus +1 to weapon attack rolls and combat maneuvers DC.

**Martial Advantage.** Once per turn, the Purple Dragon Blade can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

**Mounted Advantage.** While mounted and not incapacitated, the Purple Dragon has advantage on melee attack rolls against any unmounted creature that is smaller than its mount.

**Mounted Lancing.** While mounted and not incapacitated, the Purple Dragon an extra 6 (1d12) damage when it hits with its spear or lance against any unmounted creature that is smaller than its mount.

**Equipment:** studded leather, heavy wooden shield, long sword or battleaxe or flail, spear, light crossbow and 20 crossbow bolts or 5 javelins or shortbow and 20 arrows, 1d4 gp, 1d6 sp, 1d10 cp.

**Special Equipment:** Purple Dragon Blade (light cavalry) is traveling mounted on light warhorse with studded leather barding.

Actions

**Long sword.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage or 6 (1d10+1) slashing damage if used to make melee attack with two hands.

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

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

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

**Javelin.** Ranged Weapon Attack: +4 to hit, range 30/90 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

**Light Crossbow.** Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

**Shortbow.** Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Reactions

**Parry.** When an attacker hits Purple Dragon Blade with a melee attack and Purple Dragon Blade can see the attacker, he can add 2(1d4) to his AC against the triggering attack, provided that he’s wielding a melee weapon.

**Faction:**

**Possessions:**

**Climate/Terrain/Environment:**

**Ecology:**

**Organization:**

**Habitat/Society:**

**Standard names:**

**Example of Encounters:**

+Blade (Medium Cavalry) [1/4]

Medium humanoid (any race), any alignment

**Armor Class** 15 (scale mail). 17 with shield

**Hit Points** 11/5 [18/9] (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 12 (+1) 12 (+1) 10 (+0) 11 (+0) 10 (+0)

**Skills** Athletics +3

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, shields

**Tools Proficiency** mounts (land)

**Senses** passive Perception 10

**Languages** Common, Chondathan

**Challenge** 1/4 (50 XP) **Proficiency bonus** +2

**Level** 2

**Morale** 8 (high)

**Martial Training I.** Purple Dragon gains a bonus +1 to weapon attack rolls and combat maneuvers DC.

**Martial Advantage.** Once per turn, the Purple Dragon Blade can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

**Mounted Advantage.** While mounted and not incapacitated, the Purple Dragon has advantage on melee attack rolls against any unmounted creature that is smaller than its mount.

**Mounted Lancing.** While mounted and not incapacitated, the Purple Dragon an extra 6 (1d12) damage when it hits with its spear or lance against any unmounted creature that is smaller than its mount.

**Equipment:** scale mail, heavy wooden shield, long sword or battleaxe or flail, spear, light crossbow and 20 crossbow bolts or 5 javelins, 1d4 gp, 1d6 sp, 1d10 cp.

**Special Equipment:** Purple Dragon Blade (medium cavalry) is traveling mounted on light warhorse with studded leather barding.

Actions

**Long sword.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage or 6 (1d10+1) slashing damage if used to make melee attack with two hands.

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

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

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

**Javelin.** Ranged Weapon Attack: +4 to hit, range 30/90 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

**Light Crossbow.** Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Reactions

**Parry.** When an attacker hits Purple Dragon Blade with a melee attack and Purple Dragon Blade can see the attacker, he can add 2(1d4) to his AC against the triggering attack, provided that he’s wielding a melee weapon.

**Faction:**

**Possessions:**

**Climate/Terrain/Environment:**

**Ecology:**

**Organization:**

**Habitat/Society:**

**Standard names:**

**Example of Encounters:**

+Blade (Heavy Cavalry) [1/2]

Medium humanoid (any race), any alignment

**Armor Class** 17 (splint mail). 19 with shield

**Hit Points** 11/5 [18/9] (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Athletics +4

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, heavy, shields

**Tools Proficiency** mounts (land)

**Senses** passive Perception 10

**Languages** Common, Chondathan

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

**Level** 2

**Morale** 8 (high)

**Martial Training I.** Purple Dragon gains a bonus +1 to weapon attack rolls and combat maneuvers DC.

**Mounted Advantage.** While mounted and not incapacitated, the Purple Dragon has advantage on melee attack rolls against any unmounted creature that is smaller than its mount.

**Mounted Lancing.** While mounted and not incapacitated, the Purple Dragon an extra 6 (1d12) damage when it hits with its spear or lance against any unmounted creature that is smaller than its mount.

**Equipment:** splint mail, heavy wooden shield, long sword or battleaxe or flail, lance, light crossbow and 20 crossbow bolts or 5 javelins, 1d4 gp, 1d6 sp, 1d10 cp.

**Special Equipment:** Purple Dragon Blade (heavy cavalry) is traveling mounted on heavy warhorse with chainmail barding.

Actions

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

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

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

**Lance.** Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 8 (1d12 + 2) piercing damage.

**Javelin.** Ranged Weapon Attack: +5 to hit, range 30/90 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

**Light Crossbow.** Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Reactions

**Parry.** When an attacker hits Purple Dragon Blade with a melee attack and Purple Dragon Blade can see the attacker, he can add 2(1d4) to his AC against the triggering attack, provided that he’s wielding a melee weapon.

**Faction:**

**Possessions:**

**Climate/Terrain/Environment:**

**Ecology:**

**Organization:**

**Habitat/Society:**

**Standard names:**

**Example of Encounters:**

+Blade (Elite Heavy Cavalry) [1]

Medium humanoid (any race), any alignment

**Armor Class** 18 (plate mail). 20 with shield

**Hit Points** 16/8 [27/13] (3d8 + 3)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Athletics +4

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, heavy, shields

**Tools Proficiency** mounts (land)

**Senses** passive Perception 10

**Languages** Common, Chondathan

**Challenge** 1 (200 XP) **Proficiency bonus** +2

**Level** 3

**Morale** 9 (high)

**Martial Training I.** Purple Dragon Blade gains a bonus +1 to weapon attack rolls and combat maneuvers DC.

**Mounted Advantage.** While mounted and not incapacitated, the Purple Dragon has advantage on melee attack rolls against any unmounted creature that is smaller than its mount.

**Mounted Defense.** While mounted, the Purple Dragon Blade can force an attack that targets its mount to target the rider instead.

**Mounted Evasion.** While mounted, if the rider’s mount is subject to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Cavalry Training.** When the Purple Dragon Blade hits a target with a melee attack while mounted on combat trained mount, the combat trained mount can make one melee attack against the same target as a reaction.

**Thundering Charge (1/Turn).** If the Purple Dragon Blade (elite heavy cavalry)'s mount moves at least 20 feet straight toward a target and the Purple Dragon Blade hits it with a spear or lance attack on the same turn, the target takes an extra 7 (2d6) piercing damage. If the target is a creature and it’s size is Large or smaller, it must succeed on a DC 14 Strength saving throw or be knocked prone.

**Equipment:** plate mail, heavy wooden shield, long sword or battleaxe or flail, lance, light crossbow and 20 crossbow bolts or 5 javelins, 1d4 gp, 1d6 sp, 1d10 cp.

**Special Equipment:** Purple Dragon Blade (elite heavy cavalry) is traveling mounted on heavy warhorse with chainmail barding.

Actions

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

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

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

**Lance.** Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 8 (1d12 + 2) piercing damage.

**Javelin.** Ranged Weapon Attack: +5 to hit, range 30/90 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

**Light Crossbow.** Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Reactions

**Parry.** When an attacker hits Purple Dragon Blade with a melee attack and Purple Dragon Blade can see the attacker, he can add 2(1d4) to his AC against the triggering attack, provided that he’s wielding a melee weapon.

+Blade (archers) [1/2]

Medium humanoid (any race), any alignment

**Armor Class** 14 (studded leather)

**Hit Points** 11/5 [18/9] (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Athletics +3, Perception +2

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, shields

**Tools Proficiency** usually none

**Senses** passive Perception 12

**Languages** Common, Chondathan

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

**Level** 2

**Morale** 8 (high)

**Martial Training I.** Purple Dragon gains a bonus +1 to weapon attack rolls and combat maneuvers DC.

**Precise Aim.** If the Purple Dragon Blade (archer) doesn't move during its turn, it adds 1d4 to its attack roll with its longbow.

**Equipment:** studded leather, short sword, long bow, 2 quivers, 40 arrows, 1d4 gp, 1d6 sp, 1d10 cp.

Actions

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

**Long bow.** Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

**Arrow Volley.** The Purple Dragon Blade (archer) uses the Ready action to prepare to loose an arrow volley on the command of a chosen creature. The commander designates a target when he give the command, and each creature with this trait who has readied and can see the target shoots their arrow. If at least 5 arrows are shot this way, creatures within 5 feet of the target must make a DC 14 Dexterity saving throw, taking 9 (2d8) piercing damage on a failed save or half as much damage on a successful one. For every 5 additional arrows launched, the area of effect increases by 5 feet.

**Volley (Recharge 6).** The Purple Dragon Blade (archer) makes one ranged attack against every enemy within 10 feet of a point it can see.

+Blade (crossbowmen) [1/2]

Medium humanoid (any race), any alignment

**Armor Class** 14 (studded leather)

**Hit Points** 11/5 [18/9] (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Athletics +3, Perception +2

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, shields

**Tools Proficiency** usually none

**Senses** passive Perception 12

**Languages** Common, Chondathan

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

**Level** 2

**Morale** 8 (high)

**Martial Training I.** Purple Dragon gains a bonus +1 to weapon attack rolls and combat maneuvers DC.

**Precise Aim.** If the Purple Dragon Blade (crossbowman) doesn't move during its turn, it adds 1d4 to its attack roll with its heavy crossbow.

**Steady Aim.** The Purple Dragon Blade (crossbowman)’s crossbow attacks ignore half and three quarters cover and deal an additional 5 (1d10) damage (included in the attack).

**Equipment:** studded leather, short sword, heavy crossbow, 2 bolt cases, 40 bolts, 1d4 gp, 1d6 sp, 1d10 cp.

Actions

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

**Heavy crossbow.** Ranged Weapon Attack: +5 to hit, range 100/400 ft., one target. Hit: 13 (2d10+ 2) piercing damage.

Blade (Mountain Watch) [1/2]

Medium humanoid (any race), any alignment

**Armor Class** 15 (scale mail). 17 with shield

**Hit Points** 11/5 [18/9] (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 12 (+1) 12 (+1) 10 (+0) 11 (+0) 10 (+0)

**Skills** Atheletics +3

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

**Morale** 8 (high)

**Martial Training I.** Purple Dragon gains a bonus +1 to weapon attack rolls and combat maneuvers DC.

**Martial Advantage.** Once per turn, the soldier can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

**Formation Tactics.** The soldier has advantage on **Saving Throws** against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

Actions

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

Long Spear. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Javelin. Ranged Weapon Attack: +4 to hit, range 30/90 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Heavy Crossbow. Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

Shield Push. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit:3 (1d4 + 1) bludgeoning damage. If the target is large sized or smaller, it must make a DC 12 Strength saving throw or be knocked prone or pushed back 5 ft. (soldier's choice)

Greatsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) slashing damage.

**Faction:**

**Possessions:**

**Climate/Terrain/Environment:**

**Ecology:**

**Organization:**

**Habitat/Society:**

**Standard names:**

**Example of Encounters:**

Royal Scout [1/2]

Medium humanoid (any race), any alignment

**Armor Class** 15 (scale mail). 17 with shield

**Hit Points** 11/5 [18/9] (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 12 (+1) 12 (+1) 10 (+0) 11 (+0) 10 (+0)

**Skills** Atheletics +3

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

**Morale** 8 (high)

**Martial Training I.** Purple Dragon gains a bonus +1 to weapon attack rolls and combat maneuvers DC.

**Martial Advantage.** Once per turn, the soldier can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

**Formation Tactics.** The soldier has advantage on **Saving Throws** against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

Actions

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

Long Spear. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Javelin. Ranged Weapon Attack: +4 to hit, range 30/90 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Heavy Crossbow. Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

Shield Push. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit:3 (1d4 + 1) bludgeoning damage. If the target is large sized or smaller, it must make a DC 12 Strength saving throw or be knocked prone or pushed back 5 ft. (soldier's choice)

Greatsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) slashing damage.

Queen Messenger [1/2]

Medium humanoid (any race), any alignment

**Armor Class** 15 (scale mail). 17 with shield

**Hit Points** 11/5 [18/9] (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 12 (+1) 12 (+1) 10 (+0) 11 (+0) 10 (+0)

**Skills** Atheletics +3

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

**Morale** 8 (high)

**Martial Training I.** Purple Dragon gains a bonus +1 to weapon attack rolls and combat maneuvers DC.

**Martial Advantage.** Once per turn, the soldier can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

**Formation Tactics.** The soldier has advantage on **Saving Throws** against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

Actions

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

Long Spear. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Javelin. Ranged Weapon Attack: +4 to hit, range 30/90 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Heavy Crossbow. Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

Shield Push. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit:3 (1d4 + 1) bludgeoning damage. If the target is large sized or smaller, it must make a DC 12 Strength saving throw or be knocked prone or pushed back 5 ft. (soldier's choice)

Greatsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) slashing damage.

**Faction:**

**Possessions:**

**Climate/Terrain/Environment:**

**Ecology:**

**Organization:**

**Habitat/Society:**

**Standard names:**

**Example of Encounters:**

Hullack Venomeer [1/2]

Medium humanoid (any race), any alignment

**Armor Class** 15 (scale mail). 17 with shield

**Hit Points** 11/5 [18/9] (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 12 (+1) 12 (+1) 10 (+0) 11 (+0) 10 (+0)

**Skills** Atheletics +3

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

**Morale** 8 (high)

**Martial Training I.** Purple Dragon gains a bonus +1 to weapon attack rolls and combat maneuvers DC.

**Martial Advantage.** Once per turn, the soldier can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

**Formation Tactics.** The soldier has advantage on **Saving Throws** against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

Actions

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

Long Spear. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Javelin. Ranged Weapon Attack: +4 to hit, range 30/90 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Heavy Crossbow. Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

Shield Push. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit:3 (1d4 + 1) bludgeoning damage. If the target is large sized or smaller, it must make a DC 12 Strength saving throw or be knocked prone or pushed back 5 ft. (soldier's choice)

Greatsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) slashing damage.

**Faction:**

**Possessions:**

**Climate/Terrain/Environment:**

**Ecology:**

**Organization:**

**Habitat/Society:**

**Standard names:**

**Example of Encounters:**

Blade (Mounted Airborne) [1/2]

Medium humanoid (any race), any alignment

**Armor Class** 15 (scale mail). 17 with shield

**Hit Points** 11/5 [18/9] (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 12 (+1) 12 (+1) 10 (+0) 11 (+0) 10 (+0)

**Skills** Atheletics +3

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

**Morale** 8 (high)

**Martial Training I.** Purple Dragon gains a bonus +1 to weapon attack rolls and combat maneuvers DC.

**Martial Advantage.** Once per turn, the soldier can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

**Formation Tactics.** The soldier has advantage on **Saving Throws** against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

Actions

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

Long Spear. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Javelin. Ranged Weapon Attack: +4 to hit, range 30/90 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Heavy Crossbow. Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

Shield Push. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit:3 (1d4 + 1) bludgeoning damage. If the target is large sized or smaller, it must make a DC 12 Strength saving throw or be knocked prone or pushed back 5 ft. (soldier's choice)

Greatsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) slashing damage.

**Faction:**

**Possessions:**

**Climate/Terrain/Environment:**

**Ecology:**

**Organization:**

**Habitat/Society:**

**Standard names:**

**Example of Encounters:**

Royal Guard [1/2]

Medium humanoid (any race), any alignment

**Armor Class** 15 (scale mail). 17 with shield

**Hit Points** 11/5 [18/9] (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 12 (+1) 12 (+1) 10 (+0) 11 (+0) 10 (+0)

**Skills** Atheletics +3

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

**Morale** 8 (high)

**Martial Training I.** Purple Dragon gains a bonus +1 to weapon attack rolls and combat maneuvers DC.

**Martial Advantage.** Once per turn, the soldier can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

**Formation Tactics.** The soldier has advantage on **Saving Throws** against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

Actions

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

Long Spear. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Javelin. Ranged Weapon Attack: +4 to hit, range 30/90 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Heavy Crossbow. Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

Shield Push. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit:3 (1d4 + 1) bludgeoning damage. If the target is large sized or smaller, it must make a DC 12 Strength saving throw or be knocked prone or pushed back 5 ft. (soldier's choice)

Greatsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) slashing damage.

Highknight [1/2]

Medium humanoid (any race), any alignment

**Armor Class** 15 (scale mail). 17 with shield

**Hit Points** 11/5 [18/9] (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 12 (+1) 12 (+1) 10 (+0) 11 (+0) 10 (+0)

**Skills** Atheletics +3

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

**Morale** 8 (high)

**Martial Training I.** Purple Dragon gains a bonus +1 to weapon attack rolls and combat maneuvers DC.

**Martial Advantage.** Once per turn, the soldier can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

**Formation Tactics.** The soldier has advantage on **Saving Throws** against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

Actions

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

Long Spear. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Javelin. Ranged Weapon Attack: +4 to hit, range 30/90 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Heavy Crossbow. Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

Shield Push. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit:3 (1d4 + 1) bludgeoning damage. If the target is large sized or smaller, it must make a DC 12 Strength saving throw or be knocked prone or pushed back 5 ft. (soldier's choice)

Greatsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) slashing damage.

**Faction:**

**Possessions:**

**Climate/Terrain/Environment:**

**Ecology:**

**Organization:**

**Habitat/Society:**

**Standard names:**

**Example of Encounters:**

+Telsword (light infantry) [1/2]

Medium humanoid (any race), any alignment

**Armor Class** 13 (studded leather). 15 with shield

**Hit Points** 16/8 [27/13] (3d8 + 3)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 12 (+1) 12 (+1) 10 (+0) 11 (+0) 12 (+1)

**Skills** Athletics +3

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, shields

**Tools Proficiency** usually none

**Senses** passive Perception 10

**Languages** Common, Chondathan

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

**Level** 3

**Morale** 8 (high)

**Martial Training I.** Purple Dragon First sword gains a bonus +1 to weapon attack rolls and combat maneuvers DC.

**Martial Advantage.** Once per turn, the Purple Dragon First sword can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

**Formation Tactics.** The Purple Dragon First sword has advantage on **Saving Throws** against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

**Equipment:** studded leather, heavy wooden shield, short sword or spear, light crossbow and 20 crossbow bolts or 5 javelins, 1d4 gp, 1d6 sp, 1d10 cp.

Actions

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

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

**Long Spear.** Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

**Javelin.** Ranged Weapon Attack: +4 to hit, range 30/90 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

**Light Crossbow.** Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

**Heavy Crossbow.** Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

**Shield Push.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit:3 (1d4 + 1) bludgeoning damage. If the target is large sized or smaller, it must make a DC 12 Strength saving throw or be knocked prone or pushed back 5 ft. (soldier's choice)

**Commander's Strike.** The Purple Dragon First sword (light infantry) chooses one friendly creature that can see and hear it. That creature can immediately use its reaction to make one weapon attack, adding 3 (1d6) to the attack's damage roll.

Reactions

**Parry.** When an attacker hits Purple Dragon First sword with a melee attack and Purple Dragon First sword can see the attacker, he can add 2(1d4) to his AC against the triggering attack, provided that he’s wielding a melee weapon.

+First Sword (light infantry) [1/2]

Medium humanoid (any race), any alignment

**Armor Class** 13 (studded leather). 15 with shield

**Hit Points** 16/8 [27/13] (3d8 + 3)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 12 (+1) 12 (+1) 10 (+0) 11 (+0) 12 (+1)

**Skills** Athletics +3

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, shields

**Tools Proficiency** usually none

**Senses** passive Perception 10

**Languages** Common, Chondathan

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

**Level** 3

**Morale** 8 (high)

**Martial Training I.** Purple Dragon First sword gains a bonus +1 to weapon attack rolls and combat maneuvers DC.

**Martial Advantage.** Once per turn, the Purple Dragon First sword can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

**Formation Tactics.** The Purple Dragon First sword has advantage on **Saving Throws** against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

**Equipment:** studded leather, heavy wooden shield, short sword or spear, light crossbow and 20 crossbow bolts or 5 javelins, 1d4 gp, 1d6 sp, 1d10 cp.

Actions

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

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

**Long Spear.** Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

**Javelin.** Ranged Weapon Attack: +4 to hit, range 30/90 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

**Light Crossbow.** Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

**Heavy Crossbow.** Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

**Shield Push.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit:3 (1d4 + 1) bludgeoning damage. If the target is large sized or smaller, it must make a DC 12 Strength saving throw or be knocked prone or pushed back 5 ft. (soldier's choice)

**Commander's Strike.** The Purple Dragon First sword (light infantry) chooses one friendly creature that can see and hear it. That creature can immediately use its reaction to make one weapon attack, adding 3 (1d6) to the attack's damage roll.

Reactions

**Parry.** When an attacker hits Purple Dragon First sword with a melee attack and Purple Dragon First sword can see the attacker, he can add 2(1d4) to his AC against the triggering attack, provided that he’s wielding a melee weapon.

### First Sword Template

Добавьте Клинку 1 кость хитов, увеличьте Харизму до 12(+1) и добавьте одно из следующих свойств:

* **Commander's Strike**
* **Maneuver Allies**
* **Directed Strike**

**Actions**

**Commander's Strike.** The First sword chooses one friendly creature that can see and hear it. That creature can immediately use its reaction to make one weapon attack, adding 3 (1d6) to the attack's damage roll.

**Maneuver Allies (Recharge 5–6).** Up to four allies within 60 feet of this First Sword that can hear it can each use their reaction to move up to half their Speed without provoking opportunity attacks.

**Bonus actions**

**Command.** The First sword targets one ally it can see within 30 feet of it. If the target can see and hear the First sword, the target can make one weapon attack as a reaction.

**Reactions**

**Directed Strike (2/day).** When a creature the First Sword can see within 30 feet of it makes an attack roll, and the creature can hear the First Sword, the First Sword grants advantage to that roll.

Swordcaptain (light infantry) [1]

Medium humanoid (any race), any alignment

**Armor Class** 13 (studded leather). 15 with shield

**Hit Points** 16/8 [27/13] (3d8 + 3)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Athletics +3, Perception +2

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, shields

**Tools Proficiency** usually none

**Senses** passive Perception 12

**Languages** Common, Chondathan

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

**Level** 3

**Morale** 8 (high)

**Martial Training I.** Purple Dragon Swordcaptain gains a bonus +1 to weapon attack rolls and combat maneuvers DC.

**Martial Advantage.** Once per turn, the Purple Dragon Swordcaptain can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

**Formation Tactics.** The Purple Dragon Swordcaptain has advantage on **Saving Throws** against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

**Equipment:** studded leather, heavy wooden shield, short sword or spear, light crossbow and 20 crossbow bolts or 5 javelins, 1d4 gp, 1d6 sp, 1d10 cp.

Actions

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

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

**Long Spear.** Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

**Javelin.** Ranged Weapon Attack: +4 to hit, range 30/90 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

**Light Crossbow.** Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

**Heavy Crossbow.** Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

**Shield Push.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit:3 (1d4 + 1) bludgeoning damage. If the target is large sized or smaller, it must make a DC 13 Strength saving throw or be knocked prone or pushed back 5 ft. (soldier's choice)

**Commander's Strike.** The Purple Dragon Swordcaptain (light infantry) chooses one friendly creature that can see and hear it. That creature can immediately use its reaction to make one weapon attack, adding 3 (1d6) to the attack's damage roll.

Leadership (1/SR). For 1 minute, the captain can utter a special command or warning whenever a nonhostile 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 captain. A creature can benefit from only one Leadership die at a time. This effect ends if the captain is incapacitated.

Reactions

**Parry.** When an attacker hits Purple Dragon Swordcaptain with a melee attack and Purple Dragon First sword can see the attacker, he can add 2(1d4) to his AC against the triggering attack, provided that he’s wielding a melee weapon.

**Directed Strike (2/day).** When a creature the Swordcaptain can see within 30 feet of it makes an attack roll, and the creature can hear the First Sword, the Swordcaptain grants advantage to that roll.

### Swordcaptain template and variants

Orniron (light infantry) [2]

Medium humanoid (any race), any alignment

**Armor Class** 13 (studded leather). 15 with shield

**Hit Points** 27/13 [45/22] (5d8 + 5)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Athletics +3, Perception +2

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, shields

**Tools Proficiency** usually none

**Senses** passive Perception 13

**Languages** Common, Chondathan

**Challenge** 2 (700 XP) **Proficiency bonus** +2

**Level** 5

**Morale** 8 (high)

**Martial Training I.** Purple Dragon Swordcaptain gains a bonus +2 to weapon attack rolls and combat maneuvers DC.

**Martial Advantage.** Once per turn, the Purple Dragon Swordcaptain can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

**Formation Tactics.** The Purple Dragon Orniron has advantage on **Saving Throws** against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

**Equipment:** studded leather, heavy wooden shield, short sword or spear, light crossbow and 20 crossbow bolts or 5 javelins, 1d4 gp, 1d6 sp, 1d10 cp.

Actions

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

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

**Long Spear.** Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

**Javelin.** Ranged Weapon Attack: +4 to hit, range 30/90 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

**Light Crossbow.** Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

**Heavy Crossbow.** Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

**Shield Push.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit:3 (1d4 + 1) bludgeoning damage. If the target is large sized or smaller, it must make a DC 13 Strength saving throw or be knocked prone or pushed back 5 ft. (soldier's choice)

**Commander's Strike.** The Purple Dragon Swordcaptain (light infantry) chooses one friendly creature that can see and hear it. That creature can immediately use its reaction to make one weapon attack, adding 3 (1d6) to the attack's damage roll.

Leadership (1/SR). For 1 minute, the captain can utter a special command or warning whenever a nonhostile 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 captain. A creature can benefit from only one Leadership die at a time. This effect ends if the captain is incapacitated.

Reactions

**Parry.** When an attacker hits Purple Dragon Swordcaptain with a melee attack and Purple Dragon First sword can see the attacker, he can add 2(1d4) to his AC against the triggering attack, provided that he’s wielding a melee weapon.

**Directed Strike (2/day).** When a creature the Swordcaptain can see within 30 feet of it makes an attack roll, and the creature can hear the First Sword, the Swordcaptain grants advantage to that roll.

### Orniron template and variants

Lionar [3]

Medium humanoid (any race), any alignment

**Armor Class** 15 (scale mail). 17 with shield

**Hit Points** 11/5 [18/9] (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 12 (+1) 12 (+1) 10 (+0) 11 (+0) 10 (+0)

**Skills** Atheletics +3

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

**Martial Training I.** Purple Dragon gains a bonus +1 to weapon attack rolls and combat maneuvers DC.

**Martial Advantage.** Once per turn, the soldier can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

**Formation Tactics.** The soldier has advantage on **Saving Throws** against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

Actions

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

Long Spear. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Javelin. Ranged Weapon Attack: +4 to hit, range 30/90 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Heavy Crossbow. Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

Shield Push. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit:3 (1d4 + 1) bludgeoning damage. If the target is large sized or smaller, it must make a DC 12 Strength saving throw or be knocked prone or pushed back 5 ft. (soldier's choice)

Greatsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) slashing damage.

### Lionar template and variants

Constal [3]

Medium humanoid (any race), any alignment

**Armor Class** 15 (scale mail). 17 with shield

**Hit Points** 11/5 [18/9] (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 12 (+1) 12 (+1) 10 (+0) 11 (+0) 10 (+0)

**Skills** Atheletics +3

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

**Martial Training I.** Purple Dragon gains a bonus +1 to weapon attack rolls and combat maneuvers DC.

**Martial Advantage.** Once per turn, the soldier can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

**Formation Tactics.** The soldier has advantage on **Saving Throws** against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

Actions

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

Long Spear. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Javelin. Ranged Weapon Attack: +4 to hit, range 30/90 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Heavy Crossbow. Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

Shield Push. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit:3 (1d4 + 1) bludgeoning damage. If the target is large sized or smaller, it must make a DC 12 Strength saving throw or be knocked prone or pushed back 5 ft. (soldier's choice)

Greatsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) slashing damage.

C

## Zhentilar army

Zhent Army Fighter

Experienced Zhent Army Fighter

Set up a perimeter with barbed wire

Mark walls with chalk to leave signals for other troops

A line of soldiers advances as the opponents are pelted from behind by bolts and spells. The goal is to get the opponent to charge so that the Hold the Line feat may be used.

Zhent Army Sergeant

Set up a perimeter with barbed wire

Mark walls with chalk to leave signals for other troops

A line of soldiers advances as they opponents are pelted from behind by bolts and spells. The goal is to get the opponent to charge so that the Hold the Line feat may be used.

Drop caltrops during combat

Hide caltrops in the field before a battle

Crowbars are used on locked doors

Ready the standard, men will group to it

Drink potion of Bear's Endurance

Smokesticks used to retreat or protect casters

Tanglefoot bags used against mounted opponents or to take prisoners

Use Sunrods to help wizards and archers target

Use Thunderstones against enemy casters and officers

Set up explosive rune alchemist fire trap before combat

Zhent Army Lieutenant

Set up a perimeter with barbed wire

Mark walls with chalk to leave signals for other troops

A line of soldiers advances as they opponents are pelted from behind by bolts and spells. The goal is to get the opponent to charge so that the Hold the Line feat may be used.

Will attempt to flank during combat

Drink potion of Bear's Endurance

Smokesticks used to escape or protect casters

Tanglefoot bags used against mounted opponents or other troublesome ones

Signal torches used when spoken orders cannot be given

Use Thunderstones against enemy casters.

Experienced Zhent Army Lieutenant

Set up a perimeter with barbed wire

Mark walls with chalk to leave signals for other troops

A line of soldiers advances as they opponents are pelted from behind by bolts and spells. The goal is to get the opponent to charge so that the Hold the Line feat may be used.

Will attempt to flank during combat

Drink potion of Bear's Endurance

Smokesticks used to escape or protect casters

Tanglefoot bags used against mounted opponents or other troublesome ones

Signal torches used when spoken orders cannot be given

Use Thunderstones against enemy casters.

Zhent Army Captain

Set up a perimeter with barbed wire

Mark walls with chalk to leave signals for other troops

A line of soldiers advances as they opponents are pelted from behind by bolts and spells. The goal is to get the opponent to charge so that the Hold the Line feat may be used.

Will attempt to flank during combat

Drink potion of Bear's Endurance

Smokesticks used to escape or protect casters

Tanglefoot bags used against mounted opponents or other troublesome ones

Signal torches used when spoken orders cannot be given

Potion of Invisibility to escape

Zhent Army Major

Set up a perimeter with barbed wire

Mark walls with chalk to leave signals for other troops

A line of soldiers advances as they opponents are pelted from behind by bolts and spells. The goal is to get the opponent to charge so that the Hold the Line feat may be used.

Will attempt to flank during combat

Drink potion of Bear's Endurance

Smokesticks used to escape or protect casters

Tanglefoot bags used against mounted opponents or other troublesome ones

Signal torches used when spoken orders cannot be given

Hamstring, then move on to another opponent so allies can swarm the hamstring victim

Особенности создания статблоков солдат

Каждое воинское соединение обладает какой либо отличительной особенностью, которая будет присутствовать у каждого представителя этого соединения.

Так, у хобгоблинов будет Martial Advantage, у племенных воинов – Pack tactics.

Дополнительно, у них могут быть дополнительные боевые возможности – как например Guardian Strike у Flaming Fists.

В не зависимости от наименования, тем или иным образом в каждом воинском соединении можно выделить следующие типы командиров:

- сержант

- лейтенант

- капитан

Солдаты на поле – даже если это племенные воины, племенные орки или клановые гоблины – в той или иной степени зависят от своего командира.

They require leaders such as sergeants, lieutenants, and captains; one sergeant per 10 men, one lieutenant per 30 men, and one captain per 100 men.

### Командирские навыки

Каждый из указанных командиров обладает своими лидерскими и командирскими способностями, которые развиваются с рангом.

Сержант

Лейтенант

Leadership (1/LR).

Капитан

### Уровень опытности солдат

|  |  |  |
| --- | --- | --- |
| Уровень опытности | Название | ПО |
| 1 | Зеленый новобранец | 1/8-1/4 |
| 2 | Профессиональный солдат | 1-2 |
| 3 | Ветеран | 3 |
| 4 | Элитный солдат | 4 |
| 5 | Пес войны | 5 |

#### Зеленый новобранец

#### Профессиональный солдат

#### Ветеран

#### Элитный солдат

#### Пес войны

# 555 Преступники

## Bandits/Brigands

Bandits are rural thieves who openly prey on travelers and iso­lated dwellings. They travel in groups of 20-200, usually led by high-level fighters, rogues, wizards, and priests. For every 20 bandits encountered, there will be an additional 3rd level fighter.

Bandits are typically armed with swords, spears, and small shields. Bandits may wear no armor (50%), leather (35%), pad­ded (10%), or ring mail (5%).

## Thieves/Thugs

These are low level rogues who, if not already engaged in a crime, may attempt to rob wealthy or weak-looking adventurers. Thieves may be armed with concealed weapons such as knives, darts, blowguns, blackjacks, and shortswords.

See "Adventurers" to determine level and special possessions.

## Организация банды

На больших дорогах и на узких городских улочках, в лесу и в горах - везде можно встретить тех, кто предложит обменять деньги и другие пожитки на жизнь. В разбойники идут самые разные личности по самым разным причинам, но действительно умелые бойцы среди этой братии встречаются редко. Как правило, именно они возглавляют банды. Остальные же стараются компенсировать недостаток воинской подготовки нападением из засады, численным превосходством, хитростью и жестокостью.

Иногда разбойники используют собак или даже волкодавов на охоте или в своем преступном промысле.

Дозор:

1d2+1 любых разбойника

1d2-1 собака/волкодав

Небольшая банда:

1-2 разбойника налётчика/громилы

1-2 разбойника застрельщика/снайпера

0-1 собака/волкодав

1 главарь разбойников

Крупная банда:

3-4 разбойника налётчика/громилы

2-4 разбойника застрельщика/снайпера

0-3 собаки/волкодава

1 главарь разбойников

0-1 браконьер

Браконьерская шайка

2-4 разбойника застрельщика/снайпера

0-2 собаки/волкодава

1 браконьер

### Разбойник-налётчик

Самодельные доспехи из толстой шкуры не слишком удобны - зато гораздо дешевле кольчужной рубахи, а защищают не хуже. Разбойника, как и волка, “ноги кормят”, так что бегать эти ребята умеют неплохо даже под тяжестью плохо выделанных шкур. Небольшие деревянные щиты позволяют сохранить свободу манёвра, а короткие топорики и кинжалы отлично подходят для резни как среди деревьев в лесу, так и в узком городском переулке. Впрочем, налётчики - не воины, и справиться с одним не так уж сложно. Только вот поодиночке эта братия не ходит...

### Разбойник-громила

Если боги не обделили силушкой охочего до чужого добра, то можно взять в руки дубину. Благо сделать её дело нехитрое. Берёшь ствол небольшого деревца, обрубаешь ветки - вот тебе и оружие. Одним ударом можно проломить череп или переломать рёбра даже облачённому в кольчугу стражнику, а если размахнуться посильнее, да по затылку, то и бывалому солдату придётся тяжко. К счастью для жертв разбойничьего промысла, ловкостью громилы обделены, щитов не носят - так что главное ударить первым или всадить пару стрел прежде, чем он до тебя доберётся.

### Разбойник-застрельщик

Среди разбойников хватает тех, кто умеет пользоваться луком. В ближний бой они предпочитают не лезть, действуя из засады или держась за спинами более крепких товарищей. Впрочем, на разбойничьем промысле удача может повернуться самым разным местом, так что застрельщики умеют сохранять хладнокровие и знают, как воспользоваться тем, что противник подобрался почти вплотную. А если рукопашной не избежать - вполне могут огреть короткой, но увесистой дубинкой.

### Главарь разбойников

Самые сильные и жестокие разбойники собирают вокруг себя банды. В отличие от большинства подручных, они действительно умеют драться, и представляют серьёзную угрозу в схватке один на один даже для опытного воина. Часто это дезертиры, научившиеся владеть оружием на плацу и в военных походах. Но встречаются и бывшие крестьяне или ремесленники, прожившие на кривой дорожке достаточно долго, чтобы наловчиться убивать. При этом главари не только опытные убийцы - они знают, что страх может быть не менее эффективен, чем клинок. Так что они наверняка постараются сначала запугать жертву, а только потом возьмутся за оружие. И уж если дошло до открытого боя, то от главаря жди грязных приёмов - таких как попытка выбить у противника оружие цепом, чтобы потом без лишнего риска добить его.

### Браконьер

Опытные охотники, достаточно рисковые, чтобы бить добычу, которую охраняют королевские законы. Или решившие, что охотиться на двуногую дичь выгоднее. Как бы то ни было, браконьеры отлично управляются с луком и способны выстрелить дважды, пока многие другие лучники успеют выпустить только одну стрелу. Кроме того, они отлично умеют читать следы, устраивать засады и замечать, когда их самих пытаются застать врасплох. В банде браконьер может быть правой рукой главаря или даже самому возглавить нескольких охотников, решивших устроить засаду на лесной дороге.

### Собака

Верные друзья и помощники, собаки есть почти в каждом доме. Они и скотину помогут загнать с пастбища, и о приближении опасности предупредят. Своих хозяев собака наверняка будет защищать, и не стоит её недооценивать: неосторожного противника пёс вполне может сбить с ног, после чего хозяину останется только обрушить дубину на голову незадачливого грабителя.

### Волкодав

Этих огромных, ростом в холке по пояс взрослому мужчине псов специально выращивают для охоты и охраны. Стража использует волкодавов для выслеживания преступников, но и в бою такой пёс способен прыжком свалить противника наземь, а потом перегрызть горло.

Brigand

Medium humanoid (human), neutral evil

**Armor Class** 14 (shield)

**Hit Points** 22 (4d8+4)

**Speed** 30ft.

STR DEX CON INT WIS CHA

15 (+2) 14 (+2) 13 (+1) 10 (+0) 11 (+0) 8 (-1)

**Skills** Athletics +4, Stealth +4

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1/2 (100 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.

Magician

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 22 (5d8)

Speed 30 ft.

STR

DEX

CON

INT

WIS

CHA

9 (–1)

14 (+2)

11 (+0)

16 (+3)

12 (+1)

11 (+0)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses passive Perception 11

Languages any three languages

Challenge 3 (700 XP)

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

Cantrips (at-will): fire bolt, light, mage hand, prestidigitation

1st level (4 slots): detect magic, mage armor, magic

missile, shield

2nd level (3 slots): misty step, suggestion

3rd level (2 slots): counterspell, fireball

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.

Brigand

Medium humanoid (any race), any non-lawful alignment

Armor Class 14 (studded leather)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR

DEX

CON

INT

WIS

CHA

13 (+1)

14 (+2)

13 (+1)

11 (+0)

10 (+0)

10 (+0)

Saving Throws Str +3, Dex +4

Skills Athletics +3, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1 (200 XP)

Actions

Multiattack. The brigand makes two melee attacks.

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

Light Crossbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

### Sentinel

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR

DEX

CON

INT

WIS

CHA

12 (+1)

16 (+3)

13 (+1)

12 (+1)

15 (+2)

11 (+0)

Saving Throws Dex +6

Skills Nature +7, Perception +8, Stealth +9, Survival +8

Senses passive Perception 18

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Keen Hearing and Sight. The sentinel has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Archery Specialization. The sentinel gains a +2 bonus to attack rolls and damage rolls made with its longbow (included in the attack).

Actions

Multiattack. The sentinel makes two melee weapon attacks or three ranged weapon attacks.

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

Longbow. Ranged Weapon Attack: +8 to hit, range 150/600 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

### Ruffian

Medium humanoid (any race), any non-good alignment

Armor Class 12 (leather armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR

DEX

CON

INT

WIS

CHA

16 (+3)

12 (+1)

14 (+2)

10 (+0)

10 (+0)

12 (+1)

Skills Athletics +5, Intimidation +3

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Pack Tactics. The ruffian has advantage on an attack roll against a creature if at least one of the ruffian’s allies is within 5 feet of the creature and the ally isn’t incapacitated.

Brute. A melee weapon deals one extra die of its damage when the ruffian hits with it (included in the attack).

Actions

Multiattack. The ruffian makes two melee attacks.

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

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

### ROGUE

Medium humanoid (any race), any non-lawful alignment

Armor Class 15 (studded leather armor)

Hit Points 49 (9d8+9)

Speed 30 ft.

STR

DEX

CON

INT

WIS

CHA

11 (+0)

16 (+3)

12 (+1)

13 (+1)

10 (+0)

14 (+2)

Saving Throws Dex +6, Int +4

Skills Deception +8, Insight +3, Investigation +4, Perception +3, Persuasion +5, Stealth +9; thieves’ tools

Senses passive Perception 13

Languages Any one language (usually Common), plus Thieves’ Cant

Challenge 3 (700 XP)

Cunning Action. On each of its turns, the rogue can use a bonus action to take the Dash, Disengage, or Hide action.

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

Second-Story Work. Climbing doesn’t cost the rogue extra movement, and it can jump 14 feet with a running jump.

Evasion. When subjected to an effect that calls for a Dexterity saving throw to take half damage, the rogue takes no damage on a successful save, and half damage on a failed save.

ACTIONS

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

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.

Light crossbow. Ranged Weapon Attack: +6 to hit, range 80/3200 ft., one target. Hit: 7 (1d8+3) piercing damage.

REACTIONS

Uncanny Dodge. When an attacker that the rogue can see hits it with an attack, the rogue can use its reaction to halve the attack damage.

Ruffian

Medium humanoid (human), neutral evil

**Armor Class** 14 (studded leather armor)

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

**Speed** 30ft.

STR DEX CON INT WIS CHA

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

**Skills** Intimidation +2

**Senses** passive Perception 9

**Languages** Common

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

Actions

Multiattack. The ruffian makes two melee attacks.

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

Cult enforcer

Medium humanoid (human), lawful evil

**Armor Class** 14 (leather armor)

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

**Speed** 30ft.

STR DEX CON INT WIS CHA

11 (+0) 16 (+3) 13 (+1) 11 (+0) 11 (+0) 13 (+1)

**Saving Throws** Wis +2

**Skills** Deception +3, Stealth +5

**Senses** passive Perception 10

**Languages** Common, Draconic

**Challenge** 2 (450 XP)

Martial Advantage. Once per turn, if the Cult enforcer makes a weapon attack with advantage on the attack roll and hits, the target takes an extra 7 (2d6) damage.

Pack Tactics. The Cult enforcer has advantage on an attack roll against a creature if at least one of the Cult enforcer allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The Cult enforcer attacks twice with its scimitar.

Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) slashing damage plus 3 (1d6) damage of the type to which the cultist has resistance.

Thug Gang Boss

Medium humanoid (any race), any non-good alignment

Armor Class 18 (plate)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 12 (+1) 14 (+2) 12 (+1) 12 (+1) 14 (+2)

Saving Throws Str +7, Con +5

Skills Insight +4, Intimidation +5, Perception +4

Senses passive Perception 14

Languages any two languages (usually Common)

Challenge 6 (2,300 XP) Proficiency Bonus +3

Legendary Resistance (1/Day). If the thug gang boss a saving throw,

it can choose to succeed instead.

Pack Tactics. The thug gang boss has advantage on an attack roll

against a creature if at least one of the thug gang boss’s allies is

within 5 feet of the creature and the ally isn’t incapacitated.

Actions

Multiattack. The thug gang boss uses Maneuver Allies, if available.

It then makes two melee attacks.

Great Mace. Melee Weapon Attack: +7 to hit, reach 5 ft., one

creature. Hit: 11 (2d6 + 4) bludgeoning damage.

Heavy Crossbow. Ranged Weapon Attack: +4 to hit, range 100/400

ft., one target. Hit: 6 (1d10 + 1) piercing damage.

Maneuver Allies (Recharge 5--6). Up to four allies within 60 feet of

this thug gang boss that can hear it can each use their reaction to

move up to half their speed without provoking opportunity attacks.

Bonus Actions

Battle Command. The thug gang boss one ally it can see within 30

feet of it. If the target can see or hear the thug gang boss, the target

can use its reaction to make one melee attack or to take the Dodge

or Hide action.

Legendary Actions

The thug gang boss can take 3 legendary actions, choosing from

the options below. Only one legendary action option can be used at

a time and only at the end of another creature's turn. The thug gang

boss regains spent legendary actions at the start of its turn.

Move. The thug gang boss moves up to half its speed without

provoking opportunity attacks.

Cheap Shot. Melee Weapon Attack: +7 to hit, reach 5 ft., one

creature. Hit: The target must succeed on a DC 15 Constitution

saving throw or be stunned until the end of its next turn.

Attack (Costs 2 Actions). The thug gang boss makes a melee or

ranged weapon attack.

Reactions

Redirect Attack. When a creature the thug gang boss can see

targets it with an attack, the thug gang boss chooses an ally within

5 feet of it. The thug gang boss swaps places with the chosen ally,

and the chosen ally becomes the target instead.

Thug Captain

Medium humanoid (any race), any non-good alignment

Armor Class 14 (chain shirt)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 12 (+1) 14 (+2) 10 (+0) 10 (+0) 12 (+1)

Saving Throws Str +5, Con +4

Skills Intimidation +3

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP) Proficiency Bonus +2

Pack Tactics. The thug captain has advantage on an attack roll

against a creature if at least one of the thug captain’s allies is within

5 feet of the creature and the ally isn’t incapacitated.

Actions

Multiattack. The thug captain uses Maneuver Allies, if available. It

then makes two melee attacks.

Mace. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. :

6 (1d6 + 3) bludgeoning damage.

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400

ft., one target. Hit: 6 (1d10 + 1) piercing damage.

Maneuver Allies (Recharge 5--6). Up to three allies within 60 feet of

this thug captain that can hear it can each use their reaction to move

up to half their speed without provoking opportunity attacks.

Bonus Actions

Battle Command. The thug captain targets one ally it can see within

30 feet of it. If the target can see or hear the thug captain, the target

can use its reaction to make one melee attack or to take the Dodge

or Hide action.

Thug Boss

Medium humanoid (any race), any non-good alignment

Armor Class 14 (studded leather armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 15 (+2) 14 (+2) 13 (+1) 9 (-1) 13 (+1)

Skills Athletics +5, Intimidation +3, Perception +1

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP) Proficiency Bonus +2

Cheap Shot (1/Turn). The thug boss 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 thug boss that isn't incapacitated and the thug boss doesn't have disadvantage on the attack roll. If a creature takes any of this extra damage, its speed is halved and it can't take reactions until the end of the thug boss's next turn.

Discern Lies. The thug boss knows when it hears a creature speak a lie in a language it knows.

Nimble Escape. The thug boss can take the Disengage or Hide action as a bonus action on each of its turns.

Pack Tactics. The thug boss has advantage on an attack roll against a creature if at least one of the thug boss's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The thug boss makes two weapon attacks.

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

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.

Reactions

Redirect Attack. When a creature the thug boss can see targets it with an attack, the thug boss chooses an ally within 5 feet of it. The two creatures swap places, and the chosen ally becomes the target instead.

Legendary Actions

The thug boss can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The thug boss regains spent legendary actions at the start of its turn.

Apprehend. One ally that can see and hear the thug boss can use its reaction to attempt to grapple one creature within its reach.

Shove. The thug boss attempts to shove one creature within its reach.

Leadership (Costs 2 Actions). Until the end of the thug boss's next turn, each ally of the thug boss's choice that can see the thug boss can add a d4 to each of their attack rolls, ability checks, and saving throws. This effect ends if the thug boss is incapacitated.

Frighten Foe (Costs 3 Actions). The thug boss targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 11 Wisdom saving throw or be frightened until the end of thug boss's next turn.

Cult brute

Medium humanoid (human), lawful evil

**Armor Class** 14 (leather armor)

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

**Speed** 30ft.

STR DEX CON INT WIS CHA

9 (-1) 16 (+3) 13 (+1) 11 (+0) 10 (+0) 12 (+1)

**Saving Throws** Wis +2

**Skills** Deception +3, Stealth +5

**Senses** passive Perception 10

**Languages** Common, Draconic

**Challenge** 1 (200 XP)

Fanatic. The Cult brute has advantage on **Saving Throws** against being charmed or frightened. While the Cult brute can see a dragon or higher-ranking cultist friendly to it, the Cult brute ignores the effects of being charmed or frightened.

Fanatic Advantage. Once per turn, if the Cult brute makes a weapon attack with advantage on the attack roll and hits, it deals an extra 7 (2d6) damage.

Pack Tactics. The Cult brute has advantage on an attack roll against a creature if at least one of the Cult brute's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The Cult brute attacks twice with its scimitar.

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

Source: RoT, page 89

Rogue 1

Medium humanoid (human), neutral

**Armor Class** 13 (leather armor)

**Hit Points** 27 (6d8)

**Speed** 30ft.

STR DEX CON INT WIS CHA

10 (+0) 15 (+2) 10 (+0) 12 (+1) 14 (+2) 14 (+2)

**Skills** Deception +4, Insight +4, Investigation +3, Perception +4, Sleight of hand +4, Stealth +4

**Senses** passive Perception 12

**Languages** Common, Elvish

**Challenge** 1/2 (50 XP)

Sneak Attack (1/Turn). Rogue deals an extra 7 (2d6) damage when he 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 Rogue 1 that isn't incapacitated and Rogue 1 doesn't have disadvantage on the attack roll.

Actions

Quarterstaff. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with both hands.

Hand Crossbow. Ranged Weapon Attack: +2 to hit, range 30/120 ft., one target. Hit: 5 (1d6+2) piercing damage. Rogue 1 carries ten crossbow bolts.

Bandit Lord)

Medium humanoid (any race), any non-lawful alignment

**Armor Class** 16 (breastplate)

**Hit Points** 91 (14d8+28)

**Speed** 30ft.

STR DEX CON INT WIS CHA

16 (+3) 15 (+2) 14 (+2) 14 (+2) 11 (+0) 14 (+2)

**Saving Throws** Str +5, Dex +4, Wis +2

**Skills** Athletics +5, Deception +4, Intimidation +4

**Senses** passive Perception 10

**Languages** any two **Languages**

**Challenge** 4 (1,100 XP)

Pack Tactics. The bandit lord has advantage on an attack roll against a creature if at least one of the bandit lord's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The bandit lord makes three melee or ranged attacks.

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

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 bandit lord can utter a special command or warning whenever a nonhostile 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 bandit lord. A creature can benefit from only one Leadership die at a time. This effect ends if the bandit lord is incapacitated.

Reactions

Parry. The bandit lord adds 2 to its AC against one melee attack that would hit it. To do so the bandit lord must see the attacker and be wielding a weapon.

Redirect Attack. When a creature the bandit lord can see targets it with an attack, the bandit lord chooses an ally within 5 feet of it. The bandit lord and the ally swap places, and the chosen ally becomes the target instead.

Cult Stalker

Medium humanoid, chaotic neutral

**Armor Class** 15 (hide armor)

**Hit Points** 48 (6d8+12)

**Speed** 30ft.

STR DEX CON INT WIS CHA

14 (+2) 18 (+4) 14 (+2) 9 (-1) 11 (+0) 13 (+1)

**Skills** Sleight of hand +5, Stealth +7

**Senses** passive Perception 10

**Languages** Deep Speech, Undercommon

**Challenge** 2 (450 XP)

Death Throes. When a dark stalker is slain, its body combusts in a flash of flame. All creatures within 20 feet of the slain stalker must make a DC 12 Dexterity saving throw or take 10 (3d6) fire damage, or half damage with a successful save. The stalker's combustible gear is burned to ash, but other items (shortswords, poison vials, coins, gems) survive the burst of fire.

Innate Spellcasting. Dark stalkers' innate spellcasting ability is Charisma (spell save DC 11). Dark stalkers don't need material components to use these abilities.

At will: darkness, detect magic, fog cloud

Poison. Dark stalkers are skilled in the use of poison. They favor a foul-smelling, dark paste called black smear that they distill from fungi that grows only in deep caverns. Creatures poisoned by black smear take 2 (1d4) poison damage immediately and suffer the usual effect of the poisoned condition. In addition, they must repeat the DC 12 Constitution saving throw at the end of each of their turns. On a successful save, they are no longer poisoned; on a failed save, they take 1d4 poison damage and the poisoned condition continues. Each dark stalker carries six doses of this poison, and they train from childhood to reapply it to their shortswords as a bonus action after a successful hit.

See in Darkness. Light conditions are reversed in effect for dark stalkers. They treat complete darkness as bright light and bright light as complete darkness. A dark stalker sees perfectly in darkness of any kind, including magical darkness.

Sneak Attack. A dark stalker's shortsword attack does an extra 7 (2d6) piercing damage if the dark stalker has advantage on the attack or if another dark stalker or dark creeper is within 5 feet of the target.

Actions

Multiattack. A dark stalker attacks twice with shortswords.

Shortsword. Melee Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d6+4) piercing damage and the target must make a successful DC 12 Constitution saving throw or be poisoned (see below).

ROGUE 3rd level Assassin

**Armor Class** Light Armor

**Hit Points** 1d8 + Con Mod (use MM rules revise HD to match class)

**Speed** --.

Savings Throws Dex +, Int +

**Skills** 4 (4 receive double prof. bonus) – Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Sleight of Hand, Stealth

Assassinate. During the first turn, the rogue has advantage on attack rolls against any creature that hasn’t taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Sneak Attack (1/turn). The rogue’s deals an extra 7 (2d6) damage to one creature it hits, while the rogue has advantage on its attack roll against that target or an ally within 5 feet of the target, with a finesse or ranged weapon.

ACTIONS

Melee Weapon. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 15 (1d8 + 6) piercing damage.

Ranged Weapon. Ranged Weapon Attack: +10 to hit, range 150/600 ft., one target. Hit: 15 (1d8 + 6) piercing damage.

BONUS ACTIONS

Cunning Action. The rogue can take the Dash, Disengage, or Hide action.

ROGUE 6th level Assassin

**Armor Class** Light Armor

**Hit Points** 1d8 + Con Mod (use MM rules revise HD to match class)

**Speed** --.

Savings Throws Dex +, Int +

**Skills** 4 (2 receive double prof. bonus) – Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Sleight of Hand, Stealth

Assassinate. During the first turn, the rogue has advantage on attack rolls against any creature that hasn’t taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Sneak Attack (1/turn). The rogue’s deals an extra 10 (3d6) damage to one creature it hits, while the rogue has advantage on its attack roll against that target or an ally within 5 feet of the target, with a finesse or ranged weapon

ASI. Increase one ability score by 2 or 2 scores by 1 or take a feat. (put this in the abilities or add feats to traits do not print this)

ACTIONS

Melee Weapon. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 15 (1d8 + 6) piercing damage.

Ranged Weapon. Ranged Weapon Attack: +10 to hit, range 150/600 ft., one target. Hit: 15 (1d8 + 6) piercing damage.

BONUS ACTIONS

Cunning Action. The rogue can take the Dash, Disengage, or Hide action.

REACTIONS

Uncanny Dodge. When the rogue is hit with an attack it can see, the damage of the attack is reduced by half.

ROGUE

9th level Assassin

**Armor Class** Light Armor

**Hit Points** 1d8 + Con Mod (use MM rules revise HD to match class)

**Speed** --.

Savings Throws Dex +, Int +, Wis+

**Skills** 4 (4 receive double prof. bonus) – Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Sleight of Hand, Stealth

Assassinate. During the first turn, the rogue has advantage on attack rolls against any creature that hasn’t taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the rogue is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the rogue instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/turn). The rogue’s deals an extra 17 (5d6) damage to one creature it hits, while the rogue has advantage on its attack roll against that target or an ally within 5 feet of the target, with a finesse or ranged weapon

ASI (2x). Increase one ability score by 2 or 2 scores by 1 or take a feat. (put this in the abilities or add feats to traits do not print this)

ACTIONS

Melee Weapon. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 15 (1d8 + 6) piercing damage.

Ranged Weapon. Ranged Weapon Attack: +10 to hit, range 150/600 ft., one target. Hit: 15 (1d8 + 6) piercing damage.

BONUS ACTIONS

Cunning Action. The rogue can take the Dash, Disengage, or Hide action.

REACTIONS

Uncanny Dodge. When the rogue is hit with an attack it can see, the damage of the attack is reduced by half.

ROGUE 12th level Assassin

**Armor Class** Light Armor

**Hit Points** 1d8 + Con Mod (use MM rules revise HD to match class)

**Speed** --.

Savings Throws Dex +, Int +

**Skills** 4 (4 receive double prof. bonus) – Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Sleight of Hand, Stealth

Assassinate. During the first turn, the rogue has advantage on attack rolls against any creature that hasn’t taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the rogue is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the rogue instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Reliable Talent. When the rogue’s makes an ability check that allows it to use its **Proficiency bonus**, the rogue can treat a roll of 9 or lower as a 10.

Sneak Attack (1/turn). The rogue’s deals an extra 21 (6d6) damage to one creature it hits, while the rogue has advantage on its attack roll against that target or an ally within 5 feet of the target, with a finesse or ranged weapon

ASI (4x). Increase one ability score by 2 or 2 scores by 1 or take a feat. (put this in the abilities or add feats to traits do not print this)

ACTIONS

Melee Weapon. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 15 (1d8 + 6) piercing damage.

Ranged Weapon. Ranged Weapon Attack: +10 to hit, range 150/600 ft., one target. Hit: 15 (1d8 + 6) piercing damage.

BONUS ACTIONS

Cunning Action. The rogue can take the Dash, Disengage, or Hide action.

REACTIONS

Uncanny Dodge. When the rogue is hit with an attack it can see, the damage of the attack is reduced by half.

ROGUE 15th level Assassin

**Armor Class** Light Armor

**Hit Points** 1d8 + Con Mod (use MM rules revise HD to match class)

**Speed** --.

Savings Throws Dex +, Int +, Wis+

**Skills** 4 (4 receive double prof. bonus) – Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Sleight of Hand, Stealth

Assassinate. During the first turn, the rogue has advantage on attack rolls against any creature that hasn’t taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Blindsense. The rogue is aware of any hidden or invisible creature within 10 feet of it, if the rogue can hear.

Evasion. If the rogue is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the rogue instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Impostor. The rogue can unerringly mimic another creature’s speech, writing, and behavior. The ruse is indiscernible to the casual observer. The rogue has advantage on Charisma (Deception) checks it makes to avoid detection.

Reliable Talent. When the rogue’s makes an ability check that allows it to use its **Proficiency bonus**, the rogue can treat a roll of 9 or lower as a 10.

Sneak Attack (1/turn). The rogue’s deals an extra 28 (8d6) damage to one creature it hits, while the rogue has advantage on its attack roll against that target or an ally within 5 feet of the target, with a finesse or ranged weapon

ASI (4x). Increase one ability score by 2 or 2 scores by 1 or take a feat. (put this in the abilities or add feats to traits do not print this)

ACTIONS

Melee Weapon. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 15 (1d8 + 6) piercing damage.

Ranged Weapon. Ranged Weapon Attack: +10 to hit, range 150/600 ft., one target. Hit: 15 (1d8 + 6) piercing damage.

BONUS ACTIONS

Cunning Action. The rogue can take the Dash, Disengage, or Hide action.

REACTIONS

Uncanny Dodge. When the rogue is hit with an attack it can see, the damage of the attack is reduced by half.

ROGUE

18th level Assassin

**Armor Class** Light Armor

**Hit Points** 1d8 + Con Mod (use MM rules revise HD to match class)

**Speed** --.

Savings Throws Dex +, Int +, Wis+ (15th

**Skills** 4 (4 receive double prof. bonus) – Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Sleight of Hand, Stealth

Assassinate. During the first turn, the rogue has advantage on attack rolls against any creature that hasn’t taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Blindsense. The rogue is aware of any hidden or invisible creature within 10 feet of it, if the rogue can hear.

Death Strike. When the rogue hits a creature that is surprised, it must make a DC ?? (8 + Dex Mod + Prof. Bonus) Constitution saving throw, taking double the attacks damage on a failed save.

Elusive. Unless the rogue is incapacitated, attack rolls against it cannot have advantage.

Evasion. If the rogue is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the rogue instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Impostor. The rogue can unerringly mimic another creature’s speech, writing, and behavior. The ruse is indiscernible to the casual observer. The rogue has advantage on Charisma (Deception) checks it makes to avoid detection.

Reliable Talent. When the rogue’s makes an ability check that allows it to use its **Proficiency bonus**, the rogue can treat a roll of 9 or lower as a 10.

Sneak Attack (1/turn). The rogue’s deals an extra 31 (9d6) damage to one creature it hits, while the rogue has advantage on its attack roll against that target or an ally within 5 feet of the target, with a finesse or ranged weapon

ASI (5x). Increase one ability score by 2 or 2 scores by 1 or take a feat. (put this in the abilities or add feats to traits do not print this)

ACTIONS

Melee Weapon. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 15 (1d8 + 6) piercing damage.

Ranged Weapon. Ranged Weapon Attack: +10 to hit, range 150/600 ft., one target. Hit: 15 (1d8 + 6) piercing damage.

BONUS ACTIONS

Cunning Action. The rogue can take the Dash, Disengage, or Hide action.

REACTIONS

Uncanny Dodge. When the rogue is hit with an attack it can see, the damage of the attack is reduced by half.

Bandit Lord

ToB

p418

Medium humanoid (any race), any non-lawful alignment

**Armor Class** 16 (breastplate)

**Hit Points** 91 (14d8 + 28)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 15 (+2) 14 (+2) 14 (+2) 11 (+0) 14 (+2)

**Saving Throws** Str +5, Dex +4, Wis +2

**Skills** Athletics +5, Deception +4, Intimidation +4

**Senses** passive Perception 10

**Languages** any two **Languages**

**Challenge** 4 (1,100 XP) **Proficiency bonus** +2

Pack Tactics. The bandit lord has advantage on an attack roll against a creature if at least one of the bandit lord's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The bandit lord makes three melee or ranged attacks.

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

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 bandit lord can utter a special command or warning whenever a nonhostile 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 bandit lord. A creature can benefit from only one Leadership die at a time. This effect ends if the bandit lord is incapacitated.

Reactions

Parry. The bandit lord adds 2 to its AC against one melee attack that would hit it. To do so the bandit lord must see the attacker and be wielding a weapon.

Redirect Attack. When a creature the bandit lord can see targets it with an attack, the bandit lord chooses an ally within 5 feet of it. The bandit lord and the ally swap places, and the chosen ally becomes the target instead.

Environment: Any

Source: ToB, page 418

ROGUE 18th level Thief

**Armor Class** Light Armor

**Hit Points** 1d8 + Con Mod (use MM rules revise HD to match class)

**Speed** --.

Savings Throws Dex +, Int +, Wis+ (15th

**Skills** 4 (4 receive double prof. bonus) – Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Sleight of Hand, Stealth

Blindsense. The rogue is aware of any hidden or invisible creature within 10 feet of it, if the rogue can hear.

Elusive. Unless the rogue is incapacitated, attack rolls against it cannot have advantage.

Evasion. If the rogue is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the rogue instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Reliable Talent. When the rogue’s makes an ability check that allows it to use its **Proficiency bonus**, the rogue can treat a roll of 9 or lower as a 10.

Running Jump. When the rogue makes a ?? (Strength + Dex Mod.) foot long jump.

Sneak Attack (1/turn). The rogue’s deals an extra 31 (9d6) damage to one creature it hits, while the rogue has advantage on its attack roll against that target or an ally within 5 feet of the target, with a finesse or ranged weapon.

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

Thief’s Reflexes. In the first round of any combat, the rogue can take an addition turn at its initiative minus 10.

Use Magic Device. The rogue can improvise the use of magic items, ignoring all class, race and level requirements.

ASI (5x). Increase one ability score by 2 or 2 scores by 1 or take a feat. (put this in the abilities or add feats to traits do not print this)

ACTIONS

Melee Weapon. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 15 (1d8 + 6) piercing damage.

Ranged Weapon. Ranged Weapon Attack: +10 to hit, range 150/600 ft., one target. Hit: 15 (1d8 + 6) piercing damage.

BONUS ACTIONS

Cunning Action. The rogue can take the Dash, Disengage, Hide, or Use and Object action, make a Dexterity (Sleight of Hand) check, or use its thieves’ tools to disarm a trap or pick a lock.

REACTIONS

Uncanny Dodge. When the rogue is hit with an attack it can see, the damage of the attack is reduced by half.

RANGER 18th level Skirmisher

**Armor Class** Light armor, medium armor & shields

**Hit Points** 1d10 + Con (use MM rules revise HD to match class)

**Speed** --.

Savings Throws Str +, Dex +,

**Skills** 3 – Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, Survival

**Languages** + **Languages** of favored enemies

Ambuscade. The ranger gains a special turn before other creatures can act that it can use to take the Attack or Hide action. In addition, if the ranger would normally be surprised at the start of an encounter it loses this benefit, but it is not surprised.

Camouflage. If he ranger has at least 1 minute to prepare, and the necessary materials, it can disguise itself in plain sight. If it does so, the ranger gains a +10 bonus to Dexterity (Stealth) checks as long as it doesn’t move or take actions.

Favored Enemy. The ranger has advantage on Wisdom (Survival) checks to track and Intelligence checks to recall any information on 3 of the following types of monsters: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, humanoids (2 races only), monstrosities, oozes, plants, or undead.

Favored Terrain. The ranger’s applies double its **Proficiency bonus** on Intelligence or Wisdom checks related to 3 of the following types of terrain: arctic, coast, desert, forest, grasslands, mountain, swamp, or the Underdark.

Feral **Senses**. The ranger does not suffer disadvantage when attacking invisible creatures. In addition, if the ranger is not blinded or deafened, it is aware of invisible creatures within 30 feet of it that aren’t hidden from the ranger.

Fighting Style (select 1):

• Archery. The ranger gains a +2 bonus to attack rolls it makes with ranged weapons.

• Defense. While wearing armor the ranger gain a +1 bonus to AC.

• Dueling. When the ranger is wielding a melee weapon in one hand and no other weapon, the ranger gains a +2 bonus to damage rolls with that weapon.

• Two-Weapon Fighting. When the ranger engages in two-weapon fighting, the ranger can add the ranger ability modifier to the damage of the second attack.

Land’s Stride. The ranger can pass through plants and nonmagical difficult terrain without costing extra movement and it has advantage on **Saving Throws** against magically created or altered plants intended to impede movement.

Talent (6/Short Rest): The ranger’s talent ability is Strength or Dexterity or Wisdom (talent save DC 8+Prof. Bonus + Dex or Str Mod). The ranger can use one of the following talents: (select 9)

• Animal Friendship. As an action the ranger uses a talent and attempts to charm one beast it can see within 30 feet of it. The beast must have less than 4 intelligence and be able to hear the ranger. The beast must make a DC ?? Wisdom saving throw or be charmed by the ranger for 12 hours. The charm is broken if the ranger, or one of its companions, harms the beast.

• Blindsight. As a bonus action the ranger can use a talent to concentrate and gain blindsight to 30 feet, or 60 feet in its favored terrain, for up to 1 hour if it maintains concentration.

• Disabling strike. When the ranger hits with a weapon attack it can use a talent and reduce the creatures **Speed** by 5 feet. This effect is cumulative.

• Ensnare. The ranger uses a talent and takes 1 minute to prepare a trap. The trap occupies a 5-foot area on the ground or floor and requires a DC ?? (8+Wis Mod + Prof) Perception check to discover or disarm. The trap is triggered when a creature enters the space of the trap. The triggering creature must make a DC ?? (8+Wis Mod + Prof) Dexterity saving throw or be restrained. Once triggered the trap can be broken with a DC ?? (8+Wis Mod + Prof) Strength check or by inflicting 10 slashing damage to it (AC 10 to hit). The trap’s DC increases by 5 and its **Hit Points** by 10 if the trap is in the ranger’s favored terrain.

• Evasive Footwork. When the ranger moves it can use a talent and add 6 (1d12) to its AC until it stops moving.

• Healing Poultice. As an action the ranger uses as talent to apply a healing poultice to a creature. The creature regains 6 (1d12 + Wis. Mod) **Hit Points** or 13 (2d12 + Wis. Mod) **Hit Points** if they are in the ranger’s favored terrain. The ranger must have the necessary materials or a healing kit to use this talent.

• Hunter’s Quarry. As a bonus action the ranger uses a talent and chooses one creature it can see and has observed for at least 1 round. The ranger deals and additional 6 (1d12) damage, or 13 (2d12) damage if it is a favored enemy, to that creature for the next hour. The ranger can have multiple quarries at one time.

• Locate Quarry. If a creature is familiar to the ranger it can use a talent to locate the creature, if it remains within 500 feet of the ranger, for up to one hour. If the target is moving the ranger knows the direction of the movement. Increase the distance by 500 feet if the creature is in the ranger’s favored terrain or a favored enemy.

• Longstrider. As a bonus action the ranger uses a talent and increases its **Speed** by 10 feet for 6 (1d12 + Con Mod) minutes.

• No Trace. As an action the ranger can use a talent and concentrate to mask the movement of itself and any creatures within 5 feet of it for up to 1 hour. The creatures that receive this benefit gain a +10 bonus to their Dexterity (Stealth) checks and can’t be tracked except by magical means. This benefit is lost if the ranger loses concentration of takes an action other than masking the passage of the creatures. The ranger maintain this benefit for 2 hours if it is in its favored terrain.

• Parry. Refer to reactions.

• Protection from Poison. As an action the ranger uses a talent to treat a poisoned creature. If the ranger succeeds on a DC 10 Wisdom (Nature or Survival) check the creature is no longer poisoned and has advantage on **Saving Throws** against being poisoned and resistance to poison damage for 6 minutes (1d12).

Relentless. The ranger regains one talent if it has 0 when initiative is rolled.

Skirmisher’s Stealth. If the ranger is hidden, it may remain hidden from one creature until the end of its turn, regardless of the ranger’s actions during its turn. In addition, the ranger may use a bonus action at the end of its turn to make a Dexterity (Stealth) check to hide again if it fulfills the conditions needed to hide.

Vanish. The ranger can take the Hide action as a bonus action and it cannot be tracked unless it wishes to leave a trail.

ASI (4x). Increase one ability score by 2 or 2 scores by 1 or take a feat. (put this in the abilities or add feats to traits do not print this)

ACTIONS

Multiattack. The ranger makes two weapon attacks.

Primeval Awareness. While in its favored terrain, the ranger concentrate and determine if any of its favored enemies are present within 1 mile. For each additional minute the ranger concentrates it can increase the range of its awareness by 1 mile, up to a number of miles equal to ?? (Wisdom mod. + Prof bonus) miles.

REACTIONS

Parry. When the ranger is damaged by a melee attack it can use a talent to reduce the damage by 6 (1d12 + Dex modifier).

Outlaw

Medium humanoid (any race), any alignment

**Armor Class** 13 (padded armor)

**Hit Points** 19 (3d8 + 6)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 15 (+2) 15 (+2) 13 (+1) 13 (+1) 13 (+1)

**Skills** Deception +3, Insight +3, Perception +3, Survival +3

**Senses** passive Perception 13

**Languages** any two **Languages**

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

Suspicious. The outlaw has advantage on Wisdom (Insight) checks made against strangers.

Actions

Quarterstaff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if used with two hands.

Hand Crossbow. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Rilsa Rael

BGDIA

p199

Medium humanoid (human), neutral

**Armor Class** 15 (leather armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 18 (+4) 14 (+2) 10 (+0) 11 (+0) 15 (+2)

**Saving Throws** Dex +6, Wis +2

**Skills** Acrobatics +6, Athletics +4, Deception +4, Perception +2, Sleight of Hand +6, Stealth +6

**Senses** passive Perception 12

**Languages** Common, Thieves' cant

**Challenge** 3 (700 XP) **Proficiency bonus** +2

Cunning Action. On each of her turns in combat, Rilsa can use a bonus action to take the Dash, Disengage, or Hide action.

Focus. If Rilsa damages a creature with a weapon attack, she gains advantage on attack rolls against that target until the end of her next turn.

Tactical Leadership. As a bonus action, Rilsa chooses one creature she can see within 30 feet of her. The creature doesn't provoke opportunity attacks until the end of its next turn, provided it can hear Rilsa's commands.

Actions

Multiattack. Rilsa makes three weapon attacks.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

Source: BGDIA, page 199

Master Thief

Medium humanoid (any race), any non-lawful alignment

**Armor Class** 16 (studded leather)

**Hit Points** 97/48 [150/75] (15d8 + 30)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

13 (+1) 19 (+4) 14 (+2) 15 (+2) 12 (+1) 12 (+1)

**Saving Throws** Dex +8, Int +5

**Skills** Acrobatics +7, Athletics +4, Deception +4,

Perception +4, Sleight of Hand +7, Stealth +7

**Senses** passive Perception 12

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

**Challenge** 5 (1,800 XP) **Proficiency bonus** +3

Cunning Action. On each of their turns, the master thief can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the master thief is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.

Keen Hearing and Sight. The master thief has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Sneak Attack. Once per turn, the master thief deals an extra 28 (8d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of the master thief that isn’t incapacitated and the master thief doesn’t have disadvantage on the attack roll.

Actions

Multiattack. The master thief makes two shortsword attacks.

Shortsword. Melee Weapon Atta.ck: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage.

Light Crossbow. Ranged Weapon Atta.ck: +7 to hit, range 80/320 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

REACTIONS

Uncanny Dodge. When an attacker that the master thief can see hits them with an attack, the master thief can use their reaction to halve the attack’s damage against them.

Master thieves are notorious masters of stealth and subtlety. Some create or take over a guild of other thieves, or study magic or poisons to stave off the boredom of regular crime being too easy for them.

Second-Rate Thief

Medium humanoid (any race), any non-lawful alignment

**Armor Class** 13 (studded leather**)**

**Hit Points** 18/9 [32/16] (4d8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 13 (+1) 10 (+0) 13 (+1) 10 (+0) 10 (+0)

**SKILLS** Perception +2, Sleight of Hand +3, Stealth +3

**Senses** passive Perception 12

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

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

Equipment. the Sun Stone, 3D6 silver piec¬es, lucky charm (dysfunctional), 12 bolts in a quiver

Martial Training I. Thief gains a bonus +1 to attack rolls and DC of combat maneuvers.

Cunning Action. On each of their turns, the thief can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). Once per turn, the 7 thief deals an extra 7 (2d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of the master thief that isn’t incapacitated and the master thief doesn’t have disadvantage on the attack roll.

ACTIONS

Dagger. Melee or Ranged Weapon Atta.ck: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

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

Gang Cutthroat

Medium humanoid (any race), any alignment

**Armor Class** 13 (hide armor)

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Intimidate +2, Stealth +3

**Senses** passive Perception 11

**Languages** Common, any one language appropriate for the region.

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

Nimble Escape. The cutthroat can take the Disengage or Hide action as a bonus action on each of its turns.

Sneak Attack. Once per turn, the cutthroat 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 cutthroat that isn’t incapacitated and the cutthroat doesn’t have disadvantage on the attack roll.

Actions

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

Pistol. Ranged Weapon Attack: +3 to hit, range 30/90 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Gang Underboss

Medium humanoid (any race), any alignment

**Armor Class** 15 (breastplate)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 17 (+3) 16 (+3) 14 (+2) 16 (+3) 15 (+2)

**Saving Throws** Wis +5, Cha +4

**Skills** Intimidation +6, Perception +5

**Senses** passive Perception 15

**Languages** Five Cant, any one language appropriate for the region.

**Challenge** 2 (450 XP)

Dread Reputation. The underboss makes Intimidation checks with advantage.

Kill Stroke (1/Day). As a bonus action, the underboss can order gang members to perform a sudden, brutal attack. Allied creatures within 30 feet of the underboss that can hear it make attack rolls with advantage against any creature that hasn’t taken a turn.

Actions

Assassin Blade. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 10 (3d6) poison damage.

Pistol. Ranged Weapon Attack: +5 to hit, range 30/90 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Reactions

Watch My Back. If the underboss is targeted by an attack and at least one of the underboss’s allies is within 5 feet of it, the underboss can use its reaction to make the attacker roll with disadvantage.

Gang Thug

Medium humanoid (any race), any alignment

**Armor Class** 13 (hide armor)

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft.

**Skills** Athletics +3, Intimidate +2

**Senses** passive Perception 11

**Languages** Five Cant, any one language appropriate for the

region.

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

Actions

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

Gang Assassin

Medium humanoid (any race), any alignment

**Armor Class** 14 (leather armor)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 17 (+3) 14 (+2) 12 (+1) 14 (+2) 12 (+1)

**Skills** Deception +3, Perception +4, Stealth +5

**Senses** passive Perception 14

**Languages** Five Cant, any one language appropriate for the region.

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

Cunning Action. On each of its turns, the assassin can use a bonus action to take the Dash, Disengage, or Hide action. Surprise Attack (1/SR).If the assassin surprises a creature and hits it with an attack during the first turn of combat, the target takes an extra 9 (2d8) piercing damage from the attack.

Actions

Assassin Blade. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage plus 10 (3d6) poison damage.

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug’s allies is within 5 feet of the creature and the ally isn’t incapacitated.

Dirty Fighter

Medium humanoid (any race), any alignment

**Armor Class** 13 (leather armor)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Stealth +6

**Senses** passive Perception 10

**Languages** any one language

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

Sneak Attack (1/Turn). The dirty fighter can deal an extra 7 (2d6) damage to one creature it hits with an attack if it has advantage on the attack roll. The dirty fighter doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and the dirty fighter doesn't have disadvantage on the attack roll.

Actions

Multiattack. The dirty fighter makes two melee weapon attacks.

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

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Robber

Medium humanoid (any race), any alignment

**Armor Class** 12 (leather)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

13 (+1) 12 (+1) 12 (+1) 10 (+0) 10 (+0) 10 (+0)

**Saving Throws** Con +3

**Skills** Intimidation +2, Perception +3, Survival +3

**Senses** passive Perception 12

**Languages** Common and

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

Actions

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

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

Equipment: 2D6 silver pieces, card deck or dice set, chewing tobacco, 6 bolts in a quiver

Bandit

Medium humanoid (any race), any alignment

**Armor Class** 12 (leather)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

13 (+1) 12 (+1) 12 (+1) 10 (+0) 10 (+0) 10 (+0)

**Saving Throws** Con +3

**Skills** Stealth +3, Perception +2, Athletics +3

**Senses** passive Perception 12

**Languages** Common, Illuskan

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

Actions

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage in melee, or 4 (1d6 + 1) piercing damage at range, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Handaxe. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) slashing damage in melee, or 4 (1d6 + 1) slashing damage at range.

Hunting Shortbow. Ranged Weapon Attack: +3 to hit, range 80/160 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Thought Spy

Medium humanoid (any race), neutral evil

Armor Class 13 (leather armor)

Hit Points 27 (6d8)

Speed 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 14 (+2) 10 (+0) 16 (+3) 13 (+1) 14 (+2)

Skills Deception +6, Insight +3, Investigation +5, Perception +3, Sleight of Hand +4, Stealth +4

Senses darkvision 30 ft., passive Perception 13

Languages Common plus any one language

Challenge 1 (200 XP) Proficiency Bonus +2

Cunning Action. On each of its turns, the thought spy can use a bonus action to take the Dash, Disengage, or Hide action.

Innate Spellcasting (Psionics). The thought spy's innate spellcasting ability is Intelligence (spell save DC 13). The thought spy can innately cast the following spells, requiring no components:

At will: charm person, disguise self, encode thoughts (see chapter 2)

1/day each: blur, detect thoughts, gaseous form

Actions

Multiattack. The thought spy makes two melee attacks, or it makes three ranged attacks with its daggers.

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.

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

## Особенности создания статблоков разбойников

# 555 Городская Стража

Этих ребят, склонных дремать на воротах и врываться в таверну, когда начинается самое веселье, искатели приключений часто недооценивают. На самом же деле на страже лежит забота о каждодневной защите поселения, так что оружием они владеть умеют. Один стражник вполне может справиться с парой гоблинов или разбойником. А если стражников несколько, то, действуя сообща под руководством сержанта, они представляют собой грозную силу.

Если нужно скрутить буяна или разогнать толпу, то вместо мечей и другого смертельного оружия стража использует мягкие дубинки. Но стоит убить кого-то из стражников - и остальные возьмутся уже за клинки.

Иногда стража использует волкодавов, чтобы выслеживать преступников.

Пост:

1-2 любых стражника

0-1 волкодав

Патруль/кордон:

1 стражник (щит-меч)

1 стражник (алебарда/копьё)

1-2 стражника (арбалет/лук)

0-1 волкодав

1 сержант стражи

Ударный отряд/гарнизон форта:

2-3 стражника (щит-меч)

2 стражника (алебарда/копьё)

2-3 стражника (арбалет/лук)

0-2 волкодава

1 сержант стражи

### Стражник (щит-меч)

Укрываясь за ростовыми щитами, эти стражники могут довольно долго держать удар, пока их вооружённые копьями, алебардами, луками и арбалетами товарищи будут повергать на землю одного противника за другим. Да и короткий меч, вовремя оказавшийся в брюхе какого-нибудь гоблина, орка или разбойника, тоже сослужит свою службу.

### Стражник (алебарда)

Алебарда - тяжёлое оружие, способное не только с одного удара снести человеку голову, но и позволяющее удачным боевым манёвром сбить противника с ног, после чего добить его уже не составит труда. Да и против всадника, собирающегося обрушить на пехотинца таранный удар с разгона, вовремя выставленное остриё на длинном древке представляет серьёзную угрозу.

### Стражник (копьё)

Длинное копьё отлично подходит для действий со второго ряда, из-за стены щитов. Не столь смертоносное как алебарда, оно не менее опасно против всадников, да ещё и позволяет держаться от вооружённого мечом,топором или дубиной противника на безопасной дистанции.

### Стражник (арбалет)

Тяжёлый арбалет - опасное оружие, способное одним выстрелом прикончить гоблина или даже кого покрупнее. К сожалению, перезаряжается он гораздо дольше лука, так что стрелять из него лучше с городской стены или из-за спин товарищей. Для ближнего боя эти стражники носят короткие мечи, но кожаные доспехи и недостаток выучки заставляют их как можно дольше держаться от противника на расстоянии выстрела.

### Стражник (лук)

Короткий лук позволяет стрелять гораздо чаще, чем арбалет, но вот причиняемый им урон невелик. Впрочем, несколько стражников могут утыкать стрелами даже здоровенного орка - если, конечно, он не доберётся до них раньше. Так что им, как и арбалетчикам, нужно прикрытие товарищей или укрепление, из-за которого они смогут доставить противником серьёзные неприятности. Ближнего боя лучникам, разумеется, также стоит всеми силами избегать.

### Сержант стражи

Эти опытные бойцы хорошо владеют оружием, а длинная кольчуга и закалка после многих битв позволяют выдержать несколько сильных ударов. Впрочем, главная задача сержанта - не самому прикончить всех противников, а руководить рядовыми стражниками.

A cut above the average soldier, guards are foil-time professionals who may be tasked with protecting a settlement, providing law¬enforcement, or acting as bodyguards for significant persons. As benefits a full-time position, guards are well-trained in group and individual combat, often emphasizing non-lethal options; a city guard should not be killing every thief when a fine or gaol would suffice, and a personal bodyguard might find a prisoner more liable to answer questions of motive and employ than a corpse.

Guards are prized by The Glorious Spectacle; a good show of defensive force both impresses their patrons and serves to deter any interest from the rabble of troops they are observing. Such guards can be expected to be splendidly equipped and richly rewarded.

Their higher rank demands a higher level of payment than the rank-and-file, and nobles have a high incentive to keep their protectors well-paid and happy. Some guards accept bribes for small favors their position can provide, or sneak away a portion of any confiscated contraband to supplement their pay.

### City Watch, Police/Constabulary

These are the duly appointed representatives of the local govern­ment, concerned with upholding the laws, maintaining the peace, and carrying out their superior's will. If constables are encoun­tered in the wilderness, they might be pursuing a fugitive (50%) or investigating a case on the outskirts of their jurisdiction (50%). Constables are the equivalent of fighters of lst-4th level. Wilder­ness encounters include a 25% chance that the police are accom­panied by a mob. The mob is composed of citizenry temporarily deputized to assist the police; they fight as 0 level fighters.

|  |  |
| --- | --- |
| d12 | Title |
| 1-2 | A coin purse with 2d4 cp. |
| 3-4 | A coin purse with 2d6 cp, and 2d4 sp. |
| 5-6 | A coin purse with 2d8 cp, 2d6 sp, and 2d4 ep. |
| 7-8 | A coin purse with 2d10 cp, 2d8 sp, 2d6 ep, and 2d4 gp. |
| 9 | A small amount of contraband (narcotics, smuggled luxury items or the like) |
| 10 | A royal seal |
| 11 | A coded letter from an informant |
| 12 | Roll twice for this loot drop. |

Warden

Medium humanoid, any alignment

Armor Class 15 (chain shirt)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 12 (+1) 12 (+1) 14 (+2) 12 (+1)

Skills Insight +4, Perception +4

Senses passive Perception 14

Languages any one language (usually common)

Challenge 1 (200 XP) Proficiency Bonus +2

Actions

Multiattack. The warden makes two melee attacks or one hand crossbow attack.

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

Crossbow, hand. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one creature. Hit: 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or fall asleep for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This attack has no effect on constructs or undead.

Disarming Strike (1/Turn). Melee Weapon Attack: +4 to hit reach 5 ft., one creature. Hit: 5 (1d6 + 2) bludgeoning damage, and the, target must succeed on a DC 12 Strength saving throw or drop one item of the warden's choice, that the target is holding. The object lands at the target's feet.

Canine Unit

Medium beast, any alignment

1/4

CR

Armor Class

13 (natural armor)

Hit Points

11 (2d8 + 2)

Speed

40 ft.

STR DEX CON INT WIS CHA

12 (+1) 15 (+2) 12 (+1) 3 (–4) 12 (+1) 6 (–2)

Skills

Stealth +4, Perception +3

Senses

passive Perception 13

Languages

Common

Challenge

1/4 (50 XP)

Keen Hearing and Smell.

The canine unit has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Unit Training.

The canine unit has advantage on an attack roll against a creature if at least one city watch member is within 5 feet of the creature and it isn't incapacitated.

Actions

Bite.

Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Description

Lore: Canine Units are members of the city watch and often go on patrol with other human troops, mainly its hearing and smell, but also for intimidation and combat purposes. Tactics: canine unit are trained and usually attack when ordered by a city watch member. They usually try to bring down enemies to make it easier for other guards to arrest or dispose of criminals. If threatened it will defend itself.

City Watch, Lieutenant

Medium humanoid, any alignment

1

CR

Armor Class

17 (chain shirt, shield)

Hit Points

39 (6d8 + 12)

Speed

30 ft.

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 14 (+2) 12 (+1) 14 (+2) 14 (+2)

Saving Throws

Wis +4, Con +4

Skills

Athletics +4, Persuasion +4, Insight +4, Investigation +3

Senses

passive Perception 12

Languages

Common

Challenge

1 (200 XP)

Actions

Multiattack.

The lieutenant can make two melee attacks, or a single melee or ranged attack and can command one teamwork strike.

Longsword.

Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands to make a melee attack.

Crossbow, hand.

Ranged Weapon Attack: +4 to hit, range 30/120 ft., one creature. Hit: 5 (1d6 + 2) piercing damage.

Teamwork strike.

The lieutenant commands a friendly City Watch member to use its reaction to make a single weapon attack against a specified target.

Reactions

Protection.

When a creature that the lieutenant can see attacks a friendly target within 5ft (other than itself), the lieutenant can use its reaction to impose disadvantage on the attack roll

Description

Lore: Only the most experienced and veteran city watch members become lieutenants. One needs to prove its ability for leadership and combat experience to attain this position. This is the highest rank a commoner can usually hope to obtain Tactics: The lieutenants fights with other City Watch members, such as Sergeants and Guards, directing them, protecting the ones close to him and using its combat experience to guide the battle for the best.

City Watch, Sergeant

Medium humanoid, any alignment

1/2

CR

Armor Class

17 (chain shirt, shield)

Hit Points

26 (4d8 + 8)

Speed

30 ft.

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 14 (+2) 12 (+1) 12 (+1) 12 (+1)

Saving Throws

Con +4

Skills

Insight +3, Investigation +3

Senses

passive Perception 11

Languages

Common

Challenge

1/2 (100 XP)

Actions

Dart.

Ranged Weapon Attack: +4 to hit, range 20/60 ft., one creature. Hit: 4 (1d4 + 2) piercing damage.

Longsword.

Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands to make a melee attack.

Reactions

Protection.

When a creature that the sergeant can see attacks a firendly target within 5ft (other than itself), the sergeant can use its reaction to impose disadvantage on the attack roll

Description

Lore: after some years of experience as a guard, the effort can be rewarded with a better position: more responsabilities but a better paycheck. The years spent doing guard shifts taught the sergeant useful skills such as spotting lies or noticing more details in crime scenes. Also by keeping the training regime, even finer combat skills are learned. Tactics: sergeants usually have some guards fighting under his command. It stays in the middle of them, giving out orders, and protecting the less experienced ones from danger

City Watch, Troop of guards

Medium humanoid, minion group, any alignment

1

CR

Armor Class

16 ((chain shirt,shield) (11/11/11/11 hp))

Hit Points

11 (2d8 + 2)

Speed

30 ft.

STR DEX CON INT WIS CHA

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

Skills

Perception +2

Senses

passive Perception 12

Languages

Common

Challenge

1 (200 XP)

Military training.

A guard's spear attack deals 2 (1d4) extra damage to a target if it has already been targeted by a weapon attack in the same turn.

Minion Group.

The troop is a group of four guards with identical statistics. Each guard has its own space on the battlefield and each has its own hit points, which it tracks separately. Each guard is also affected by conditions separately and constitutes a single target. The troop as a whole cannot be targeted. The troop rolls for initiative and takes one turn during each combat round. During the troop's turn, any or all of the guards may move, provided the total movement taken by all of the guards does not exceed the troop's speed. Any guard may take the troop's action and, if the troop is entitled to multiple actions or attacks, those actions or attacks may all be taken by one guard or may be divided between multiple guards. The troop may also take one reaction between each of its turns, and that reaction may be taken by any guard. If a combat includes multiple troops, you do not need to distinguish between the members of each troop. Any member of any troop may act or move on any troop's turn provided the total movement and number of actions do not exceed the troop's speed or allotted number of actions.

Actions

Multiattack.

The troop makes two weapon attacks.

Spear.

Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 4 (1d6 + 1) piercing damage in melee, or 4 (1d6 + 1) piercing damage at range, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Description

Lore: This a troop of four guards of the city watch, the standard formation in situations of combat. Usually within a troop the guards have a good combat dynamic, and they are able to take advantage of it to increase the combat efficiency. Tactics: A troop usually tries to flank and single out lone enemies to be able to quickly dispose of them. Against larger groups they are better off trying to stay close together.

City Watch, Troop of heavy guards

Medium humanoid, minion group, any alignment

5

CR

Armor Class

18 ((chain mail,shield) (32/32/32/32 hp))

Hit Points

32 (5d8 + 10)

Speed

30 ft.

STR DEX CON INT WIS CHA

15 (+2) 10 (+0) 14 (+2) 8 (–1) 11 (+0) 10 (+0)

Saving Throws

Con +4

Senses

passive Perception 10

Languages

Common

Challenge

5 (1800 XP)

Troop Training.

The heavy guard deals an extra 4 (1d8) damage with the warhammer if the target is within 5ft of another heavy guard and that heavy guard isn't incapacitated

Minion Group.

Actions

Multiattack.

The troop makes three weapon attacks.

Warhammer.

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

Javelin.

Ranged Weapon Attack: +4 to hit, range 30/120 ft., one creature. Hit: 5 (1d6 + 2) piercing damage.

Description

Lore: This a troop of four heavt guards of the city watch, the formation in situations of combat that require a very heavy striking force. The guard are perfectly trained to look for each other and hit enemies very hard while holding a solid line of defense. Tactics: A troop of heavy guards usually is the first line in combat, keeping enemies away from the weaker allies while charging through the enemies.

Джерело: <http://critterdb.com/#/publishedbestiary/list/recent>

City Watch, Palace Guard

Medium humanoid (any race), any alignment

**Armor Class** 17 (halfplate)

**Hit Points** 45 (7d8 + 14)

**Speed** 30 II.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 15 (+2) 11 (+0) 14 (+2) 12 (+1)

**Skills** Athletics +5, Insight +4, Perception +4

**Senses** passive Perception 14

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

**Challenge** 2 (450 XP)

Vigilant. The palace guard can’t be surprised while conscious.ACTIONS

Multiattack. The palace guard makes two attacks.

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

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

City Watch, Street Patrol

Medium humanoid (any race), any alignment

**Armor Class** 15 (chain shirt)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Perception +3

**Senses** passive Perception 13

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

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

ACTIONS

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

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

City Watch, Gate Sentinel

Medium humanoid (any race), any alignment

**Armor Class** 16 (breastplate)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Insight +4, Perception +4

**Senses** passive Perception 14

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

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

ACTIONS

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

Light Crossbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

City Watch, Enforcer

Medium humanoid (any race), any alignment

**Armor Class** 18 (scale armor, shield)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 14 (+2) 12 (+1) 11 (+0) 13 (+1) 15 (+2)

**Skills** Athletics +4, Perception +5

**Senses** passive Perception 15

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

**Challenge** 1 (200 XP)

ACTIONS

Multiattack. The enforcer makes two attacks.

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.

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

City Watch, Elite Bodyguard

Medium humanoid (any race), any alignment

**Armor Class** 18 (plate)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 11 (+0) 14 (+2) 12 (+1) 16 (+3) 10 (+0)

**Saving Throws** Str +5, Dex +2, Wis +5

**Skills** Athletics +5, Perception +5

**Senses** passive Perception 10

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

**Challenge** 3 (700 XP)

ACTIONS

Multiattack. The elite bodyguard makes two melee attacks.

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

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.REACTIONS

Catch the Blow. If a creature within 10 feet of the royal bodyguard is targeted by an attack, the royal bodyguard can move 5 feet towards that creature and force the attacker to target the bodyguard instead.

Protector. When a creature within 10 feet of the royal bodyguard makes a Dexterity saving throw, the bodyguard can give the creature a bonus on their saving throw equal to the bodyguard’s Wisdom modifier (+3).

City Watch, Watchmaster

Medium humanoid (any race), any alignment

**Armor Class** 15 (leather)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 18 (+4) 14 (+2) 14 (+2) 16 (+3) 14 (+2)

**Saving Throws** Dex +6, Int +4, Wis +5

**Skills** Animal Handling +5, Deception +4, Insight +5, Intimida¬

tion +4, Perception +7, Persuasion +6

**Senses** passive Perception 17

**Languages** Thieves’ Cant and any two **Languages**

**Challenge** 4 (1,100 XP)

Sneak Attack (1/turn). The watchmaster can deal an extra 21 (6d6) damage to one creature they hit with an attack if they have advantage on the attack roll. The attack must use a finesse or ranged weapon. They don’t need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn’t incapacitated, and they don’t have disadvantage on the attack roll.

ACTIONS

Multiattack. The watchmaster makes two melee attacks, they can use their Sic ‘em ability in place of an attack.

Sic ‘em. The watchmaster points at a target they can see within 60 feet. As a reaction, allied beasts trained to obey the watchmaster who can either see or hear the watchmaster can either move up to their **Speed** directly toward the target or make an attack against it.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Hand Crossbow. Ranged Weapon Attack: +6 to hit, range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

City Watch, Official Investigator

Medium humanoid (any race), any alignment

**Armor Class** 16 (studded leather)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 18 (+4) 14 (+2) 16 (+3) 17(+3) 16 (+3)

**Saving Throws** Dex +7, Int +6, Cha +6

**Skills** Deception +6, Insight +9, Investigation +9, Perception +6, Persuasion +6

**Senses** passive Perception 16

**Languages** any three **Languages**

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

Sneak Attack (1/turn). The official investigator can deal an extra 35 (10d6) damage to one creature they hit with an attack if they have advantage on the attack roll. The attack must use a finesse or ranged weapon. They don’t need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn’t incapacitated, and they don’t have disadvantage on the attack roll.

Cunning Action. On their turn, as a bonus action, the official investigator can take a Dash, Dodge, Disengage, or Hide action.

Eye for Detail. The official investigator can use a bonus action to make a Wisdom (Perception ) check to spot a hidden creature or object to make an Intelligence (Investigation) check to uncover or decipher clues.

Sense Motive. Deception checks made against the official investigator fail automatically if the result is less than 19 (10 + the investigator’s Wisdom (Insight)).

ACTIONS

Multiattack. The official investigator makes two attacks: one with their rapier and one with their dagger.

Rapier. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 8 (1d8 + 4) piercing damage.

Dagger. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

City Watch, Patrolman

Medium humanoid (any race), any alignment

**Armor Class** 12 (leather armor)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Intimidation +2, Investigation +2, Perception +3

**Senses** passive Perception 13

**Languages** Any one language (usually Common)

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

Actions

Truncheon. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) bludgeoning damage.

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

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 100/400 ft., one target. Hit: 6 (1d10+1) piercing damage.

A cut above the usual soldiers and guards, the city watch is the metropolitan police force of any urban area of significant size. While some watch members are cruel and corrupt, many are civic-minded with a genuine dedication to order and justice. The best of them will exhaust all other options before resorting to the use of lethal force.

VARIANT CITY WATCH ARMAMENTS

The stat block here assumes a member of the Watch is issued minimal arms and armor: a “buff coat” of boiled leather, a truncheon (club or nightstick) for subduing miscreants, a shortsword and maybe a crossbow for dealing with more intractable threats. Some cities (or even individual Watch houses) may vary from this.

An especially wealthy or dangerous city may issue a chain shirt (AC 14) or breastplate (AC 15) as the standard armor. A city Watch member in a chain shirt or breastplate has a CR of 2.

Some Watch members train in the use of polearms to subdue their quarry and keep dangerous foes at bay, and will carry a halberd or man-catcher in addition to their other **Equipment.** Others with particular dedication to bringing in criminals with minimal bloodshed will add a net to their gear. The statistics for these additional weapons are listed below. Adding the halberd, the man-catcher, or the net does not affect CR.

Halberd. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 7 (1d10+2) slashing damage.

Man-Catcher. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 4 (1d4+2) piercing damage, and if the target is a Medium or smaller creature, it is grappled (escape DC 14). Until the grapple ends, the man-catcher cannot be used on another target.

Net. Ranged Weapon Attack: +3 to hit, range 5/15 ft., one Large or smaller target. Hit: Target is restrained until freed, and the net cannot be used on another target. A creature can use its action to make a DC 10 Strength check to free itself or another creature caught in a net, ending the restrained condition on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

City Watch, Guard/Soldier

Medium humanoid (any race), any alignment

**Armor Class** 16 (chain shirt, shield)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Perception +2

**Senses** passive Perception 12

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

**Challenge** 1/8 (25 XP) **Proficiency bonus** +2

Actions

Spear (One-Handed). Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Spear (Thrown). Ranged Weapon Attack: +3 to hit, range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Spear (Two-Handed). Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

City Watch, Dwarven Guard

Medium humanoid (dwarf), chaotic good

**Armor Class** 16 (chain shirt, shield)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Perception +2

**Senses** darkvision 60 ft., passive Perception 12

**Languages** —

**Challenge** 1/4 (50 XP) **Proficiency bonus** +2

Dwarven Resilience. The guard has advantage on **Saving Throws** against poison.

Actions

Halberd. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 7 (1d10 + 2) slashing damage.

City Watch, Guard

Medium humanoid (any race), lawful neutral

**Armor Class** 16 (Breastplate)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Athletics +4

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Martial Advantage. Once per turn, the guard can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack ifthat creature is within 5 feet of an ally of the guard that isn't incapacitated.

Actions

Pike. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

Light Crossbow. Ranged Weapon Attack: +4 to hit, reach 100/400 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

City Watch, Elite Guard

Medium humanoid (any race), any alignment

**Armor Class** 16 (chain mail)

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 14 (+2) 12 (+1) 11 (+0) 10 (+0)

**Skills** Athletics +5, Intimidation +2, Perception +2

**Senses** passive Perception 12

**Languages** Common

**Challenge** 2 (450 XP)

Actions

Multiattack. The elite guard makes two attacks.

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

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

At times well-trained guards are needed to protect the city. Ordinary guards have their hands full against tough foes. Elite guards can offer much better protection, especially when evil humanoid tribes are on the rampage.

Pricey Protection. Many of these warriors are employed as soldiers or hired by wealthy nobles. They often protect wealthy settlements, manors, keeps, coaches, and castles. A number of elite guards are also hired as bodyguards.

Well-Trained. These guards have had extensive weapons training. Sometimes they act as officers and command groups of regular guards. They have strong constitutions and are used to being on duty for long hours.

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City Watch, Private [1/2]

Medium humanoid (any race), any alignment

**Armor Class**: 17 (scale mail, shield)

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

**Speed**: 30 f

STR DEX CON INT WIS CHA

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

**Saving Throws**:

**Skills** Athletics +4, Intimidation +2

**Senses** Passive Perception 10

**Languages** Common, and one human regional language or racial language

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

Martial Advantage. Once per turn, the City Watch private can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the flaming fist private that isn't incapacitated.

Actions

Longsword. Melee Weapon Attack: +4 to htt, reach 5 ft.,one target, Hit: 6(1d8+2) slashing damage.

Crossbow, light. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

City Watch, Constable

Medium humanoid (any race), lawful neutral

**Armor Class** 14 (chain shirt)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Insight +2, Perception +2

**Senses** passive Perception 12

**Languages** any one language

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

Hold the Line. The constable gains a +1 bonus to AC while standing within 5 feet of a city watch ally.

Actions

Halberd. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 7 (1d10 + 2) slashing damage.

Pistol. Ranged Weapon Attack: +3 to hit, range 30/90 ft., one Ht target. Hit: 6 (1d10 + 1) piercing damage.

City Watch, Inspector

Medium humanoid (any race), lawful neutral

**Armor Class** 15 (breastplate)

**Hit Points** 45 (7d8 + 14)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14(+2) 14(+2) 14(+2) 15(+2) 16(+3) 10 (+0)

**Saving Throws** Wis +5

**Skills** Insight +5, Investigation +5, Perception +5

**Senses** passive Perception 15

**Languages** any one language

**Challenge** 2 (450 XP)

Hold the Line. The inspector gains a +1 bonus to AC while standing within 5 feet of a city watch ally.

Eye for Detail. The inspector has an appraising eye that allows it to strike at a target’s most vulnerable points. The inspector adds its Intelligence modifier to damage rolls when it hits (included in the attack).

Actions

Multiattack. The inspector makes two melee attacks.

Sword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) slashing damage.

Hand Cannon. Ranged Weapon Attack: +4 to hit, range 80/240 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

City Watch, Detective []

Medium humanoid (any race), any alignment

**Armor Class** 12

**Hit Points** 27 (6d8 + 0)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 15 (+2) 10 (+0) 12 (+1) 14 (+2) 16 (+3)

**Skills** Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

**Senses** passive Perception 16

**Languages** any two language

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Cunning Action. The detective uses a bonus action to Dash, Disengage, or Hide.

Sneak Attack (1/Turn). The detective deals an extra 7 (2d6) damage when it hits a target and has advantage on the attack roll, or when the target is within 5 feet of an ally that isn't incapacitated and the detective doesn't have disadvantage on the attack roll

Actions

Multiattack. The Watch Detective makes two melee attacks.

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

City Watch, Investigator

Medium humanoid (any race), any alignment

**Armor Class** 12 (leather armor)

**Hit Points** 31 (7d8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Saving Throws** Int +5

**Skills** Investigation +8, Perception +4, Persuasion +4, Stealth +4

**Senses** passive Perception 14

**Languages** Any two **Languages**

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

Alert. The investigator has a +5 bonus on initiative rolls and can’t be surprised while it is conscious. When attacking the investigator, other creatures don’t gain advantage as a result of being hidden.

Keen Mind. The investigator always knows which way is north and how many hours remain until the next sunrise or sunset, and can accurately remember anything it has seen or heard within the past month.

Actions

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

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d4+1) piercing damage.

Light Crossbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d8+1) piercing damage.

Investigators might be found in the employ of the city watch or other law enforcement, or privately hired by patrons for whom the law has fallen short. An investigator’s stock-in-trade is the solving of mysteries, whether they involve crime, missing persons, uncovering secret information, or finding hidden treasure—making them a natural fit as either valued allies or worthy antagonists for adventurers.

City Guard Watch Captain

Medium humanoid (any race), lawful neutral

**Armor Class** 17 (Scale Mail)

**Hit Points** 91 (14d8 + 28)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

13 (+1) 16 (+3) 14 (+2) 10 (+0) 11 (+0) 13 (+1)

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** Any One Language (Usually Common)

**Challenge** 4 (1,100 XP) **Proficiency bonus** +2

Tactical Insight. The city watch captain has advantage on initiative rolls. City watch soldiers under the captain's command take their turns on the same initiative count as the captain.

Actions

Multiattack. The city watch captain makes two rapier attacks and one dagger attack. The captain can substitute a disarming attack for one rapier attack.

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

Dagger. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

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

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

Ammunition: You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack. At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield.If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon (see "Improvised Weapons" later in the section). A sling must be loaded to deal any damage when used in this way.

Disarming Attack. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: the target must make a successful DC 13 Strength saving throw or drop one item it's holding of the city watch captain's choice. The item lands up to 10 feet from the target, in a spot selected by the captain.

Orders to Attack (1/Day). Each creature of the city watch captain's choice that is within 30 feet of it and can hear it makes one melee or ranged weapon attack as a reaction. This person could easily have been on the other side of the law, but he likes the way he looks in the city watch uniform-and the way city residents look at him when he walks down the street leading a patrol. With a long mustache and a jaunty cap, there's no denying that he cuts a rakishly handsome figure. While a trained investigator, the city watch captain is not afraid to draw his blade to end a threat to his city.

Call to Attack. Up to two allied duergar within 30 feet of this duergar that can hear it can each use their reaction to make one weapon attack.

Captain of the Watch

Medium humanoid (any race), any alignment

**Armor Class** 18 (plate armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 11 (+0) 14 (+2) 11 (+0) 11 (+0) 15 (+2)

**Saving Throws** Con +4, Wis +2

**Senses** passive Perception 10

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

**Challenge** 3 (700 XP) **Proficiency bonus** +2

Brave. The Captain has advantage on **Saving Throws** against being frightened.

Actions

Multiattack. The Captain makes two melee attacks.

Longsword (One-Handed). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

Longsword (Two-Handed). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) slashing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the Captain can utter a special command or warning whenever a non hostile creature that it can see within 30 feet of it makes an attack roll or a saving throw.

The creature can add 1d4 to its roll provided it can hear and understand the Captain. A creature can benefit from only one Leadership die at a time. This effect ends if the Captain is incapacitated.

Reactions

Parry. The Captain adds 2 to its AC against one melee attack that would hit it. To do so, the Captain must see the attacker and be wielding a melee weapon.

City Watch, Sergeant [2]

Medium humanoid (any race), any alignment

**Armor Class**: 18 (chainmail, shield)

**Hit Points** 32 (5d8+10)

**Speed**: 30 f

STR DEX CON INT WIS CHA

16(+3) 10(+0) 14(+2) 10(+0) 12(+1) 12(+1)

**Saving Throws**: Str +5, Con +4

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

**Senses** Passive Perception 13

**Languages** Common, and one human regional language or racial language

**Challenge** 2 (450 XP)

Martial Advantage. Once per turn, the city watch sergeant can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the flaming fist sergeant that isn't incapacitated.

Actions

Longsword. Melee weapon attack^ +5 to htt, reach 5 ft.,one target, Hit: 7(1d8+3) slashing damage.

REACTIONS

Guardian Strike. If enemy within 5 feet of the Sergeant attacks a target other than the Sergeant, that enemy provokes an opportunity attack from the Sergeant

City Watch, Agent

Medium humanoid (any race), any alignment

**Armor Class** 16 (chain mail)

**Hit Points** 56/28 [99/49] (11d8 + 11)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 13 (+1) 12 (+1) 14 (+2) 13 (+1)

**Saving Throws** Str +4, Con +3

**Skills** Athletics +4, Survival +4

**Senses** passive Perception 12

**Languages** Common, any two racial or regional **Languages**

**Challenge** 4 (1,100 XP) **Proficiency bonus** +4

Level 11

Special Equipment. Watch Agent carries two potions of healing.

Martial Training II.

Second Wind (1/SR). As a bonus action, Watch Agent can regain 16 (1d10 + 11) **Hit Points**.

Actions

Multiattack. Watch Agent makes two weapon attacks.

Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage when used with two hands.

Dagger. Melee Weapon Attack: +8to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Dagger. Ranged Weapon Attack: +8 to hit, range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Reactions

Riposte. When a creature that Watch Agent can see misses him with a melee attack, he can use his reaction to make a melee weapon attack against that creature. On a hit, the target takes an extra 4(1d8) damage from the weapon.

City Watch, Captain [2]

Medium humanoid (any race), any alignment

**Armor Class** 15 (chain shirt)

**Hit Points** 44 (8d8+8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 12 (+1) 13 (+1) 12 (+1) 14 (+2) 12 (+1)

**Saving Throws** Str +5, Wis +4

**Skills** Intimidation +3, Investigation +3, Perception +4, Persuasion +3

**Senses** passive Perception 14

**Languages** Any one language (usually Common)

**Challenge** 2 (450 XP)

Hold the Line. The captain gains a +1 bonus to AC while standing within 5 feet of a city watch ally.

Brave. The Captain has advantage on **Saving Throws** against being frightened.

Tactical Insight. The city watch captain has advantage on initiative rolls. City watch soldiers under the captain’s command take their turns on the same initiative count as the captain.

Actions

Multiattack. The watch captain makes two melee attacks. The captain can substitute a disarming attack for one rapier attack.

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

Light Crossbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Disarming Attack. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: the target must make a successful DC 13 Strength saving throw or drop one item it’s holding of the city watch captain’s choice. The item lands up to 10 feet from the target, in a spot selected by the captain.

Orders to Attack (1/Day). Each creature of the city watch captain’s choice that is within 30 feet of it and can hear it makes one melee or ranged weapon attack as a reaction.

Leadership (1/SR). For 1 minute, the Captain can utter a special command or warning whenever a non hostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add 1d4 to its roll provided it can hear and understand the Captain. A creature can benefit from only one Leadership die at a time. This effect ends if the Captain is incapacitated.

On My Command (Recharge 5-6). One creature the captain can see within 30 feet of it can use its reaction to make a melee attack if it can hear the captain and has the Hold the Line trait.

Reactions

Parry. The Captain adds 2 to its AC against one melee attack that would hit it. To do so, the Captain must see the attacker and be wielding a melee weapon.

The officers of a city watch are usually commanded by one or more watch captains who combine the **Skills** of a seasoned soldier, trusted leader, and canny detective. Depending on how much respect is afforded law enforcement in the city, these captains may have influence in other arenas as well, representing another caution to adventurers who are overly cavalier in risking the attention of the local law.

This person could easily have been on the other side of the law, but he likes the way he looks in the city watch uniform-and the way city residents look at him when he walks down the street leading a patrol. With a long mustache and a jaunty cap, there’s no denying that he cuts a rakishly handsome figure. While a trained investigator, the city watch captain is not afraid to draw his blade to end a threat to his city.

City Watch, Shieldrar Lenta Moor [5]

Medium humanoid (Chondathan human),m lawful good

**Armor Class**: 18 (plate)

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

**Speed**: 30 f

STR DEX CON INT WIS CHA

16(+3) 12(+1) 14(+2) 14(+2) 14(+2) 16(+3)

**Saving Throws**: Str +5, Con +4, Wis +5, Cha +6

**Skills** Athletics +6, Intimidation +6, Perception +5, Persuassion +6, History +5

**Senses** Passive Perception 12

**Languages** Common, Chondathan, Dwarvish

**Challenge** 5(1100 XP)

Martial Advantage. Once per turn, Lenta Moore can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the flaming fist lieutenant that isn't incapacitated.

Pack tactics.

Actions

Multiattack. Lenta Moore makes two melee attacks.

mLongsword. Melee Weapon Attack: +6 to htt, reach 5 ft.,one target, Hit: 7(1d8+3) slashing damage.

Light Crossbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Leadership (Recharges after short or long rest). For 1 minute, Lenta Moore can utter a special command or warning whenever a nonhostile 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 Lenta Moore. A creature can benefit from only one Leadership die at a time. This effect ends if Lenta Moore is incapacitated.

REACTIONS

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

JUSTICER LABORJACK

Large construct (steamjack), unaligned

**Armor Class** 18 (natural armor)

**Hit Points** 85 (8d10 + 40)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

20 (+5) 10 (+0) 20 (+5) 5 (-3) 10 (+0) 1 (-5)

**Saving Throws** Str +8, Con +8

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

**Damage Immunities** poison, psychic

**Condition Immunities** charmed, frightened, paralyzed, petrified, poisoned

**Senses** passive Perception 10

**Languages** understands the **Languages** of its manufacturer but can’t speak

Cortex. The Justicer’s cortex allows it to understand basic commands from its controller (spoken verbally by most but usually communicated telepathically by warcasters). Verbal commands must be akin to those issued to a trained animal, such as “stay,” “guard,” “attack,” and so on. The Justicer will carry out these commands with no regard for its own safety. Heavy Metal. The Justicer’s attacks are magical for the purpose of overcoming resistances and immunity to nonmagical attacks for steamjacks, colossals, and warbeasts.

Steam Power. The Justicer requires coal and water to function. When not in combat, it can function for 5 hours with a full fuel load of 600 pounds of coal and fresh water in its boiler. While in combat, the Justicer can function for 1 hour with a full fuel load. If the Justicer’s coal and water are not refilled at the end of this time, it suffers one **Level** of exhaustion at the end of each minute. Due to the amount of noise its steam engine produces, the Justicer has disadvantage on Dexterity (Stealth) checks.

Actions

Combat Truncheon. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 21 (3d10 + 5) bludgeoning damage.

Net Launcher. The Justicer fires a weighted net at a point within 30 feet that it can see. The net covers a 10-foot-by- 10-foot area centered on the point. Any creature fully within this area must succeed on a DC 15 Dexterity saving throw or be restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in the net. Dealing 5 slashing damage to the net (AC 10) also frees a creature without harming it, ending the effect. After using this action, the Justicer can’t use it again until the net has been into the launcher.

# 555 Волшебники

## Wizards

These are typical NPC wizards. They may be engaged in personal business, gathering materials, or traveling to or from a business engagement. The number encountered refers to the number of ac­tual wizards; they may be accompanied by 0-3 (d4-l) servants and guards for each wizard. Guards are fighters 1-4 levels lower than the wizard they protect.

See "Adventurers" to determine level and special possessions.

## About spellbooks

Spell weaver [10]

Medium Humanoid, unaligned

**Armor Class** 14 (17 with mage armor)

**Hit Points** 120 (16d8 + 48)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 18 (+4) 16 (+3) 20 (+5) 18 (+4) 14 (+2)

Savings Throws Dex +8, Con +7, Int +9, Wis +8

**Skills** Arcana +13, History +9, Perception +8, Stealth +8

**Damage Resistances** psychic; bludgeoning, piercing, and slashing

that is nonmagical and is not adamantine

**Condition Immunities** charmed, frightened

**Senses** truesight 100 ft., passive Perception 18

**Languages** --, telepathy 120 ft., see also telepathic bond

**Challenge** 10 (5,900 XP)

Chromatic disk. Spell weavers carry a 6-inch disk of an unknown and nearly indestructible material. The disk stores magical energy, containing up to 10 sorcery points that the spell weaver can use as a bonus action. Once the spell points are used, they are gone. However, the disk can be recharged by absorbing magic. The disk gains one sorcery point for each **Level** of the spell it absorbs, up to its sorcery point maximum of 10.

Innate Spellcasting. The spell weaver’ spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The spell weaver can innately cast the following spells, requiring no material components.

At will: detect magic, invisibility 1/day: planeshift (self only)

Magic Resistance. The spell weaver has advantage on **Saving Throws** against spells and magical effects.

Metamagic. The spell weaver has 12 sorcery points and knows the distant spell, empowered spell, and heightened spell metamagic abilities. It can convert spell slots and sorcery points in the same manner as a sorcerer.

Reactive. The spell weaver can use 2 reactions per round.

Shielded Mind. Attempts to communicate telepathically with the spell weaver, or to read its mind, always fail. A creature making an attempt must succeed on a DC 14 Wisdom saving throw or be affected by a confusion spell.

Cantrips (at will): acid splash, chill touch, mage hand, minor illusion, prestidigitation, shocking grasp

1st **Level** (4 slots): charm person, feather fall, mage armor, magic missile

2nd **Level** (3 slots): blur, darkness, levitate 3rd **Level** (3 slots): dispel magic, fireball, slow 4th **Level** (3 slots): confusion, blight, polymorph 5th **Level** (2 slots): cloudkill, wall of stone 6th **Level** (1 slots): chain lightning

Spell Weaving. When a spell weaver cast a spell it must use one hand per spell **Level** (A third **Level** spell requires three hands, a fourth **Level** spell requires 4, etc.). The Spell weaver may cast, as an action, as many spells as it has hands (6 total), in any combination. It must pay the slot cost for each spell cast, but may not exceed 6th level. Cantrips take up one hand. In addition, a spell weaver can concentrate on up to two spells at a time and only one spell is interrupted each time it fails a concentration check.

Telepathic Bond. Spell weavers are telepathic connected to each other and can communicate telepathically with each other over a distance of up to 10 miles.

ACTIONS

Multiattack. The spell weaver can make up to six slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) bludgeoning damage.

REACTIONS

Chromatic Disk. The spell weaver uses its chromatic disk to absorb spells. When the spell weaver is hit by a spell attack or magic missile, or it succeeds on a saving throw versus a spell or magical effect, it can use its reaction to absorb the spell, taking no damage and suffering no effect from the spell or magic.

War Casting. When a creature provokes an opportunity attack, the spell weaver may cast a spell with a casting time of 1 action and that targets only that creature, rather than making an opportunity attack. This casting does not count against its spellweaving total.

Token Image: Vellynne Harpell

Vellynne Harpell

IDRotF

p273

Medium humanoid (human), neutral

Armor Class 13 (bracers of defense)

Hit Points 67 (9d8 + 27)

Speed 20 ft.

STR DEX CON INT WIS CHA

10 (+0) 12 (+1) 17 (+3) 18 (+4) 15 (+2) 13 (+1)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 12

Languages Common, Draconic, Dwarvish, Elvish, Orc

Challenge 4 (1,100 XP) Proficiency Bonus +2

Special Equipment. Vellynne wears bracers of defense and carries a wand of magic missiles (see "Actions" below).

Spellcasting. Vellynne is an 8th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): chill touch (see "Actions" below), light, mage hand, message, prestidigitation

1st level (4 slots): comprehend languages, detect magic, ray of sickness, Tasha's hideous laughter

2nd level (3 slots): darkvision, hold person, ray of enfeeblement

3rd level (3 slots): animate dead, Leomund's tiny hut, vampiric touch (see "Actions" below)

4th level (2 slots): arcane eye, blight

Actions

Vampiric Touch (3rd-Level Spell; Requires a Spell Slot). Melee Spell Attack: +6 to hit, reach 5 ft., one creature. Hit: 10 (3d6) necrotic damage, and Vellynne regains hit points equal to half the necrotic damage dealt. If Vellynne casts this spell using a spell slot of 4th level or higher, the necrotic damage increases by 1d6 for each slot level above 3rd.

Chill Touch (Cantrip). Ranged Spell Attack: +6 to hit, range 120 ft., one creature. Hit: 9 (2d8) necrotic damage, and the target can't regain hit points until the start of Vellynne's next turn.

Wand of Magic Missiles. While holding this wand, Vellynne can expend 1 or more of its 7 charges to cast the magic missile spell from it. She can expend 1 charge to cast the 1st-level version of the spell. She can increase the spell slot level by one for each additional charge she expends. The wand regains 1d6 + 1 expended charges daily at dawn. If the wand's last charge is expended, roll a d20; on a 1, the wand crumbles into ashes and is destroyed.

Source: IDRotF, page 273

WARMAGES

Magic can be a great asset on the field of battle, but those who devote their lives to the arcane are, the stereotype goes, a fragile and bookish sort. Commanders will pay a hefty fee to train those with magical knowledge in the arts of war, knowing that a few well-placed mages can be worth a battalion of common troops.

Any military organization would kill for a handful of warmages; The Flesh, Blood, and Soul utilize those with healing magics who are moved by their altruistic endeavors, The Murmuration's varied education produces many who are gifted in martial and magical arts, and no mercenary guild will turn down the extra firepower a warmage can provide.

Given their level of respect and pay, warmages tend to conduct themselves with a level of haughtiness bordering on arrogance, with the quirks common to the magically-inclined often manifesting in a love of whatever luxuries they can get their hands on.

D12 Item(s)

1-2 A coin purse with 1d4 pp.

3-4 A coin purse with 1d6 gp, and 2d4 pp.

5-6 A coin purse with 1d8 ep, 2d6 gp, and 3d4 pp.

7-8 A coin purse with 1d10 sp, 2d8 ep, 3d6 gp, and 4d4 pp.

9 A spellcasting focus built into the hilt of a rondel dagger

10 A scrap of silk which expands into a comfortable, well-furnished tent when unfolded

11 A glass bead on a fine chain, which contains a single drop of blood suspended within

12 Roll twice for this loot drop.

COMBAT MAGE [2]

Medium humanoid (any race), neutral

**Armor Class** 14 (leather)

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 16 (+3) 14 (+2) 15 (+2) 10 (+0) 10 (+0)

**Senses** passive Perception 10

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

**Challenge** 2 (450 XP)

Spellcasting. The combat mage is a 3rd level spellcaster. Their spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). They have the following wizard spells prepared:

Cantrips: fire bolt, shocking grasp, true strike

1st level (4 slots): burning hands, jump, magic missile, thunderwave

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

ACTIONS

Multiattack. The combat mage makes two attacks; they can cast a cantrip in place of one attack.

Spear. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage or 7 (1d8 + 3) piercing damage if wielded in two hands.

Маг 4 круг

Маг эксеерт 3 круг

ARCANE BLADEMASTER [13]

Medium humanoid (any race), neutral

**Armor Class** 17 (halfplate)

**Hit Points** 187 (25d8 + 75)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 18 (+4) 17 (+3) 20 (+5) 12 (+1) 14 (+2)

**Saving Throws** Dex +9, Int +10, Wis +6

**Skills** Acrobatics +9, Arcana +10, Perception +6

**Senses** passive Perception 16

**Languages** any two **Languages**

**Challenge** 13 (10,000 XP)

Action Surge (1/day). On their turn, the arcane blademaster can take an additional action on top of their normal action and possible bonus action.

Combat Caster. The arcane blademaster has advantage on Constitution **Saving Throws** made to maintain concentration on a spell when they take damage.

Spellcasting. The arcane blademaster is a 10th **Level** spellcaster. Their spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). They have the following wizard spells prepared:

Cantrips: fire bolt, message, true strike

1st **Level** (4 slots): false life, feather fall, jump, shield

2nd **Level** (3 slots): hold person, mirror image, misty step

3rd **Level** (3 slots): fly, haste, vampiric touch

4th **Level** (3 slots): force blade (p.222), dimension door

5th **Level** (1 slot): hold monster

**Transposing Blast.** When the arcane blademaster hits a target with a ranged spell attack, they can use their bonus action to magically teleport to an unoccupied space they can see within 5 feet of the target and immediately make a single melee attack against the target.

Actions

**Multiattack. The** arcane blademaster makes three attacks. They can cast a spell that uses a spell attack and has a casting time of one action in place of one attack.

Dagger. Melee or Ranged Weapon Attack: +9 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

REACTIONS

**Arcane Resurgence (1/day).** When the arcane blademaster loses concentration on a spell, or a spell they are casting is interrupted by a counterspell, the arcane blademaster can make an Intelligence saving throw (DC 12 + the spell's slot level). On a success, they regain the spell slot used to cast the spell.

Arcanist [2]

Medium humanoid (any race), any alignment

**Armor Class** 12 (15 with mage armor)

**Hit Points** 22 (5d8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

9 (-1) 14 (+2) 11 (+0) 17 (+3) 12 (+1) 11 (+0)

**Saving Throws** Int +5, Wis +3

**Skills** Arcana +5, History +5

**Senses** passive Perception 11 **Languages** any three **Languages** **Challenge** 2 (450 XP)

**Spellcasting.** The arcanist is a 5th-**Level** spellcaster. Their spellcasting ability is Intelligence (spell save DC 13, +3 to hit with spell attacks). The arcanist has the following wizard spells prepared:

Cantrips (at will): fire bolt, light, mage hand, prestidigitation

1st **Level** (4 slots): mage armor, magic missile, shieldRe

2nd **Level** (3 slots): hold personCon, invisibilityCon, see invisibility, webCon

3rd **Level** (2 slots): flyCon

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.

Arcanists are arcane spellcasters of moderate magical skill. Most hope to someday gain knowledge and power to become mages or even archmages.

Magic can be a great asset on the field of battle, but those who devote their lives to the arcane are, the stereotype goes, a fragile and bookish sort. Commanders will pay a hefty fee to train those with magical knowledge in the arts of war, knowing that a few well-placed mages can be worth a battalion of common troops.

Any military organization would kill for a handful of warmages; The Flesh, Blood, and Soul utilize those with healing magics who are moved by their altruistic endeavors, The Murmuration's varied education produces many who are gifted in martial and magical arts, and no mercenary guild will turn down the extra firepower a warmage can provide.

Given their **Level** of respect and pay, warmages tend to conduct themselves with a **Level** of haughtiness bordering on arrogance, with the quirks common to the magically-inclined often manifesting in a love of whatever luxuries they can get their hands on.

Elemental Mage: Aethermancer

Medium humanoid (human), chaotic evil

**Armor Class** 12 (15 with mage armor)

**Hit Points** 49 (9d8+9)

**Speed** 30 ft.,

STR DEX CON INT WIS CHA

9 (-1) 14(+2) 12(+1) 18(+4) 12(+1) 11(+0)

**Saving Throws** Int +7, Wis +4

**Skills** Arcana +7, History +7, Religion +7

**Senses** passive Perception 11

**Languages** Common, Draconic, Elvish, Primordial

**Challenge** 6 (2300 XP)

Elemental Adept. Spells cast by a aethermancer ignore

resistance to lightning damage. Additionally, when the

spell deals lightning damage, if the dice roll is a 1, the

aethermancer treats the dice roll as a 2.

Spellcasting. The mage is a 9th **Level** spellcaster. Its

spellcasting ability is Intelligence (spell save DC 15, +7 to

hit with spell attacks). The mage has the following

wizard spells prepared:

Cantrips (at will): frostbite, gust, light, shocking grasp

1st **Level** (4 slots): chromatic orb, mage armor, shield,

thunderwave

2nd **Level** (3 slots): dust devil, gust of wind, misty step

3rd **Level** (3 slots): counterspell, fly, lightning bolt

4th **Level** (3 slots): greater invisibility, storm sphere

5th **Level** (1 slots): control winds

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.

Source: Mage, Monster Manual

Elemental Mage: Aethermancer

elemental mage: aethermancer

Medium humanoid (human), chaotic evil

**Armor Class** 12 (15 with mage armor)

**Hit Points** 49 (9d8+9)

**Speed** 30 ft.,

STR DEX CON INT WIS CHA

9 (-1) 14(+2) 12(+1) 18(+4) 12(+1) 11(+0)

**Saving Throws** Int +7, Wis +4

**Skills** Arcana +7, History +7, Religion +7

**Senses** passive Perception 11

**Languages** Common, Draconic, Elvish, Primordial

**Challenge** 6 (2300 XP)

Elemental Adept. Spells cast by a aethermancer ignoreresistance to lightning damage. Additionally, when thespell deals lightning damage, if the dice roll is a 1, theaethermancer treats the dice roll as a 2.

Spellcasting. The mage is a 9th **Level** spellcaster. Itsspellcasting ability is Intelligence (spell save DC 15, +7 tohit with spell attacks). The mage has the followingwizard spells prepared:

Cantrips (at will): frostbite, gust, light, shocking grasp

1st **Level** (4 slots): chromatic orb, mage armor, shield,thunderwave

2nd **Level** (3 slots): dust devil, gust of wind, misty step

3rd **Level** (3 slots): counterspell, fly, lightning bolt

4th **Level** (3 slots): greater invisibility, storm sphere

5th **Level** (1 slots): control winds

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.

Elemental Mage: Geomancer

Elemental Mage: Geomancer

Medium humanoid (human), chaotic evil

**Armor Class** 12 (15 with mage armor)

**Hit Points** 49 (9d8+9)

**Speed** 30 ft.,

STR DEX CON INT WIS CHA

9 (-1) 14(+2) 12(+1) 18(+4) 12(+1) 11(+0)

**Saving Throws** Int +7, Wis +4

**Skills** Arcana +7, History +7, Religion +7

**Senses** passive Perception 11

**Languages** Common, Draconic, Elvish, Primordial

**Challenge** 6 (2300 XP)

War Caster. The geomancer has advantage on Constitution saves to prevent loss of concentration. The geomancer can use a single target, one action spell on a target that provokes an opportunity attack from it.

Spellcasting. The mage is a 9th **Level** spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): chill touch, mold earth, light, poison spray

1st **Level** (4 slots): chromatic orb, earth tremor, mage armor, shield

2nd **Level** (3 slots): earthbind, hold person, shatter

3rd **Level** (3 slots): counterspell, erupting earth, slow

4th **Level** (3 slots): greater invisibility, stoneskin

5th **Level** (1 slots): wall of stone

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.

Elemental Mage: Hydromancer

Medium humanoid (human), chaotic evil

**Armor Class** 12 (15 with mage armor)

**Hit Points** 49 (9d8+9)

**Speed** 30 ft.,

STR DEX CON INT WIS CHA

9 (-1) 14(+2) 12(+1) 18(+4) 12(+1) 11(+0)

**Saving Throws** Int +7, Wis +4

**Skills** Arcana +7, History +7, Religion +7

**Senses** passive Perception 11

**Languages** Common, Draconic, Elvish, Primordial

**Challenge** 6 (2300 XP)

Elemental Adept. Spells cast by a hydromancer ignore resistance to acid damage. Additionally, when the spell deals acid damage, if the dice roll is a 1, the hydromancer treats the dice roll as a 2.

Spellcasting. The mage is a 9th **Level** spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): acid splash, mold earth, light, ray of frost

1st **Level** (4 slots): chromatic orb, mage armor, shield

2nd **Level** (3 slots): Melf’s acid arrow, misty step, Snilloc’s snowball swarm

3rd **Level** (3 slots): counterspell, tidal wave, wall of water

4th **Level** (3 slots): greater invisibility, vitriolic sphere,watery sphere

5th **Level** (1 slots): cone of cold

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.

Elemental Mage: Pyromancer

Medium humanoid (human), chaotic evil

**Armor Class** 12 (15 with mage armor)

**Hit Points** 49 (9d8+9)

**Speed** 30 ft.,

STR DEX CON INT WIS CHA

9 (-1) 14(+2) 12(+1) 18(+4) 12(+1) 11(+0)

**Saving Throws** Int +7, Wis +4

**Skills** Arcana +7, History +7, Religion +7

**Senses** passive Perception 11

**Languages** Common, Draconic, Elvish, Primordial

**Challenge** 6 (2300 XP)

Elemental Adept. Spells cast by a pyromancer ignore resistance to fire damage. Additionally, when the spell deals fire damage, if the dice roll is a 1, the pyromancertreats the dice roll as a 2.

Spellcasting. The mage is a 9th **Level** spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): conjure bonfire, control flames, fire bolt, mage hand

1st **Level** (4 slots): burning hands, chromatic orb, mage armor, shield

2nd **Level** (3 slots): Aganazzar’s scorcher, misty step, scorching ray

3rd **Level** (3 slots): counterspell, dispel magic, fireball, Melf’s minute meteors

4th **Level** (3 slots): greater invisibility, wall of fire

5th **Level** (1 slots):

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.

Bandit Mage [2]

Medium humanoid (human), neutral evil

**Armor Class** 12 (15 with mage armor)

**Hit Points** 22 (5d8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

9 (−1) 14(+2) 11(+0) 17(+3) 12(+1) 11(+0)

**Saving Throws** Int +5, Wis +3

**Skills** Arcana +5, History +5

**Senses** passive Perception 11

**Languages** Common, Draconic, Dwarvish, Elvish

**Challenge** 2 (450 XP)

Spellcasting. The red wizard is a 4th-**Level** spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): light, mage hand, shocking grasp

1st **Level** (4 slots): charm person, magic missile, shield

2nd **Level** (3 slots): hold person, invisibility

Actions

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

Battle Mage [4]

Medium humanoid (any race), any alignment

**Armor Class** 12 (15 with mage armor)

**Hit Points** 66 (12d8 + 12)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 14 (+2) 12 (+1) 18 (+4) 14 (+2) 12 (+1)

**Saving Throws** Constitution +3, Intelligence +6

**Skills** Arcana +6, History +6

**Senses** passive Perception 12

**Languages** Common plus any three **Languages**

**Challenge** 4 (1,100 XP)

Special Traits

**Overchannel.** As a bonus action, a battle mage can overchannel its spells until the start of its next turn. A creature has disadvantage on its **Saving Throws** against an overchanneled spell. Attack rolls against the battle mage have advantage until the start of its next turn.

**Tactical Casting.** When a battle mage casts a spell that causes damage or that forces a creature to make a saving throw, it can choose itself and any number of allies to be immune to the damage caused by the spell and to automatically succeed on the required saving throw.

Spellcasting. The battle mage is a 7th-**Level** spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The battle mage has the following wizard spells prepared:

Cantrips (at will): fire bolt, mage hand, poison spray, shocking grasp

1st **Level** (4 slots): burning hands, mage armor, magic missile, thunderwave

2nd **Level** (3 slots): flaming sphere, misty step, shatter

3rd **Level** (3 slots): counterspell, fireball, lightning bolt

4th **Level** (1 slots): ice storm

Actions

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

Reactions

Self-Defense Casting. When the battle mage is hit by a weapon attack, it can cast a cantrip against the attacker.

Battle mages are open vessels through which arcane energy pours raw, unfettered, and without regard for self-preservation. The art of the battle mage takes as much practice as any other type of spellcasting—perhaps more so. Many nations count battle mages among their ranks, with most establishing and maintaining an elite college or academy to properly train these living weapons. Just as much time goes into indoctrinating the battle mages into the patriotic beliefs as in the magic itself, for no group wants a powerful weapon turned against its creator.

BATTLE MAGE [6]

Medium humanoid (any race), any alignment

**Armor Class** 12 (15 with mage armor)

**Hit Points** 49 (9d8+9)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 14 (+2) 12 (+1) 16 (+3) 12 (+1) 10 (+0)

**Saving Throws** Int +6, Wis +4

**Skills** Arcana +6, Intimidation +3

**Senses** passive Perception 11

**Languages** Any three **Languages**

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

Sculpt Spells. When the battle mage casts an evocation spell with an area of effect, it can select a number of creatures within that area equal to 1 + the spell’s level. These creatures automatically succeed on **Saving Throws** against the spell, and take no damage if they would normally take half damage on a successful save.

Spellcasting. The battle mage is a 9th-**Level** spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit). The battle mage has the following wizard spells prepared:

Cantrips (at will): blade ward, fire bolt, mending, true strike

1st **Level** (4 slots): chromatic orb, detect magic, fog cloud, mage armor, magic missile

2nd **Level** (3 slots): misty step

3rd **Level** (3 slots): dispel magic, fireball, lightning bolt

4th **Level** (3 slots): wall of fire

5th **Level** (1 slot): cone of cold, conjure elemental

Actions

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

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

Whether attached to a more mundane army or forming companies of their own, battle mages are indispensable artillery in the fighting forces of realms great and small. Masters of devastating evocation magic, their ability to sculpt spells helps them rain destruction on enemy forces while keeping their allies safe from their more potent magics.

Bladebound Mystic [3]

Medium humanoid (any race), neutral

**Armor Class** 15 (chain shirt)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 14 (+2) 15 (+2) 11 (+0) 14 (+2) 18 (+4)

**Senses** passive Perception 12

**Languages** any one language (usually Common) **Challenge** 3 (700 XP)

Eldritch Smite. When the bladebound mystic hits a target with a melee attack, they can use a bonus action and expend a spell slot to deal an additional 13 (3d8) force damage to the target.

Pact Strength. The bladebound mystic can use their Charisma modifier in place of their Strength modifier for melee weapon attacks and damage rolls.

Spellcasting. The bladebound mystic is a 5th-**Level** spellcaster. Their spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). They regain expended spell slots after a short or long rest, and know the following warlock spells:

Cantrips: blade ward, mage hand, true strike

3rd **Level** (2 slots): hex, hold person, misty step, vampiric touch

Actions

Multiattack. The bladebound mystic makes two attacks.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage or 9 (1d10 + 4) slashing damage if used with two hands.

Pact Weapon. The bladebound mystic summons a melee weapon in its hand. If they lose contact with this weapon for one minute, or use this ability again, the previously summoned weapon disappears. The weapon can have the shape of any one¬handed melee weapon the bladebound mystic chooses.

Bounty Hunter Mage [6]

Medium humanoid (any race), any alignment

**Armor Class** 12 (15 with mage armor)

**Hit Points** 40 (9d8 + 0)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

9 (-1) 14 (+2) 11 (+0) 17 (+3) 12 (+1) 11 (+0)

**Saving Throws** Int +6, Wis +4

**Skills** Arcana +6, History +6

**Senses** passive Perception 11

**Languages** any four **Languages**

**Challenge** 6 (2,300 XP) **Proficiency bonus** +3

Spellcasting. The mage is a 9th-**Level** spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): fire bolt, light, message, ray of frost

1st **Level** (4 slots): detect magic, disguise self, mage armor, magic missile, sleep

2nd **Level** (3 slots): hold person, ray of enfeeblement, suggestion

3rd **Level** (3 slots): clairvoyance, counterspell, fly

4th **Level** (3 slots): greater invisibility, locate creature, polymorph

5th **Level** (1 slot): dominate person

Actions

Staff (One-Handed). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

Staff (Two-Handed). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 2) bludgeoning damage.

Half-orc Shaman [3]

Medium humanoid (half-orc), neutral evil

**Armor Class** 16 (breastplate)

**Hit Points** 71 (11d8 + 21)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16(+3) 14(+2) 14(+2) 11(+0) 10(+0) 15(+2)

**Skills** Animal Handling +2, Athletics +5, Deception +4,

Persuasion +4

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Abyssal, Common, Orc

**Challenge** 3 (700 XP)

Relentless Endurance (1/LR). When Half-orc Shaman is reduced to 0 **Hit Points**, but not killed outright, he can drop to 1 hit point instead.

Savage Attack. When Half-orc Shaman scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Spellcasting. Half-orc Shaman is a 5th-**Level** spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

Half-orc Shaman knows the following sorcerer spells:

Cantrips (at will): chill touch, firebolt, message, minor image, shocking grasp

1st **Level** (4 slots): expeditious retreat, false life, shield, sleep

2nd **Level** (3 slots): blur, misty step

3rd **Level** (2 slots): haste

Actions

Multiattack. Half-orc Shaman makes two melee attacks.

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

Reactions

Parry. Half-orc Shaman adds 2(1d4) to his AC against one melee attack that would hit him. To do so, Half-orc Shaman must see the attacker and be wielding a melee weapon.

Cloak of Mulmaster [2]

Medium humanoid (human), neutral

**Armor Class** 12 (15 with mage armor)

**Hit Points** 22 (5d8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

9 (−1) 14(+2) 11(+0) 17(+3) 12(+1) 11(+0)

**Saving Throws** Int +5, Wis +3

**Skills** Arcana +6, History +6

**Senses** passive Perception 11

**Languages** any four **Languages**

**Challenge** 2 (450 XP)

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

Cantrips (at will): fire bolt, light, prestidigitation

1st **Level** (4 slots): detect magic, mage armor, magic missile, shield

2nd **Level** (3 slots): flaming sphere, Melf’s acid arrow

3rd **Level** (2 slots): blink, fireball

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.

COMBAT MAGE [2]

Medium humanoid (any race), neutral

**Armor Class** 14 (leather)

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 16 (+3) 14 (+2) 15 (+2) 10 (+0) 10 (+0)

**Senses** passive Perception 10

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

**Challenge** 2 (450 XP)

Spellcasting. The combat mage is a 3rd **Level** spellcaster. Their spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). They have the following wizard spells prepared:

Cantrips: fire bolt, shocking grasp, true strike

1st **Level** (4 slots): burning hands, jump, magic missile, thunderwave

2nd **Level** (2 slots): magic weapon, misty step

Actions

Multiattack. The combat mage makes two attacks; they can cast a cantrip in place of one attack.

Spear. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) piercing damage or 7 (1d8 + 3) piercing damage if wielded in two hands.

FIELD DIVINER [5]

Medium humanoid (any race), neutral

**Armor Class** 12 (15 w/mage armor)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

9 (-1) 14 (+2) 14 (+2) 17 (+3) 13 (+1) 15 (+2)

**Skills** Athletics +4, Perception +7

**Senses** passive Perception 17

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

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

Arcane Perception. The field diviner's awareness is magically improved, granting them advantage on all Wisdom (Perception) checks and initiative rolls.

Spellcasting. The field diviner is a 7th **Level** spellcaster. Their spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). They have the following wizard spells prepared:

Cantrips: message, ray of frost, true strike

1st **Level** (4 slots): detect magic, find familiar, mage armor, magic missile

2nd **Level** (3 slots): detect thoughts, see invisibility, sending,

3rd **Level** (3 slots): clairvoyance, lightning bolt

4th **Level** (1 slot): arcane eye, locate creature

Actions

Fist. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage.

Arcane Celerity. When the spellborne shock trooper is affected by a spell that changes their **Speed** or grants them one, that **Speed** is increased by 15 feet.

Guild Mage [1]

Medium humanoid (any race), lawful neutral

**Armor Class** 11 (14 with mage armor)

**Hit Points** 22 (5d8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

9 (−1) 14(+2) 11(+0) 17(+3) 12(+1) 11(+0)

**Saving Throws** Int +5, Wis +3

**Skills** Arcana +5, History +5

**Senses** passive Perception 11

**Languages** Common, Draconic, Dwarvish, Elvish

**Challenge** 1 (200 XP)

Spellcasting. The guild mage is a 4th-**Level** spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The guild mage has the following wizard spells

prepared:

Cantrips (at will): fire bolt, mage hand, shocking grasp

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

2nd **Level** (3 slots): misty step, scorching ray

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.

Half-orc Sorcerer [1]

Medium humanoid (half-orc), chaotic evil

**Armor Class** 12 (15 with mage armor)

**Hit Points** 22 (5d8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

9 (−1) 14(+2) 11(+0) 11(+0) 12(+1) 17(+3)

**Saving Throws** Int +5, Wis +3

**Skills** Arcana +5, History +5

**Senses** passive Perception 11

**Languages** Common, Draconic, Dwarvish, Elvish

**Challenge** 1 (200 XP)

Relentless Endurance (1/LR). When the Half-orc Sorcerer is reduced to 0 **Hit Points**, but not killed outright, it can drop to 1 hit point instead.

Savage Attack. When the Half-orc Sorcerer scores a critical hit with a melee weapon attack, it can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Spellcasting. The Half-orc Sorcerer is a 4th-**Level** spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The Half-orc Sorcerer has the following sorcerer spells

prepared:

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

1st **Level** (4 slots): fals life, mage armor, shield

2nd **Level** (3 slots): blur, misty step, shadow blade

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.

Beginner Necromancer [1/2]

Medium humanoid (human), neutral

**Armor Class** 12 (15 with mage armor)

**Hit Points** 13 (3d6 + 3)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 14 (+2) 12 (+1) 16 (+3) 10 (+0) 10 (+0)

**Saving Throws** Int +5, Wis +2

**Senses** passive Perception 10

**Languages** Common, Dwarvish, Elvish, Infernal

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

Level 3

Spellcasting. Wizard is a 3rd-**Level** spellcaster. His spellcasting ability is Intelligence (save DC 13, +5 to hit with spell attacks). Wizard has the following wizard spells prepared:

Cantrips (at will): chill touch, light, shocking grasp

1st **Level** (4 slots): detect magic, mage armor, magic missile, ray of sickness

2nd **Level** (2 slots): misty step, ray of enfeeblement

Actions

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

INFERNALIST [4]

Medium humanoid (human), chaotic evil

**Armor Class** 12 (leather armor)

**Hit Points** 45 (10d8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 12 (+1) 10 (+0) 17 (+3) 13 (+1) 14 (+2)

**Saving Throws** Int +5

**Skills** Arcana +5, Deception +4, Perception +2, Religion +5

**Senses** passive Perception 13

**Languages** any one language

**Challenge** 4 (1,100 XP)

Blood Fueled. If the infernalist reduces a creature to 0 **Hit Points** with a melee weapon attack, it can cast a spell of 2nd **Level** or lower as a bonus action.

Marked Soul. The infernalist has a marked soul. An infernalist or infernal master can use the marked soul to summon horrors into the physical world.

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

Cantrips (at will): acid splash, minor illusion, poison spray, true strike

1st **Level** (4 slots): disguise self, false life, hideous laughter, ray of sickness (see “Actions” below)

2nd **Level** (3 slots): darkness, hold person, suggestion

3rd **Level** (2 slots): bestow curse, fear

Actions

Dark Iron Dagger. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Ray of Sickness (1st-**Level** Spell; Requires a Spell Slot).

Ranged Spell Attack: +5 to hit, range 60 ft., one creature. Hit: 9 (2d8) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned until the end of the infernalist’s next turn. If the infernalist casts this spell using a spell slot of 2nd **Level** or higher, the damage increases by 1d8 for each slot **Level** above 1st.

Summon Infernal (1/Day). As an action, the infernalist can expend a spell slot and designate an ally with the Marked Soul trait it can see within 90 feet of it. The ally is destroyed, and an infernal with a CR equal to the **Level** of the expended spell slot is summoned in its place. The summoned creature is friendly to the infernalist and the infernalist’s companions. In combat, the infernal shares the infernalist’s initiative count, but it takes its turn immediately after the infernalist. The infernal obeys verbal commands from the infernalist (no action required). If the infernalist doesn’t issue any verbal commands, the infernal defends itself but otherwise takes no action.

Magician [5]

Medium humanoid (any), any alignment

**Armor Class** 13 (16 with mage armor)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 16 (+3) 14 (+2) 19 (+4) 15 (+2) 11 (+0)

**Saving Throws** Intelligence +7, Wisdom +5

**Skills** Arcana +7, History +7

**Senses** passive Perception 12

**Languages** Common

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

Special Traits

Spellcasting. The theurgist is a 3rd **Level** spellcaster. The theurgist’s spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): fire bolt, light, mage hand, prestidigitation

1st **Level** (4 slots): burning hands, false life, mage armor, magic missile

2nd **Level** (3 slots): acid arrow, mirror image, scorching ray

3rd **Level** (2 slots): fireball, lightning bolt

Actions

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

Sling. Ranged Weapon Attack: +6 to hit, range 30/120 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

Section 15: Copyright Notice

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Mercenary battlecaster [4]

Medium humanoid (any race), any alignment

**Armor Class** 15 (light warcaster armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 15 (+2) 16 (+3) 10 (+0) 12 (+1)

**Skills** Arcana +5, Perception +2

**Senses** passive Perception 12

**Languages** any one language

**Challenge** 4 (1,100 XP)

Armaments. The warcaster wields either a bonded mechanikal sword and a bonded mechanikal pistol or a bonded mechanikal greatsword.

Focus Points. The warcaster has 3 focus points. It regains all spent focus points when it finishes a long rest. It can spend its focus points on the following options.

1. Attack Bonus. The warcaster can spend 1 focus point before it makes an attack with a bonded mechanikal weapon to

make the attack roll with advantage.

2. Damage Bonus. The warcaster can spend up to 3 focus points before it makes an attack with a bonded mechanikal

weapon to deal an extra 1d8 damage per point spent.

3. Reduce Damage. When the warcaster takes damage, it can use its reaction and spend 1 focus point to reduce the)

damage by 5.

4. Shake It Off. If the warcaster is suffering from a condition or enemy effect that can be ended with a successful saving throw, it can spend 1 focus point to make the saving throw with advantage.

Magic Weapons. The warcaster’s mechanikal weapon attacks

are magical.

Spellcasting. The warcaster is a 5th-**Level** spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Casting a spell requires the warcaster to spend a number of focus points equal to the spell’s level. The warcaster knows the following warcaster spells:

Cantrips (at will): arcane bolt, light, sense cortex

1st **Level** (1 focus point): burning hands, jump start, razor wind, shield

2nd **Level** (2 focus points): battering ram, flashing blade

Actions

Mechanikal Sword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

Mechanikal Greatsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

Mechanikal Pistol. Ranged Weapon Attack: +4 to hit, range 30/90 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

Siege Sorcerer [17]

Medium humanoid (any race), neutral

**Armor Class** 14 (17 w/mage armor)

**Hit Points** 210 (28d8 + 84)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 18 (+4) 16 (+3) 14 (+2) 17 (+3) 20 (+5)

**Saving Throws** Con +9, Wis +9, Cha +11

**Skills** Arcana +8, Perception +9,

**Senses** passive Perception 19

**Languages** any two **Languages**

**Challenge** 17 (18,000 XP)

Metamagic (4/day). Whenever the siege sorcerer casts a spell, they can use one of the following metamagic options to apply to the spell.

Distant Spell. When the siege sorcerer casts a spell that has a range of 5 feet or greater, they can double the range of the spell.

Siege Spell. When the siege sorcerer casts a spell that affects and deals damage to objects within the spell's area, they can choose to have that spell deal double damage against objects and structures.

Spellcasting. The siege sorcerer is a 17th **Level** spellcaster. Their spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). They know the following sorcerer spells:

Cantrips: acid splash, mage hand, message, ray of frost

1st **Level** (4 slots): color spray, fog cloud, mage armor, thunderwave

2nd **Level** (3 slots): darkness, enlarge/reduce, gust of wind, shatter

3rd **Level** (3 slots): fireball, fly, lightning bolt

4th **Level** (3 slots): greater invisibility, ice storm

5th **Level** (2 slots): cloudkill, wall of stone

6th **Level** (1 slot): globe of invulnerability

7th **Level** (1 slot): fire storm

8th **Level** (1 slot): earthquake

9th **Level** (1 slot): meteor swarm

Actions

Multiattack. The siege sorcerer makes three attacks. They can cast a spell that uses a spell attack and has a casting time of one action in place of one attack.

Quarterstaff. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 3 (1d6 ) bludgeoning damage or 4 (1d8) bludgeoning damage if used with two hands.

Skycaster [12]

Medium humanoid (any race), neutral

**Armor Class** 15 (leather)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 18 (+4) 14 (+2) 15 (+2) 14 (+2) 20 (+5)

**Saving Throws** Dex +6, Int +9, Wis +7

**Skills** Arcana +9, Nature +9, Perception +7

**Senses** passive Perception 17

**Languages** any three **Languages**

**Challenge** 12 (8,400 XP)

Spellcasting. The skycaster is a 15th **Level** spellcaster. Their spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). They have the following wizard spells prepared:

Cantrips: message, ray of frost, true strike

1st **Level** (4 slots): grease, shield, witch bolt

2nd **Level** (3 slots): gust of wind, levitate, ray of enfeeblement

3rd **Level** (3 slots): fly, lightning bolt, sleet storm

4th **Level** (3 slots): control water, stone shape,

3rd **Level** (3 slots): dispel magic, fear, major image

4th **Level** (3 slots): compulsion, confusion

5th **Level** (2 slots): mass cure wounds

5th **Level** (2 slots): cone of cold, conjure elemental

6th **Level** (1 slot): sunbeam

7th **Level** (1 slot): teleport

6th **Level** (1 slot): mass suggestion

Actions

8th **Level** (1 slot): control weather

Actions

Multiattack. The warsinger makes two attacks: one with their rapier and one with their hand crossbow.

Rapier. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Hand Crossbow. Ranged Weapon Attack: +7 to hit, range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

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

Sky Javelin. Ranged Weapon Attack: +9 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 8 (1d6 + 5) piercing damage plus 18 (4d8) lightning damage.

Spellborne Shock Trooper [4]

Medium humanoid (any race), neutral

**Armor Class** 16 (breastplate)

**Hit Points** 44 (8d8 + 8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

13 (+1) 14 (+2) 12 (+1) 16 (+3) 14 (+2) 10 (+0)

**Senses** passive Perception 12

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

**Challenge** 4 (1,100 XP)

Spellcasting. The spellborne shock trooper is a 6th **Level** spellcaster. Their spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). They have the following wizard spells prepared:

Cantrips: chill touch, poison spray, ray of frost

1st **Level** (4 slots): color spray, expeditious retreat

2nd **Level** (3 slots): invisibility, scorching ray

3rd **Level** (3 slots): fireball, fly

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.

Thayan Apprentice [2]

Medium humanoid (human), any non-good alignment

**Armor Class** 12 (15 with mage armor)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 14 (+2) 12 (+1) 15 (+2) 13 (+1) 11 (+0)

**Skills** Arcana +4

**Senses** passive Perception 11

**Languages** Common, Thayan

**Challenge** 2 (450 XP) **Proficiency bonus** +2

Devotion. the apprentice has advantage on **Saving Throws** against being charmed or frightened.

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

Cantrips (at will): fire bolt, mage hand, prestidigitation, shocking grasp

1st **Level** (4 slots): burning hands, detect magic, mage armor, shield

2nd **Level** (3 slots): blur, scorching ray

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.

Bladesinger

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather, 18 while Bladesong is active)

Hit Points 55 (10d8 + 10)

Speed 30 ft., 40 ft. while Bladesong is active

STR DEX CON INT WIS CHA

10 (+0) 16 (+3) 12 (+1) 17 (+3 12 (+1) 14 (+2)

Saving Throws Int +6, Wis +4

Skills Acrobatics +6, Arcana +6, Performance +5

Damage Resistance nonmagical bludgeoning, piercing, and slashing (from stoneskin)

Senses passive Perception 11

Languages any four languages

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

Spellcasting. The bladesinger is a 10th-level spellcaster. Its

spellcasting ability is Intelligence (spell save DC 14, +6 to hit with

spell attacks). The bladesinger has the following wizard spells

prepared:

Cantrips (at will): fire bolt (2d10), light, green-flame blade (2d8 and 2d8), minor illusion, prestidigitation

1st level (4 slots): absorb elements, burning hands, magic missile, shield

2nd level (3 slots): mirror image, misty step, shadow blade

3rd level (3 slots): counterspell, fireball, haste

4th level (3 slots): fire shield\*, stoneskin\*

5th level (2 slots): cone of cold, steel wind strike

\*The bladesinger casts these spells on itself before combat.

Bonus Actions

Bladesong (3/Day). The bladesinger starts Bladesong, which lasts for 1 minute. It ends early if the bladesinger is incapacitated, dons medium or heavy armor or a shield, or if it uses two hands to make an attack with a weapon. It can also dismiss the Bladesong at any time (no action required). While the Bladesong is active, the bladesinger gains the following benefits:

• +3 bonus to its AC

• walking speed increases by 10 feet

• advantage on Dexterity (Acrobatics) checks

• +3 bonus to any Constitution saving throw it makes to maintain concentration on a spell

Actions

**Multiattack.** The bladesinger makes two Shortsword attacks.

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

Reactions

**Song of Defense.** When the bladesinger takes damage, it can

expend one spell slot and reduce that damage by an amount equal to five times the spell slot’s level.

War Wizard Battlemage [6]

Medium humanoid (any), any lawful alignment

**Armor Class** 12 (15 with mage armor)

**Hit Points** 84 (13d8 + 26)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 14 (+2) 17 (+3) 12 (+1) 10 (+0)

**Saving Throws** CON +5

**Skills** Arcana +5, History +5, Investigation +5

**Senses** passive Perception 11

**Languages** Common

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

War Magic. When the war wizard uses their action to cast a cantrip or lst-**Level** spell, they can make a melee weapon attack as a bonus action.

Spellcasting. The war wizard is an 8th-**Level** spellcast¬er. Their spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). They have the following wizard spells prepared:

Cantrips (at will): fire bolt, friends, prestidigitation, true strike

1st **Level** (4 slots): alarm, mage armor, magic missile, shield

2nd **Level** (3 slots): detect thoughts, flaming sphere, hold person

3rd **Level** (3 slots): counterspell, dispel magic, fireball 4th **Level** (3 slots): locate creature

Actions

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

REACTIONS

Arcane Deflection. When the war wizard is hit by an attack or fails a saving throw, they may use their reaction to gain a +2 bonus to their AC against that attack or a +4 bonus to that saving throw.

War Wizard Recruit [4]

Medium humanoid (any), any lawful alignment

**Armor Class** 12 (15 with mage armor)

**Hit Points** 54 (12d8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 14 (+2) 10 (+0) 16 (+3) 12 (+1) 10 (+0)

**Skills** Arcana +6, Investigation +6, Perception +4

**Senses** passive Perception 14

**Languages** Common

**Challenge** 4 (1,100 XP)

War Magic. When the war wizard uses their action to cast a cantrip or lst-**Level** spell, they can make a melee weapon attack as a bonus action.

Spellcasting. The war wizard recruit is a 4th-**Level** spellcaster. Their spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). They have the following wizard spells prepared:

Cantrips (at will): fire bolt, prestidigitation, true strike 1st **Level** (4 slots): mage armor, magic missile, shield 2nd **Level** (3 slots): flaming sphere, hold person

Actions

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

WARSINGER [7]

Medium humanoid (any race), neutral

**Armor Class** 17 (halfplate)

**Hit Points** 157 (21d8 + 63)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 15 (+2) 17 (+3) 20 (+5) 16 (+3) 10 (+0)

**Skills** Deception +8, Insight +5, Medicine +5, Persuasion +8 **Senses** passive Perception 12

**Languages** any two **Languages**

**Challenge** 7 (2,900 XP)

Crossbow Expert. The warsinger ignores the loading property of their hand crossbow. Additionally, when shooting a crossbow, they don't suffer disadvantage for making a ranged attack when an enemy is within 5 feet.

Spellcasting. The warsinger is an 11th **Level** spellcaster. Their spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). They know the following spells:

Cantrips: message, ray of frost, true strike,

1st **Level** (4 slots): bane, cure wounds, heroism, thunderwave

2nd **Level** (3 slots): cloud of daggers, enhance ability, lesser restoration

Warsong. The warsinger intones a rousing warsong. Until the end of the warsinger's next turn, allies who start their turn within 60 feet that can hear the warsinger gain a warsong die. Once this turn, the creature can roll 1d4 and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature must choose to use the warsong die after the roll is made but before the result is determined.

After the warsong die is used, it is spent and cannot be used again. If the die isn't used before the end of the creature's turn, it is lost. A ^^^B

creature can never have more than 3 B

one warsong die at a time.

Novice Wizard [1/2]

Medium humanoid (any race), any alignment

**Armor Class**: 15 (Mage armor)

**Hit Points** 18 (4d8) max 32

**Speed**: 30 f

STR DEX CON INT WIS CHA

9(−1) 14(+2) 11(+0) 17(+3) 12+1) 11(0)

**Saving Throws**: INT +5WIS +3

**Skills** Arcana +5, History +5

**Senses** Passive Perception 11

**Languages** Common, Draconic, Dwarvish, Elvish

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

Spellcasting. The mage is a 3rd-**Level** spellcaster that uses Intelligence as its spellcasting ability (spell save DC 13; +5 to hit with spell attacks). The mage knows the following spells from the wizard’s spell list:

Cantrips (at will): light, mage hand, shocking grasp

1st **Level** (4 slots): mage armor, magic missile, shield

2nd **Level** (2 slots): flaming sphere, web

ACTIONS

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

Маги тратят жизнь на изучение и применение на практике магии. Добрые маги служат советниками при дворянах и правителях, а злые маги живут в изолированных местах и творят жуткие эксперименты.

# 555 Priests

## Clerics

These are typical NPC priests traveling on personal business or on a mission. The number encountered refers to the number of ac­tual priests. If they are of high enough level, they might also have followers accompanying them (50%).

See "Adventurers" to determine level and special possessions.

Battle Cleric [2]

Medium humanoid (human), lawful evil

**Armor Class** 16 (chain mail)

**Hit Points** 44 (8d8 + 8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 10 (+0) 13 (+1) 11 (+0) 18 (+4) 15 (+2)

**Saving Throws** Wis +6, Cha +4

**Skills** Deception +4, History +2, Religion +2

**Senses** passive Perception 14

**Languages** Common, Draconic, Infernal

**Challenge** 2 (450 XP) **Proficiency bonus** +2

Spellcasting. Battle Cleric is a 5th-**Level** spellcaster that uses Wisdom as her spellcasting ability (spell save DC 14, +6 to hit with spell attacks). Frulam has the following spells prepared from the cleric spell list:

Cantrips (at will): light, sacred flame, thaumaturgy

1st **Level** (4 slots): command, cure wounds, healing word, sanctuary

2nd **Level** (3 slots): calm emotions, hold person, spiritual weapon

3rd **Level** (2 slots): mass healing word, spirit guardians

Actions

Multiattack. Battle Cleric attacks twice with her halberd.

Halberd. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 7 (1d10 + 2) bludgeoning damage.

Battle Healer [1/4]

Medium humanoid (any race), lawful good

**Armor Class** 20 (plate armor, shield)

**Hit Points** 19 (3d8 + 6)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 10 (+0) 14 (+2) 10 (+0) 13 (+1) 12 (+1)

**Skills** Medicine +5, Perception +3

**Senses** passive Perception 13

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

**Challenge** 1/4 (50 XP) **Proficiency bonus** +2

Spellcasting. The medic is a 3rd-**Level** Boros spellcaster. Its spellcasting ability is Wisdom (spell save DC 11). The medic has the following cleric spells prepared:

Cantrips (at will): mending, resistance, spare the dying

1st **Level** (4 slots): cure wounds, sanctuary

2nd **Level** (2 slots): aid, lesser restoration

Actions

Spear. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Source: GGR, page 231

HIGH PRIEST

Medium humanoid (any race), any alignment

Armor Class 15 (breastplate)

Hit Points 61 (11d8 + 11)

Speed 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 12 (+1) 13 (+1) 15 (+2) 18 (+4) 14 (+2)

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

Skills Investigation +5, Medicine +9, Persuasion +5, Religion +7

Damage Resistances necrotic, radiant

Senses passive Perception 14

Languages Abyssal, Celestial, Common, and Infernal

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Divine Eminence. As a bonus action, the high priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the high 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 an 11th-level spellcaster. Its spellcast-ing 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, sanctuary 2nd level (3 slots): calm emotions, lesser restoration, spiritual weapon 3rd level (3 slots): dispel magic, remove curse 4th level (3 slots): banishment, divination

5th level (2 slots): flame strike, greater restoration, raise dead 6th level (1 slot): heal

Actions

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

Sacred Flame. The priest casts sacred flame on a creature it can see within 60 feet. The target must succeed on a DC 15 Dexterity saving throw or else take 13 (3d8) radiant damage. The target gains no bene¬fit from cover for this saving throw.

HIGH PRIEST

High priests are powerful clerics that honor the gods and heal the wounded. Mhaere Dryndilstann of the Church of Lathander and Tam Zawad of the Harpers are both high priests.

Belak the Outcast

Medium humanoid (human), any alignment

**Armor Class** 11 (16 with barkskin)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Medicine +4, Nature +3, Perception +4

**Senses** passive Perception 14

**Languages** Druidic plus any two **Languages**

**Challenge** 2 (450 XP) **Proficiency bonus** +2

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

Cantrips (at will): druidcraft, poison spray, shillelagh

1st **Level** (4 slots): cure wounds, entangle, faerie fire, thunderwave

2nd **Level** (3 slots): barkskin, flaming sphere

Actions

Quarterstaff. Melee Weapon Attack: +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage with shillelagh or if wielded with two hands.

Ecclesiastic

Medium humanoid (any race), any alignment

**Armor Class** 16 (chain mail)

**Hit Points** 49 (9d8 + 9)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 10 (+0) 12 (+1) 13 (+1) 17 (+3) 14 (+2)

**Skills** Medicine +6, Persuasion +5, Religion +4

**Senses** passive Perception 13

**Languages** any two **Languages**

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

Divine Eminence. As a bonus action, the ecclesiastic can expend a spell slot to cause their melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the ecclesiastic expends a spell slot of 2nd **Level** or higher, the extra damage increases by 1d6 for each **Level** above 1st.

Spellcasting. The ecclesiastic is a 9th-**Level** spellcaster. Their spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The ecclesiastic has the following cleric spells prepared:

Cantrips (at will): light, sacred flame, spare the dying, thaumaturgy

1st **Level** (4 slots): cure wounds, guiding bolt, sanctuary

2nd **Level** (3 slots): hold person, lesser restoration, spiritual weapon

3rd **Level** (3 slots): dispel magic, protection from energy, spirit guardians

4th **Level** (3 slots): death ward, guardian of faith 5th **Level** (1 slot): flame strike

Actions

Mace. Melee Weapon Atta.ck: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

Ecclesiastics are divine spellcasters of significant skill and prestige, on par with mages. In a large city, most minor temples are run by an ecclesiastic with the aid of one or more priests.

Flame Priest [3]

Medium humanoid (human), neutral evil

**Armor Class** 12 (15 with mage armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 15 (+2) 14 (+2) 10 (+0) 11 (+0) 16 (+3)

**Skills** Deception +5, Intimidation +5, Religion +2

**Damage Resistances** fire

**Senses** passive Perception 10

**Languages** Common, Ignan

**Challenge** 3 (700 XP) **Proficiency bonus** +2

Spellcasting. The priest is a 5th-**Level** spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following sorcerer spells:

Cantrips (at will): control flames, create bonfire, fire bolt, light, minor illusion

1st **Level** (4 slots): burning hands, expeditious retreat, mage armor

2nd **Level** (3 slots): blur, scorching ray

3rd **Level** (2 slots): fireball

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.

Gorvan Ironheart, Cleric of Grumbar

Medium humanoid (dwarf), chaotic neutral

**Armor Class** 16 (chain mail)

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

**Speed** 25 ft.

Str 12 (+1) Dex 10 (+0) Con 12 (+1)

Int 10 (+0) Wis 16 (+3) Cha 14 (+2)

**Senses** darkvision 60 ft.

Resistances poison

**Skills** Persuasion +4, Religion +2

**Languages** Common, Dwarvish

Dwarven Resilience. Gorvan has advantage on **Saving Throws**

against poison effects.

Stonecunning. While underground, Gorvan has advantage on Wisdom (Perception) checks and knows its approximate depth beneath the surface.

Spellcasting. Gorvan is a 6th-**Level** spellcaster that uses Wisdom as his magic ability (+6 to hit; spell save DC 14). The cleric knows the following spells:

Cantrips (At Will)—light, sacred flame, thaumaturgy

1st **Level** (4 Slots)—cure wounds (or inflict wounds), healing word, sanctuary

2nd **Level** (3 Slots)—lesser restoration, spiritual weapon

3rd **Level** (3 Slots)—mass healing word, prayer

Actions

Mace—Melee Attack. +4 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) bludgeoning damage.

HIGH PRIEST

Medium humanoid (any race), any alignment

**Armor Class** 16 (chain mail)

**Hit Points** 97 (15d8 + 30)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 10 (+0) 14 (+2) 13 (+1) 18 (+4) 16 (+3)

**Skills** Medicine +8, Persuasion +7, Religion +7

**Senses** passive Perception 16

**Languages** any two **Languages**

**Challenge** 10 (5,900 XP)

Divine Eminence. As a bonus action, the high priest can expend a spell slot to cause their melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the high 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 15th-**Level** spellcaster. Their spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The high priest has the following cleric spells prepared:

Cantrips (at will): guidance, light, sacred flame, spare the dying, thaumaturgy

1st **Level** (4 slots): cure wounds, guiding bolt, sanctuary

2nd **Level** (3 slots): hold person, lesser restoration, spiritual weapon

3rd **Level** (3 slots): dispel magic, protection from energy, spirit guardians

4th **Level** (3 slots): death ward, guardian of faith 5th **Level** (2 slots): flame strike, greater restoration

6th **Level** (1 slot): heal, heroes’ feast

7th **Level** (1 slot): conjure celestial, divine word, regenerate

8th **Level** (1 slot): holy aura

Actions

Mace. Melee Weapon Atta.ck: +4 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

High priests are the most powerful clerics of a temple, comparable to archmages. In a large city, major temples are run by a high priest with the aid of one or more ecclesiastics and various other priests.

Holy Champion [

Medium humanoid (any race), lawful good

**Armor Class** 17 (splint) or 18 (plate)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

17 (+3) 10 (+0) 15 (+2) 10 (+0) 15 (+2) 12 (+1)

**Saving Throws** Dex +2, Con +4, Wis +2, Cha +5

**Skills** Medicine +4, Perception +4, Religion +2

**Damage Resistances** fire, radiant

**Senses** passive Perception 14

**Languages** any one language

**Challenge** 3 (700 XP)

Actions

Greatsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage plus 3 (1d6) radiant damage.

Lay on Hands. The holy champion can heal themselves or another living creature by touch, up to a total of 45 **Hit Points** per day. This amount replenishes after the champion takes a long rest.

Holy Smite (1/SR).The holy champion deals an additional 13 (3d8) radiant damage with a successful melee attack.

Holy champions are tough agents of good and law. They seek out and slay evil creatures, especially fiends and undead. They may use magical weapons or armor.

Holy Paragon

Medium humanoid (any race), lawful good

**Armor Class** 18 (plate mail)

**Hit Points** 142 (19d8 + 57)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 10 (+0) 17 (+3) 10 (+0) 15 (+2) 14 (+2)

**Saving Throws** Dex +4, Con +7, Wis +6, Cha +6

**Skills** Medicine +8, Perception +6, Religion +4

**Damage Immunities** fire, radiant

**Condition Immunities** charmed

**Senses** passive Perception 14

**Languages** any one language

**Challenge** 12 (8,400 XP)

Protection From Evil. Aberrations, celestials, elementals, fey, fiends, and undead have disadvantage on attack rolls against the holy paragon, and they cannot frighten or possess it.

Actions

Multiattack. The holy paragon makes two greatsword attacks.

Greatsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage plus 7 (2d6) radiant damage.

Divine Sense (Recharge 6). The holy paragon can spend an action to detect all celestials, fiends, and undead within 60 feet. This sense remains active until the end of the paragon’s next turn.

Lay on Hands. The holy paragon can heal themselves or another living creature by touch, up to a total of 100 **Hit Points** per day. This amount replenishes after the holy paragon takes a long rest.

Holy Smite (Recharges After a Short or Long Rest). The holy paragon deals an additional 22 (5d8) radiant damage with a successful melee attack.

Holy paragons are the greatest heroes of good and law. They are often leaders of knighthoods or holy armies set against fiends, undead, and other wicked foes, with holy champions as their lieutenants. They may use magical weapons or armor.

Cleric [2]

Medium humanoid (moon elf), chaotic good

**Armor Class** 15 (chain shirt)

**Hit Points** 13 (3d8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

9 (-1) 16 (+3) 10 (+0) 12 (+1) 14 (+2) 14 (+2)

**Saving Throws** Wis +4, Cha +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Celestial, Common, Draconic, Dwarvish, Elvish, Sylvan

**Challenge** 2 (450 XP) **Proficiency bonus** +2

Spellcasting. Illydia is a 3rd-**Level** spellcaster. Her spellcasting ability is Wisdom (save DC 12, +4 to hit with spell attacks). Illydia has the following cleric spells prepared:

Cantrips (at will): guidance, sacred flame, spare the dying

1st **Level** (4 slots): command, cure wounds, guiding bolt, identify, sanctuary

2nd **Level** (2 slots): augury, lesser restoration, prayer of healing, suggestion

Actions

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

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

Turn Undead (1/SR). Illydia presents her holy symbol and speaks a prayer censuring the undead. Each undead that can see or hear her within 30 feet of her must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from Illydia as it can, and it can't willingly move to a space within 30 feet of her. It also can't take Reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Priest of Tyr [2]

Medium humanoid (any race), lawful good

**Armor Class** 18 (chain mail, shield)

**Hit Points** 32 (5d8 + 10)

**Speed** 25 ft.

STR DEX CON INT WIS CHA

16 (+3) 10 (+0) 14 (+2) 13 (+1) 16 (+3) 13 (+1)

**Skills** Medicine +7, Persuasion +3, Religion +4

**Senses** passive Perception 13

**Languages** any two **Languages**

**Challenge** 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) 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 priest is a 5th-**Level** spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): light, sacred flame, thaumaturgy

1st **Level** (4 slots): cure wounds, guiding bolt, sanctuary (CON)

2nd **Level** (3 slots): lesser restoration, spiritual weapon (BA)

3rd **Level** (2 slots): dispel magic, spirit guardians (CON)

Actions

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

PRIEST OF WAR [2]

Medium humanoid (human), any chaotic alignment

**Armor Class** 16 (mail byrnie, shield)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 12 (+1) 14 (+2) 10 (+0) 16 (+3) 14 (+2)

**Skills** Insight +5, Religion +2, Survival +5

**Senses** passive Perception 13

**Languages** Harnic, any language or script

**Challenge** 2 (450 XP)

**Morale** 7

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) 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 1 d6 for each **Level** above 1 st.

Spellcasting. The priest is a 5th-**Level** spellcaster.

Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): resistance, sacred flame, thaumaturgy

1 st **Level** (4 slots): bless, guiding bolt, healing word

2nd **Level** (3 slots): augury, spiritual weapon

3rd **Level** (2 slots): dispel magic, spirit guardians

ACTIONS

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

SENIOR ACOLYTE Eira, Chosen of Rillifane Rallathil

Medium humanoid (wood elf), neutral good (evil)

**Armor Class** 17 (+1 studded dragon leather)

**Hit Points** 58 (9d8 + 18)

**Speed** 35 ft.

Str 10 (+0) Dex 14 (+2) Con 14 (+2)

Int 12 (+1) Wis 16 (+3) Cha 16 (+3)

**Saving Throws** Wis +7, Cha +7; advantage on **Saving Throws** against being charmed

**Proficiencies** Arcana +5, Perception +7, Search +5, Survival +7

**Senses** darkvision 60 ft.

Immunities disease, poison, sleep

**Languages** Common, Draconic, Elvish

Spellcasting. Eira is a 9th-**Level** spellcaster who uses Wisdom as her magic ability (spell save DC 15). She knows the following spells:

Cantrips (At Will)—druidcraft, spare the dying

1st **Level** (4 Slots)—animal friendship, cure wounds, entangle, healing word

2nd **Level** (3 Slots)—barkskin, calm emotions, lesser restoration, spike growth

3rd **Level** (2 Slots)—call lightning, holy vigor, mass healing word

Poison Strike (3/Day). When Eira hits with a melee attack, once

per turn she can expend a use of this trait to deal 9 (2d8) extra

poison damage to the target she hit.

Actions

+1 Scimitar—Melee Attack. +7 to hit, reach 5 ft., one creature.

Hit: 6 (1d6 + 3) slashing damage and 4 (1d8) poison damage

Cleric 9 [5]

Medium humanoid (half-elf), lawful evil

**Armor Class** 18 (+1 scale mail, shield)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 12 (+1) 14 (+2) 10 (+0) 16 (+3) 16 (+3)

**Saving Throws** Wis +6, Cha +6

**Skills** Deception +6, Insight +6, Perception +6, Persuasion +6

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, Draconic, Elvish, Infernal

**Challenge** 5 (1,800 XP) **Proficiency bonus** +3

Fey Ancestry. Talis has advantage on **Saving Throws** against being charmed, and magic can't put her to sleep.

Spellcasting. Talis is a 9th-**Level** spellcaster that uses Wisdom as her spellcasting ability (spell save DC 14, +6 to hit with spell attacks). Talis has the following spells prepared from the cleric spell list:

Cantrips (at will): guidance, resistance, thaumaturgy

1st **Level** (4 slots): command, cure wounds, healing word, inflict wounds

2nd **Level** (3 slots): blindness/deafness, lesser restoration, spiritual weapon (spear)

3rd **Level** (3 slots): dispel magic, mass healing word, sending

4th **Level** (3 slots): death ward, freedom of movement

5th **Level** (1 slot): insect plague

Winter Strike (3/Day). Once per turn, when Talis hits with a melee attack, she can expend a use of this trait to deal an extra 9 (2d8) cold damage.

Actions

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or ranged 20/60 ft., one target. Hit: 6 (1d6 + 2) piercing damage.

War Chaplain [3]

Medium humanoid (any race), any lawful alignment

**Armor Class** 16 (ring mail, shield)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 10 (+0) 14 (+2) 11 (+0) 14 (+2) 11 (+0)

**Saving Throws** Wisdom +4, Charisma +2

**Skills** Medicine +4, Religion +2

**Senses** passive Perception 12

**Languages** any two **Languages**

**Challenge** 3 (700 XP)

Special Traits

Divine Orders. As a bonus action, the war chaplain commands an ally within 30 feet of it to make one attack against a creature the chaplain attacked this round.

Spellcasting. The war chaplain is a 5th-**Level** spellcaster. Its primary spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The war chaplain has the following cleric spells prepared:

Cantrips (at will): light, resistance, sacred flame, spare the dying

1st **Level** (4 slots): bless, cure wounds, healing word, protection from evil and good

2nd **Level** (3 slots): lesser restoration, spiritual weapon

3rd **Level** (2 slots): beacon of hope

Actions

Multiattack. The war chaplain makes two melee attacks.

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.

War God’s Healing (Recharge 5–6). The war chaplain targets one ally within 30 feet engaged in melee combat. The target regains 10 (3d6) **Hit Points**.

The proud clergy of the god of honor and war, war chaplains promote and revere feats of bravery and sacrifice, committing such acts themselves.

Warriors and soldiers seek their blessings before battle, and mercenaries ask their guidance in selecting a potential employer.

War chaplains are always willing to provide this blessing and to advise mercenaries. They are often quite canny in knowing how a particular battle is likely to proceed, not always through divine knowledge or visions but simply through long experience and a sense of an army’s potential and morale. The most capable war chaplains are often invited to ride with the officers or dine with generals, though they stand slightly outside the chain of command—they serve their god first.

War chaplains are both quite aggressive in battle and aware of the boundaries between war and its victims. While most of their ministry is devoted to counseling soldiers and officers, ruling on cases of plunder, or enforcing discipline in the ranks, they find time to comfort citizens, children, widows, and others in the wake of war. The glories of combat do not blind them to their duties under the laws of war. War chaplains are also necessarily well-versed in a broad range of funeral rites and practices, for their faithful soldiers often follow more than one tradition.

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Аколит 1 круг

Архиклерик 9 круг 12 вызов

Епископ 4 круг

Holy Knight

Medium humanoid (any race), any alignment

Armor Class 18 (plate armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 11 (+0) 14 (+2) 11 (+0) 11 (+0) 17 (+3)

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP) Proficiency Bonus +2

Brave. The knight has advantage on saving throws against being frightened.

Spellcasting. The knight is a 2nd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13). The knight has the following paladin spells prepared:

1st level (2 slots): bless, cure wounds, heroism, shield of faith

Actions

Multiattack. The knight makes two melee attacks.

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

Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile 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 knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

Reactions

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

Посвященный 2 круг

Священник 3 круг

PALADIN

Medium humanoid (any race), any alignment

Armor Class 18 (chain mail, shield)

Hit Points 20 (3d8 + 6)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 11 (+0) 14 (+2) 11 (+0) 13 (+1) 15 (+2)

Saving Throws Wis +3, Cha +5

Skills Athletics +5, Persuasion +4

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

Proficiency Bonus +2

Divine Smite. When the paladin hits a target with a melee weapon attack, the paladin can expend a spell slot to magically deal an extra 9 (2d8) radiant damage to the target. This damage increases to 14 (3d8) if the target is a fiend or undead.

Lay on Hands (15 points/day). As an action, the paladin can touch a creature and restore a number of hit points up to the maximum amount remaining in its pool.

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

1st level (3 slots): compelled duel, divine favor, heroism

Actions

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

# 555 Авантюристы

## Adventurers

These are NPC counterparts of the PC's band, groups of fighters, thieves, priests, and wizards who band together in search of fame, fortune, and power. Typical adventuring bands consist of 1-8 members. Solitary adventurers may be separated from their group, lost, advanced scouts, or sole survivors of decimated groups.

After determining the base size of the group encountered, de­termine which class each belongs to.

|  |  |
| --- | --- |
| D1OO | Class |
| 1-4 | Fighter |
| 5-6 | Rogue |
| 7-8 | Priest |
| 9-10 | Wizard |

Decide whether you want the party of adventurers to be low, me­dium, high, or very high in level, and roll for each member on the table below.

Table 13

|  |  |
| --- | --- |
| Level | Range |
| Low | 1-3 (d3) |
| Medium | 4-7 (d4+3) |
| High | 7-12 (d6+6) |
| Very high | 9-20 (d12 +8) |

If an adventurer is ranked high enough to have attracted fol­lowers, 1-100% of such followers will accompany him. This can further swell the encountered band’s size into a small army.

Priests and wizards will have 1-100% of their full spells at the time the encounter occurs (round down).

All higher level fighters will usually be mounted on unbarded medium warhorses and have plate mail and shields. The same is true for priests. For each level that an adventurer has attained there is a 5% chance that he will have the magical accouterments shown below. Roll for each "Y" item. Reroll if a cursed or other­wise undesirable item is indicated, but only one reroll is allowed. If no usable item is indicated, there is no item in that category.

Table 14

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Fighter | Wizard | Priest | Rogue |
| Armor | Y | N |  | N |
| Shield | Y | N | Y | Y |
| Sword | Y | N | N | Y |
| Misc. Weapon | Y | N | Y\* | Y |
| Potion | Y | N | Y | Y |
| Scroll | N | Y | Y | N |
| Ring | N | Y | N | Y |
| Wand/Staff/Rod | N | Y | N\* | N |
| Misc. Magic | N | Y | Y | Y |

\*If no miscellaneous or edged weapon, roll again for possibility of a wand/staff/rod. If one is indicated but is unusable by a priest, there is no such item present.

In addition, such adventurers have ordinary treasure. Fighters have types L and M; priests J, K, and M; wizards L, N, and Q; and rogues J, N, and Q.

## Barbarians

## Fighters

Dwarven Fighter 6th level

Medium humanoid (dwarf), neutral good

**Armor Class** 17 (+1 studded dragon leather armor)

**Hit Points** 55 (6d10 + 18)

**Speed** 25 ft.

STR DEX CON INT WIS CHA

18 (+4) 14 (+2) 16 (+3) 10 (+0) 13 (+1) 9 (-1)

**Saving Throws** Strength +5, Constitution +4

**Proficiencies** Acrobatics +4, Athletics +5, History +2,

Intimidation +1, Stealth +4

Special **Senses** darkvision 60 ft.

**Languages** Common, Dwarvish

Action Surge (1/rest). Dwarven Fighter can take an extra action on his turn.

Dwarven Resilience. Dwarven Fighter has advantage on **Saving Throws** against poison, and resistance against poison damage.

Actions

Multiattack. Jekk makes two melee attacks. If he hasn’t used

his whole move for the turn, he can move between attacks.

Melee Attack—+1 Silvered Greataxe. +7 to hit (reach 5 ft.;

one creature); Jekk scores a critical hit on a roll of 19 or 20.

Hit: 10 (1d12 + 4) slashing damage.

Second Wind (1/rest). Jekk takes the dodge action and gains

1d10 + 6 temporary **Hit Points** for 5 minutes.

Warrior

Medium humanoid (human), any alignment

**Armor Class** 18 (chain mail, shield)

**Hit Points** 19 (3d8 + 6)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 9 (-1) 14 (+2) 10 (+0) 13 (+1) 14 (+2)

**Skills** Athletics +5, Perception +3

**Senses** passive Perception 13

**Languages** Common

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

Level 2

Actions

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Reactions

Protection. When a creature Sir Braford can see attacks a target other than him that is within 5 feet of him, he can use a reaction to use his shield to impose disadvantage on the attack roll.

Elf Eldritch Warrior 9th Level

Medium humanoid (gold elf), lawful neutral

**Armor Class** 19 (+1 studded dragon leather armor, shield)

**Hit Points** 49 (9d8 + 9)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 15 (+2) 13(+1) 17 (+3) 12 (+1) 13 (+1)

**Saving Throws** Constitution +4, Wisdom +4

Special **Senses** low-light vision

**Proficiencies** Arcana +6, Athletics +5, History +6, Insight +4,

Persuasion +4; flute, mounts (land), vehicles (land)

**Languages** Primordial, Sylvan

Action Surge (1/SR). Shalendra can take an extra action on her turn.

Fey Ancestry. Shalendra has advantage on **Saving Throws** against being charmed, and magic cannot put her to sleep.

Keen **Senses**. Shalendra has advantage on Wisdom (Perception) checks.

Spellcasting. Shalendra is a 5th-**Level** spellcaster who uses

Intelligence as her magic ability (spell save DC 14). She has the following spells prepared:

Cantrips (At Will)—minor illusion, prestidigitation, ray of frost,

shocking grasp

1st **Level** (4 Slots)—magic missile, shield, thunderwave

2nd **Level** (3 Slots)—invisibility, scorching ray

3rd **Level** (2 Slots)—haste

Actions

Multiattack. Shalendra makes two longsword attacks.

If she hasn’t used her whole move for the turn, she can

move between attacks.

Melee Attack—+1 Longsword. +6 to hit (reach 5 ft.; one

creature); Shalendra scores a critical hit on a roll of 19 or 20.

Hit: 7 (1d8 + 3) slashing damage.

Epic Drow Sword Master

To celebrate the upcoming release of the final book in the latest Drizzt trilogy, Dragon+ worked with R.A. Salvatore to create a stat block for the character of Zaknafein. The following version of the famed weapons master is based on him as he appears in Relentless. Enjoy!

Drow Sword Master

Medium humanoid (elf), lawful neutral

**Armor Class** 21 (+3 studded leather) **Hit Points** 150 (20d8 + 60)

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

STR DEX CON INT WIS CHA

20 (+5) 22 (+6) 16 (+3) 19 (+4) 12 (+1) 14 (+2)

**Saving Throws** Str +10, Con +8

**Skills** Athletics +15, Intimidation +12, Perception +6, Survival +6

**Damage Resistances** poison

**Senses** darkvision 120 ft., passive Perception 16 **Languages** Common, Elvish, Undercommon **Challenge** 14 (11,500 XP)

Fey Ancestry. Drow Sword Master has advantage on **Saving Throws** against being charmed, and magic can't put him to sleep.

Innate Spellcasting. Drow Sword Master’s ‘sspellcasting ability is Charisma (spell save DC 15). He can innately cast the following spells, requiring no material components:

At will: dancing lights

1/day each: darkness, faerie fire, levitate (self only)

Legendary Resistance (1/Day). If Drow Sword Master fails a saving throw, he can choose to succeed instead.

**Special Equipment.** Drow Sword Master wears +3 studded leather and wields two +3 longswords, a +1 whip, and six +1 daggers.

Actions

Multiattack. Drow Sword Master makes four attacks with his +3 longsword or two attacks with his +1 daggers.

+3 Longsword. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 12 (1d8 + 8) slashing damage, or 13 (1d10 + 4) slashing damage when used with two hands.

+1 Whip. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 9 (1d4 + 7) slashing damage.

+1 Dagger. Melee or Ranged Weapon Attack: +12 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 9 (1d4 + 7) piercing damage.

Sun Pellet (Recharge 5-6). Drow Sword Master throws a ceramic ball that explodes in magical light at a point he can see within 100 feet of him. Each creature within a 20-foot-radius sphere centered on that point must make a DC 15 Constitution saving throw. On a failed save, a creature takes 28 (8d6) radiant damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded. A creature blinded in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Any darkness that was created by a spell that overlaps with the burst of light is dispelled.

REACTIONS

Uncanny Dodge. Drow Sword Master halves the damage that he takes from an attack that hits him. He must be able to see the attacker.

LEGENDARY ACTIONS

Drow Sword Master can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Drow Sword Master regains spent legendary actions at the start of his turn.

Off-Hand Strike. Drow Sword Master makes one attack with his +1 dagger or his +1 whip.

Quick Step. Drow Sword Master moves up to his **Speed** without provoking opportunity attacks.

Steel Whirlwind (Costs 2 Actions). Drow Sword Master makes one attack with his +3 longsword against each creature of his choice within 5 feet of him.

Tough Warrior 6th Level

Medium humanoid (any), any alignment

**Armor Class** 16 (chain mail)

**Hit Points** 33 (4d8 + 8)

**Speed** 30 ft.

16 (+3) 12 (+1) 14 (+2) 10 (+0) 12 (+1) 10 (+0)

**Skills** Athletics +5

**Senses** passive Perception 11

**Languages** Common

**Challenge** 1 (200 XP)

Martial Advantage. Once per turn, the warrior can deal an additional 1d10 damage to a creature if it hits with a weapon attack if that creature is within 5 feet of an ally of the warrior that isn't incapacitated.

Actions

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

Handaxe. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d6+3) slashing damage

## Monks

## Paladins

## Rangers

Falcon the Hunter

Medium humanoid (human), neutral good

**Armor Class** 14 (studded leather armor)

**Hit Points** 112 (15d8 + 45)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 15 (+2) 16 (+3) 11 (+0) 16 (+3) 15 (+2)

**Saving Throws** Dex +4, Wis +5

**Skills** Athletics +4, Perception +7, Survival +5

**Senses** passive Perception 17

**Languages** Common

**Challenge** 4 (1,100 XP) **Proficiency bonus** +2

Archer. A longbow or shortbow deals one extra die of its damage when Falcon hits with it (included in his longbow attack).

Sharpshooter. Falcon's ranged weapon attacks ignore half cover and three-quarters cover.

Actions

Multiattack. Falcon makes three melee attacks or two ranged attacks.

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.

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 11 (2d8 + 2) piercing damage.

Ranger 3rd level

Small humanoid (strongheart halfling), neutral good

**Armor Class** 14 (leather armor)

**Hit Points** 22 (3d10 + 6)

**Speed** 25 ft.

STR DEX CON INT WIS CHA

9 (-1) 16 (+3) 14 (+2) 10 (+0) 14 (+2) 12 (+1)

**Saving Throws** Str +1, Dex +5

**Damage Resistances** poison

**Senses** passive Perception 14

**Languages** Common, Draconic, Elvish, Halfling

**Challenge** 2 (450 XP) **Proficiency bonus** +2

Brave. Bryn has advantage on **Saving Throws** against being frightened.

Lucky. When Bryn rolls a 1 on an attack roll, ability check, or saving throw, she can reroll the die and must use the new roll.

Spellcasting. Bryn is a 3rd-**Level** spellcaster. Her spellcasting ability is Wisdom (save DC 12, +4 to hit with spell attacks). Bryn has the following ranger spells prepared:

1st **Level** (3 slots): ensnaring strike, hunter's mark, longstrider

Stout Resilience. Bryn has advantage on **Saving Throws** against poison.

Actions

Multiattack. Bryn makes two attacks: one with her dagger and one with her shortsword.

Dagger. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

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

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 3 (1d6) piercing damage.

Half Elf Ranger 9th Level

Medium humanoid (half-elf), neutral good

**Armor Class** 18 (+1 mithral scale armor)

**Hit Points** 72 (9d10 + 18)

**Speed** 30 ft.

Str 17 (+3) Dex 16 (+3) Con 14 (+2) Int 13 (+1) Wis 16 (+3) Cha 11 (+0)

**Saving Throws** Dexterity +6, Wisdom +6

**Proficiencies** Animal Handling +6, Athletics +6, Insight +6,

History +4, Perception +6, Medicine +6, Nature +6, Stealth +6,

Survival +6; mounts (land), herbalism kit

Special **Senses** low-light vision

**Languages** Common, Dwarvish, Elvish, Goblin, Orc

Fey Ancestry. Kelson has advantage on **Saving Throws** against

being charmed, and magic cannot put him to sleep.

Land’s Stride. Moving through nonmagical difficult terrain

costs Kelson no extra movement.

Mobility. Any creature that makes an opportunity against

Kelson has disadvantage on the attack roll.

Spellcasting. Kelson is a 9th-**Level** spellcaster that uses Wisdom

as his magic ability (spell save DC 14). He has the following

spells prepared:

1st **Level** (4 Slots)—cure wounds, hunter’s mark

2nd **Level** (3 Slots)—hunter’s veil, lesser restoration

3rd **Level** (2 Slots)—conjure barrage

Actions

Two-Weapon Fighting. To engage in two-weapon fighting,

Kelson wields a longsword in his primary hand and a short

sword in his off hand.

Melee Attack—+1 Longsword. +7 to hit (reach 5 ft.; one

creature). Hit: 8 (1d8 + 4) slashing damage.

Melee Attack—+1 Shortsword. +7 to hit (reach 5 ft.; one

creature). Hit: 7 (1d6 + 4) piercing damage.

Ranged—+1 Longbow. +7 to hit (ranged 150/600 ft.; one

creature). Hit: 8 (1d8 + 4) piercing damage.

## Rogue

### Max Rosewater

Medium humanoid (human), neutral

Armor Class 15 (leather armor)

Hit Points 19 (5d8 - 5)

Speed 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 18 (+4) 9 (-1) 15 (+2) 14 (+2) 13 (+1)

Saving Throws Dex +7, Int +5

Skills Acrobatics +7, Deception +4, Investigation +5, Perception +5, Sleight of Hand +7, Stealth +7, thieves' tools, trapmaker's tools

Senses passive Perception 15

Languages Common, Elvish

Challenge —

Cunning Action. Max can take a bonus action on each of his turns to take the Dash, Disengage, or Hide action.

Fast Hands. Max can use the bonus action granted by his Cunning Action to make a Sleight of Hand check, use his thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second Story Work. Climbing no longer costs Max extra movement and, when he makes a running jump, the distance he covers increases by 4 feet.

Sneak Attack (1/Turn). Max can deal an extra 10 (3d6) damage to one creature he hits with an attack with a finesse or ranged weapon, if he has advantage on the attack roll. He doesn't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Thieves' Cant. During his rogue training, Max learned thieves' cant, a secret mix of dialect, jargon, and code that allows him to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, Max understands a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous, in the territory of a thieves' guild, loot is nearby, the people in an area are easy marks, or whether they will provide a safe house for thieves on the run.

Actions

Dagger. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4+4) piercing damage.

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

Shortbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: 7 (1d6+4) piercing damage.

Reactions

Uncanny Dodge. When an attacker that Max can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

### Max Rosewater

**Class** Rogue 5

**Background** Trapsmith

**Occupation** Hireling

### Overview

Max Rosewater is a 39-year-old human rogue with a focus on the detection, disarming and circumvention of non-magical traps. He's run into magical traps enough to know to look out for them, but he hasn't quite figured out good ways to deal with them. Though he may seem rough around the edges at first glance, he is actually quite the gentleman and highly respected in low places. He has a wiry build and wears his favorite leather armor which is tattered, but very comfortable.

#### Personality Traits

Max loves meeting new people and hearing about their lives. He's even got some tales of his own!

#### Ideals

Max is never too proud of anything. He'll work with anyone, so long as they do their part.

#### Bonds

Max once failed disarming a trap, which then got the entire team he was with killed. Max barely escaped, and has never fully been able to forgive himself.

#### Flaws

Max can be overly cautious, and sometimes take too long to do a thing. He gets irritated if he gets rushed.

#### Roleplaying Izzy

Max will take on almost any job he's offered. He is a sucker for tall tales and scintillating stories, and has plenty of his own to share. Despite this, he sometimes becomes melancholy while reflecting on his past. A tragedy killed many of his friends, and he holds himself to blame. This makes him extremely cautious while on the job.

“"Steady now. Don't rush me..."”

#### Equipment

A set of tough, rugged clothing, a set of trapmaker's tools, a small boot knife, string, a wooden hammer, box of 50 1-inch iron nails, a small envelope holding 15 hollow needles, a thimble, a round leather scroll case containing 10 pieces of parchment, 5 small pieces of writing charcoal, a spool of wire, a spool of thin braided rope, a spring, a pulley, and a pouch containing 5 gp.

Dungeon Delver 6 [1]

Medium humanoid (any), any alignment

**Armor Class** 14 (studded leather armor)

**Hit Points** 33 (6d8 + 6) **Speed** 30 ft.

STR DEX CON INT WIS CHA

10(+0) 14(+2) 14(+1) 14(+2) 14(+2) 10(+0)

**Skills** Investigation +6, Perception +6, Stealth +4 **Senses** passive Perception 16

**Languages** Common

**Challenge** 1 (200 XP)

Cunning Action. On each of its turns, the delver can use a bonus action to use the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The delver deals an extra 7 (2d6) dam¬age 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 delver that isn't inca¬pacitated and the delver doesn't have disadvantage on the attack roll.

Actions

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4+3) piercing damage.

Alchemist's Fire (3/Day). The delver chooses a point up to 30 feet away. Creatures within 5 feet must make a DC 12 Dexterity saving throw taking 5 (2d4) fire damage on a failed save or half as much on a successful one.

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3

Rogue Human Eldritch Trickster 7th Level

Medium humanoid (human), chaotic good

**Armor Class** 17 (+1 dragon leather armor)

**Hit Points** 41 (7d6 + 14)

**Speed** 30 ft.

Str 11 (+0) Dex 18 (+4) Con 14 (+2)

Int 14 (+2) Wis 10 (+0) Cha 16 (+3)

**Saving Throws** Dexterity +7

**Proficiencies** Acrobatics +7, Arcana +5, Deception +9, History

+5, Perception +6, Search +8, Stealth +7; navigation tools,

thieves tools (+6)

**Languages** Common, Dwarvish, Elvish

Cunning Action. On each of his turns, Hadarr can take a second

action to disengage, hide, or hustle.

Sneak Attack. When Hadarr attack a creature and hits, he can deal 2d6 extra damage to that target if he has advantage against it or if another enemy of the target is within 5 feet of it

and is not incapacitated.

Spellcasting. Hadarr is a 7th-**Level** spellcaster who uses Intelligence as his magic ability (spell save DC 13). He knows the following spells:

Cantrips (At Will)—mage hand\*, minor illusion, prestidigitation

1st **Level** (4 Slots)—cause fear, color spray, comprehend **Languages**, disguise self

2nd **Level** (2 Slots)—invisibility, suggestion

\*Hadarr can use mage hand to use tools and **Skills** with which

he has proficiency.

Actions

Two-Weapon Fighting. Hadarr wields a scimitar in each hand

and engages in two-weapon fighting.

Melee Attack—Silvered Scimitar. +6 to hit (reach 5 ft.; one

creature); Hit: 7 (1d6 + 4) slashing damage, or 3 (1d6) slashing

damage if the hit was with the second of two attacks.

Reactions

Evasion. When an attacker Hadarr can see hits him with an

attack, he can use his reaction to halve the attack’s damage

against him.

Dwarf Rogue [2]

Medium humanoid (gold dwarf), neutral

**Armor Class** 15 (studded leather armor)

**Hit Points** 19 (3d8 + 6)

**Speed** 25 ft.

STR DEX CON INT WIS CHA

12 (+1) 16 (+3) 14 (+2) 14 (+2) 10 (+0) 9 (-1)

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

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Dwarvish, Thieves' cant

**Challenge** 2 (450 XP) **Proficiency bonus** +2

Cunning Action/Fast Hands. Larethar can take a bonus action on each of his turns in combat. This action can be used to take the Dash, Disengage, Hide, or Use an Object actions. He can also use this action to make a Dexterity (Sleight of Hand) check with a +5 bonus, or to use his thieves' tools to disarm a trap or open a lock.

Dwarven Resilience. Larethar has advantage on **Saving Throws** against poison.

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

Thief. Larethar gets a +7 to Dexterity checks he can make while using his thieves' tools.

Actions

Multiattack. Larethar makes two attacks: one with his dagger and one with his shortsword.

Dagger. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

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

Light Crossbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 4 (1d8 + 3) piercing damage.

## Bards

Adventuring Party Leader 4 [1]

Medium humanoid (any), any alignment

**Armor Class** 17 (leather armor)

**Hit Points** 27 (6d8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

10(+0) 17 (+3) 10(+0) 10(+0) 10(+0) 16(+3)

**Skills** Deception +4, Persuasion +4

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1 (200 XP)

Cunning Action. On each of its turns, the leader can use a bonus action to use the Dash, Disengage, or Hide action.

Suave Defense. While the leader is wearing light or no armor and wielding no shield, its AC includes its Charis ma modifier (included above).

Instill Doubt (3/ LR). The leader can use a bonus action to target one creature within 30 feet of them.

If the target can hear the leader, it must succeed on a DC 13 Charisma saving throw or have disadvantage on ability checks, attack rolls, and **Saving Throws** until the start of the inspiring leader's next turn.

Inspire (3/LR). The leader can use a bonus action to target one creature within 30 feet of them. Once with¬in the next 10 minutes that creature can roll a d6 and add the result to one ability check, attack roll, or saving throw. A creature may have only one inspiration die at a time.

Actions

Rapier. Melee Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d8+3) piercing damage.

BLAST, THE MANIAC

Small Humanoid (Rock-Gnome), Chaotic Neutral

Armour Class. 15 (Chain Shirt) Hit Points. 16 (3d6+6) Speed. 20ft.

STR

DEX

CON

INT

WIS

CHA

12(+1)

17 (+3)

14 (+2)

12 (+1)

10 (+0)

15 (+2)

Proficiency Bonus. +2 Skills. Investigation +3, Perception +2, Intimidation +4 Senses. Darkvision 60ft., Passive Perception 10 Languages. Common, Dwarfish, Gnomish, Undercommon Challenge. 2 (450 XP)

Physician. Blast can forage or salvage materials required to make 1d4 Shrapnel Bomb, Fire Bomb, Caltrop Bomb or Glue Bombs after 1 hour of searching or foraging.

Insanity. Blast has advantage against saving throws against being Charmed or Frightened.

ACTIONS:

Multiattack. Blast makes two ranged attacks.

Shrapnel Bomb. Ranged Weapon Attack: Blast throws a small iron bomb at a space within 30ft. The bomb explodes; each creature within 15ft of the bomb must make a DC13 Dexterity saving throw, taking 6 (2d6) Piercing damage on a failed and half as much on a successful one.

Iron Bomb. Ranged Weapon Attack: Blast throws a small iron bomb at a space within 30ft. The bomb explodes; each creature within 15ft of the bomb must make a DC13 Dexterity saving throw, taking 6 (2d6) Fire damage on a failed save or half as much on a successful one. Flammable objects within the Bomb’s range ignite that aren’t being worn or carried.

Caltrop Bomb. Ranged Weapon Attack: Blast throws a small iron bomb at a space within 30ft. The bomb bursts and scatters Caltrops in a 15ft cube centered on the explosion.

Glue Bomb. Ranged Weapon Attack: Blast throws a small iron bomb at a space within 30ft. The bomb explodes; each creature within 15ft of the bomb must make a DC13 Dexterity saving throw, on a failed save the creature becomes covered with glue and is Restrained. On a successful save the creature is doused with glue and has its movement speed halved. After 1d6 rounds the glue dries and flakes off the targets.

EQUIPMENT:

Bomb Pouch; 1d6+2 Shrapnel bombs, 1d6+1 Fire Bombs, 1d4 Caltrop Bombs, 1d4 Glue Bombs.

A War Pick, Chain Shirt, Shabby Gnome Clothing, a Large flask of oil.

45gp, 75sp, 130cp

CHARACTERISTICS:

Appearance. Blast has thick lensed, black tinted welding goggles. His clothes are filthy, dusted with gunpowder and stained by smoke (It certainly smells that way too). There is this crazy grin on his face most of the time, revealing yellow stained crooked teeth. He has a bold head, devoid of even a single strand of hair. His skin stained grey from his experiments and weaponry.

Blast has a metal leg that clanks and screeches as he walks, frequently having to apply grease to it with a flask of oil. He is also missing a couple of fingers on each hand.

Blast has a loud cackling voice that almost always seems to be expressing immense excitement. This becomes even more emphasized when he has the opportunity to use his weapons and gadgets or engaging in combat. Blast is 40 years of age.

History. Blast has and always will be kind of a maniac. His home town became afraid and suspicious of his behavior, he came to the conclusion of leaving the town and allowing them to carry on with their usual lives. What Blast didn’t anticipate was how his live would become consumed by his obsession with explosions and powerful gadgets. He spent a lot of his time tinkering with his creations and learning how to build them with items scavenged from towns and cities as well as naturally from the forests.

One day, Blast realized how his madness was consuming him, so he decided to return home to seek help. Upon his arrival, he was presented with a mass of flames and creeping smoke towers that consumed his village. The culprits: Orcs, known as the Grummsh Prodigy, flattened his home town as they plundered it for supplies. In that moment, Blast experienced his last moment of sanity and went into a blind rage, hurling masses of his bombs at the attackers. A storm of explosions and flying metal consumed a vast number of them. He laughed and howled madly. Right before he reared his arm back for another throw it was grasped by an Orc. The fuse counted down as Blast struggled to break his arm free. He slipped his arm out and dropped the bomb accidentally before the Orc, no more than 5 feet away. It exploded, killing the Orc and blowing off Blast’s leg and fingers, as well as staining his skin.

Blast made an unlikely recovery after crawling away from his ruined village. Over time he practiced his art more and more. Living in the alleys of cities and in the woods he experimented with many ideas, one of which was a robotic leg; inspired to restore his natural movement.

To this day Blast is driven by the insane hunger for destruction of Orcs and the ever growing evolution of his arsenal.

Bard [2]

Medium humanoid (human), lawful good

**Armor Class** 15 (chain shirt)

**Hit Points** 44 (8d8 + 8)**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Saving Throws** Dex +4, Wis +3

**Skills** Acrobatics +4, Perception +5, Performance +6

**Senses** passive Perception 15

**Languages** any two **Languages**

**Challenge** 2 (450 XP) **Proficiency bonus** +2

Song of Rest. Mattrim can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 **Hit Points** if it spends any Hit Dice to regain **Hit Points** at the end of that rest. Mattrim can confer this benefit on itself as well.

Spellcasting. Mattrim is a 4th-**Level** spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following bard spells prepared:

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

1st **Level** (4 slots): charm person, healing word, heroism, sleep, thunderwave

2nd **Level** (3 slots): invisibility, shatter

Taunt (2/Day). Mattrim can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear Mattrim, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and **Saving Throws** until the start of Mattrim's next turn.

Actions

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

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Jester

Medium humanoid (any race), any chaotic alignment

**Armor Class** 14

**Hit Points** 40 (9d8)

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

STR DEX CON INT WIS CHA

13 (+1) 19 (+4) 10 (+0) 13 (+1) 10 (+0) 20 (+5)

**Skills** Acrobatics +8, Performance +9, Sleight of Hand +6, Thieves'tools +6

**Senses** passive Perception 10

**Languages** any two **Languages**

**Challenge** 1/4 (50 XP) **Proficiency bonus** +2

Innate Spellcasting. The jester's innate spellcasting ability is Charisma (spell save DC 15). It can cast the following spells:

At will: friends, minor illusion, prestidigitation, vicious mockery

Light-Footed. The jester has resistance to damage taken as a result of a fall.

Tumbler. As a bonus action, the jester can take both the Dash and Disengage actions.

Actions

Jester's Club. Melee or Ranged Weapon Attack: +3 to hit, range 20/60 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage, and the target has disadvantage on the next ability check it makes before the end of its next turn.

EPIC BARD

Medium humanoid (elf), neutral evil

**Armor Class** 17 (studded leather)

**Hit Points** 129 (18d8 +36)

**Speed** 35 ft.

STR DEX CON INT WIS CHA

12 (+1) 20 (+5) 15 (+2) 18 (+4) 18 (+4) 20 (+5)

**Saving Throws** Dex +11, Cha +11

**Skills** Arcana +10, Deception +17, History +10, Insight +10, Perception +10, Performance +17, Persuasion +17, Stealth +11

**Damage Resistances** fire

**Damage Immunities** psychic

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 20

**Languages** Common, Elvish, Infernal

**Challenge** 17 (18,000 XP)

Bardic Inspiration (5/day). Yalanue's training as a bard allows her to use the Weave to foil her foes' defenses. Once per turn, she can use one of the following effects:

• Defensive Weave. When hit by an attack, Yalanue expends a use of Bardic Inspiration. Roll a d12. The attack or damage roll is reduced by that amount.

• Entangling Weave. When a creature she can see makes an ability check to counterspell another spell, Yalanue expends a use of Bardic Inspiration. Roll a d12. The ability check that the caster makes to successfully counterspell another spell is reduced by that amount.

Fey Ancestry. Yalanue has advantage on **Saving Throws** against being charmed, and magic can't put her to sleep.

Magic Resistance. Yalanue has advantage on **Saving Throws** against spells and magical effects, and Concentration Checks, and is immune to magical sleep

Mask of the Wild. Yalanue can attempt to hide even when they're in an area only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Spellcasting. Yalanue is an 18th-**Level** spellcaster. Her spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). Yalanue has the following bard spells prepared:

Cantrips (at will): light, mage hand, minor illusion, vicious mockery 1st **Level** (at will): alarm, sleep

2nd **Level** (4 slots): Agnazzar’s scorcher, hold person, ray of enfeeble- ment, suggestion

3rd **Level** (3 slots): counterspell, dispel magic, glyph of warding, non¬detection, vampiric touch

4th **Level** (3 slots): confusion, greater invisibility

5th **Level** (3 slots): dominate person

6th **Level** (2 slots): chain lightning, guards and wards, mass suggestion

7th **Level** (1 slot): mirage arcane, prismatic spray, symbol

8th **Level** (1 slot): dominate monster, feeblemind

9th **Level** (1 slot): power word: kill

Summon Servants. As a bonus action, Yalanue summons fiends that she has "tamed" and controls. Each time she uses this feature roll a d6. On a 1-3, she summons four Hell Hounds. On a 4 or 5, she summons three flame skulls. On a 6, she summons a death knight. Note that only 1 Death Knight may appear at a time. Each summons takes a round to appear and then may act on their own initiative on the round that they appear.

Actions

Multiattack. Yalanue makes three attacks with her silver whip. She can cast one of her cantrips or 1st **Level** spells before or after making these attacks.

Silver Lash. Melee Weapon Attack: +11 to hit, reach 10 ft., one creature. Hit: 7 (2d6) force damage, and the target must succeed on a DC 19 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bracelet of Wards. As an action, Yalanue touches a random glyph engraved onto her bracelet and casts the spell stored within (spell save DC 19); The bracelet has 11 glyphs remaining (only one feeblemind and one power word: kill remain, reroll duplicates):

1. feeblemind

2. power word: kill

3. chain lightning

4. prismatic spray

5. synaptic static

6. Agnazzar’s scorcher

LEGENDARY ACTIONS

Yalanue has three Legendary Actions that can only be used at the end of another player's turn.

Cantrip. Yalanue casts a cantrip.

Healing Ward. Yalanue regains 27 (6d8) **Hit Points**

Hit and Run (costs 2 actions). Yalanue uses her Multiattack and move her **Speed** without provoking opportunity attacks.

Bracelet Ward (costs 2 actions). Yalanue uses her Bracelet of Wards.

## Clerics

Adventurous Cleric 4th Level

Medium humanoid (any), any alignment

**Armor Class** 18 (chain mail, shield)

**Hit Points** 39 (4d8 + 8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14(+2) 12(+1) 14 (+2) 12(+1) 16(+3) 10(+0)

**Skills** Med icine +5, Religion +3

**Senses** passive Perception 11

**Languages** Common

**Challenge** 1 (200 XP)

Spellcasting. The adventurous cleric is a 4th-**Level** spellcaster. Their spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). They have the following cleric spells prepared:

Cantrips (at will): mending, resistance, spare the dying

1st **Level** (4 slots): cure wounds, guiding bolt

2nd **Level** (3 slots): aid, lesser restoration

Actions

Maul. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6+2) bludgeoning damage.

## Druids

## Wizards

Wizard student [1/24]

Medium humanoid (human), any alignment

**Armor Class** 14

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 13 (+1) 14 (+2) 16 (+3) 14 (+2) 9 (-1)

**Skills** Arcana +5, Insight +4, Persuasion +1

**Senses** passive Perception 12

**Languages** Common, Draconic, Goblin

**Challenge** 1/4 (50 XP) **Proficiency bonus** +2

Level 1

**Special Equipment. Wizard Student** has a spellbook that contains the spells listed in her Spellcasting trait, plus detect magic and silent image.

Spellcasting. **Wizard Student** is a 1st-**Level** spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): light, prestidigitation, ray of frost

1st **Level** (2 slots): color spray, magic missile, shield, sleep

Actions

Dagger. Melee Weapon Attack: +4, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

The Apprentice Wizard

Apprentice Wizard (Companion)

Small or Medium humanoid (any race), any alignment

**Armor Class** 11

**Hit Points** 22 (5d8)

**Speed** 30 ft

STR 8 (-1) DEX 12 (+1) CON 10 (+0) INT 15 (+2) WIS 12 (+1) CHA (+0)

**Skills** Arcana +4

**Senses** passive Perception 11

**Languages** Common

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

Sycophant. When the apprentice uses the Help action, the creature they help also gains advantage on Wisdom and Charisma **Saving Throws** until the beginning of the apprentice’s next turn.

Spellcasting. The apprentice is a 1st-**Level** spellcaster. Their spellcasting ability is Intelligence (spell save DC 12). The apprentice has the following wizard spells prepared:

Cantrips (3 per short rest): light, prestidigitation, ray of frost

1st **Level** (2 slots): detect magic, color spray

Ritual Assistant. The apprentice cannot (yet) cast rituals on their own, but they aid their teacher in the daily rituals of spell preparation. When their teacher prepares spells as part of a long rest, the apprentice grants them one additional spell preparation slot.

Actions

Dagger. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Studied Mage 4th Level [1]

Medium humanoid (any), any alignment

**Armor Class** 11 (15 with mage armor)

**Hit Points** 27 (4d6)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 12 (+1) 10 (+0) 17 (+3) 12 (+1) 10 (+0)

**Skills** Arcana +5, History +5, Investigation +5

**Senses** passive Perception 11

**Languages** Common **Challenge** 1 (200 XP)

Spellcasting. The studied mage is a 4th-**Level** spell¬caster. Their spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). They have the following wizard spells prepared:

Cantrips (at will): fire bolt, minor illusion, prestidigitation

1st **Level** (4 slots): mage armor, magic missile, shield

2nd **Level** (3 slots): hold person, scorching ray

Actions

## Sorcerers

## Warlocks

“BLOOD”

Medium humanoid (chultan), neutral

**Armor Class** 17 (unarmored)

**Hit Points** 22 (4d8 + 4)

**Speed** 40 ft.

STR DEX CON INT WIS CHA

16 (+3) 18 (+4) 12 (+1) 12 (+1) 16 (+3) 10 (+0)

**Saving Throws** Dex +6, Str +5

**Skills** Acrobatics +8, Sleight of Hand +6, Stealth +6, Perception +5, Athletics +5

**Senses** passive Perception 15

**Languages** Common, Chultan

**Challenge** 3 (700 XP)

Canny Defense. While “Blood” is wearing light or no armor and wielding no shield, his AC includes his Wisdom modifier.

Martial Arts. “Blood” can make a unarmed strike if he arracked in this round using unarmed strike, shortsword or dagger.

Dagger Thrower. “Blood” adds double his **Proficiency bonus** to the damage he deals on ranged attacks made with daggers (already factored into his attacks)… Also being within 5 feet of a hostile creature or attacking at long range doesn’t impose disadvantage on “Blood”'s ranged attack rolls

Sniper throwing. “Blood”'s ranged weapon attacks with throwing weapon ignore half cover and three-quarters cover.

Brave. “Blood” has advantage on **Saving Throws** against being frightened.

Unarmored Movement. While “Blood” is wearing no armor and wielding no shield, its walking **Speed** increases by 10 feet (included in its **Speed**).

Archery. “Blood” get a bonus +2 to his ranged weapon attacks.

Actions

Multiattack. “Blood” makes two unarmed attacks or two weapon attacks with daggers.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Dagger. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

Dagger (throwing). Ranged Weapon Attack: +8 to hit, range 60 ft., one target. Hit: 10 (1d4 + 8) piercing damage. | Throwing daggers: 10

Unarmed strike. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage.

Crossbow, light. Ranged Weapon Attack: +8 to hit, range 80/320 ft., one target. Hit: 8 (1d8 + 4) piercing damage. | Bolts: 15

Reactions

Parry. “Blood” adds 2 to its AC against one melee or ranged weapon attack that would hit it. To do so, “Blood” must see the attacker.

Whether it’s jungle warfare or close-quartered combat, Keith “Blood” is your man for the assignment. Trained in the martial arts, his ability to fling a knife into an enemy’s neck is a sight to behold: it seems to come out of nowhere, sails an impossibly large distance, then slices through it’s target with unerring accuracy.

Aelar Oakenheel (lvl 4)

Medium humanoid (Wood Elf), neutral good

**Armor Class** 14 (Hide)

**Hit Points** 32 (4d10 + 4)

**Speed** 35 ft.

STR DEX CON INT WIS CHA

13 (+1) 18 (+4) 12 (+1) 10 (+0) 16 (+3) 8 (-1)

**Saving Throws** Str +3, Dex +6

**Skills** Acrobatics +6, Athletics +3, Insight +5, Perception +5, Stealth +6, Survival +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Elvish, Goblin, Orc, Thieves' cant

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Favored Enemy (Orcs, Goblins). Aelar has advantage on survival checks made when tracking his favored enemies, as well as advantage on Intelligence checks to recall information about them.

Fey Ancestry. Aelar has advantage on **Saving Throws** against being charmed, and magic cannot put him to sleep.

Fighting Style (Archery). Aelar gains a +2 to attack rolls with ranged weapons.

Horde Breaker. Once per turn, when Aelar makes a weapon attack against a creature, he may make another attack against another creature within 5 ft. . of the target and within range of his weapon.

Mask of the Wild. Aelar may attempt to hide when only lightly obscured by natural phenomenon such as rain.

Natural Explorer (Forests). Aelar is particularly adept at traversing his favored terrain and may double his profi ciency bonus when making Intelligence or Wisdom checks about such areas. In favored terrain, diffi cult terrain doesn't slow his group's travel, his group can't get lost except by magical means, he can engage in another activity such as foraging or tracking and remain alert to danger, he can move stealthily at a normal pace if traveling alone, finds twice as much food as normal while foraging and, when tracking other creatures, he learns their exact number, sizes, and how long ago they passed through the area.

Primeval Awareness. Aelar may use his action and expend one ranger spell slot to focus on the region around him. For 1 minute per **Level** of the spell expended he can sense whether there are any aberrations, celestials, dragons, elementals, fey, fi ends or undead within a mile of his current location. (6 miles if in favored terrain.)

Spellcasting. Aelar uses Wisdom as his spellcasting ability (Spell Save DC 13, +5 to hit with spell attacks). He may cast the following spells:

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

Trance. Aelar does not sleep. Instead, he meditates for four hours each night. Th is grants him the benefi t of a long rest.

Wanderer. Aelar can fi nd enough food and water for himself and 5 others in the wilderness, provided the area is adequately stocked. Additionally, he always recalls the general layout of the area around him.

Actions

Longsword. Melee Weapon Attack: (versatile) +3 to hit, reach 5 ft., one creature. Hit: +6/ +7 (1d8/1d10 + 1) slashing damage.

Longbow. Ranged Weapon Attack: +8 to hit, range 150/600 ft., one creature. Hit: +9 (1d8 + 4) piercing damage.

Environment: Forest

Auspicia Dran

Medium humanoid (half-elf), neutral good

**Armor Class** 15 (chain shirt)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 14 (+2) 15 (+2) 12 (+1) 10 (+0)

**Skills** Athletics +5, Perception +3

**Senses** passive Perception 13

**Languages** Common, Elvish

**Challenge** 2 (450 XP) **Proficiency bonus** +2

Innate Spellcasting (Psionics). Auspicia's innate spellcasting ability is Intelligence. She can innately cast the following spells, requiring no components:

At will: detect thoughts

1/day each: augury

Actions

Multiattack. Auspicia makes two 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.

Light Crossbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

HADRIEN RUNIHAN

Medium undead (shapechanger), neutral evil

**Armor Class** 19 (natural armor)

**Hit Points** 102 (12d8 + 48)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 18 (+4) 18 (+4) 17 (+3) 15 (+2) 18 (+4)

**Saving Throws** Str +5, Dex +10, Con +5, Int +9, Wis +8, Cha +10

**Skills** Arcana +6, History +6, Perception +7, Stealth +9

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 120 ft., passive Perception 17

**Languages** Common, Dwarvish, Elvish **Challenge** 13 (10,000 XP)

Legendary Resistance (3/Day). If Hadrien fails a saving throw, he can choose to succeed instead.

Misty Escape. When Hadrien drops to 0 **Hit Points** outside his resting place, he transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that he isn’t in sunlight or running water. If he can’t transform, he is destroyed.

While he has 0 **Hit Points** in mist form, he can’t revert to his vampire form, and he must reach his resting place within two hours or be destroyed. Once in his resting place, he reverts to his vampire form. He is then paralyzed until he regains at least 1 hit point. After spending one hour in his resting place with 0 **Hit Points**, he regains 1 hit point.

Regeneration. Hadrien regains 20 **Hit Points** at the start of his turn if he has at least 1 hit point and isn’t in sunlight or running water. If he takes radiant damage or damage from holy water, this trait doesn’t function at the start of his next turn.

Shapechanger. If Hadrien isn’t in sunlight or running water, he can use his action to polymorph into a Medium feral dog or a Medium cloud of mist, or back into his true form.

While in dog form, he can’t speak, and his walking **Speed** is 40 feet. His other statistics are unchanged. Anything he is wearing transforms with him, but nothing he is carrying does. He reverts to his true form if he dies.

While in mist form, he can’t take any actions, speak, or manipulate objects. He is weightless, has a flying **Speed** of 20 feet, can hover, and can enter a hostile creature’s space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing. He can’t pass through water. He has advantage on Strength, Dexterity, and Constitution **Saving Throws**, and he is immune to all nonmagical damage, except the damage he takes from sunlight.

Spellcasting. Hadrien is a 7th-**Level** spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). He knows the following sorcerer spells:

Cantrips (at will): dancing lights, mending, minor illusion, prestidigitation, blast of cold (ray of frost)

1st **Level** (4 slots): color spray, comprehend **Languages**, shield

2nd **Level** (3 slots): blur, invisibility 3rd **Level** (3 slots): fly, lightning bolt 4th **Level** (1 slot): dimension door

Spider Climb. Hadrien can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. Hadrien has the following flaws:

Forbiddance. He can’t enter a residence without an invitation from one of the occupants.

Harmed by Running Water. He takes 20 acid damage if he ends his turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into his heart while he is incapacitated in his resting place, he is paralyzed until the stake is removed.

Sunlight Hypersensitivity. He takes 20 radiant damage when he starts his turn in sunlight. While in sunlight, he has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire Form Only). Hadrien makes two attacks, only one of which can be a bite attack.

Daggerwand. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d4 + 5) piercing damage with +1 dagger, and Hadrien can expend one charge from the wand to add 7 (2d6) necrotic damage to the attack (and heal himself for 2d6 **Hit Points**).

Light Crossbow. Ranged Weapon Atta.ck: +10 to hit, range 80/320 ft., one target. Hit: 9 (1d8 + 5) piercing damage using a +1 bolt.

Unarmed Strike (Vampire Form Only). Melee Weapon Atta.ck: +9 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, he can grapple the target (escape DC 18).

Bite (Dog or Vampire Form Only). Melee Weapon Atta.ck: +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by him, incapacitated, or restrained. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target’s hit point maximum is reduced by an amount equal to the necrotic damage taken, and Hadrien regains **Hit Points** equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under Hadrien’s control.

Charm. Hadrien targets one humanoid he can see within 30 feet of him. If the target can see him, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by him. The charmed target regards Hadrien as a trusted friend to be heeded and protected. Although the target isn’t under Hadrien’s control, it takes his requests or actions in the most favorable way it can, and it is a willing target for his bite attack.

Each time Hadrien or his companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts for 24 hours or until Hadrien is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/Day). Hadrien magically calls 2d4 swarms of bats or rats, provided that the sun isn’t up. While outdoors, he can call 3d6 feral dogs instead. The called creatures arrive in 1d4 rounds, acting as his allies and obeying his spoken commands. The beasts remain for one hour, until he dies, or until he dismisses them as a bonus action.

LEGENDARY ACTIONS

Hadrien can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature’s turn. He regains spent legendary actions at the start of his turn.

Move. He moves up to his **Speed** without provoking opportunity attacks.

Unarmed Strike. He makes one unarmed strike.

Bite (Costs 2 Actions). He makes one bite attack.

EQUIPMENT

Hadrien’s daggerwand, bracers of defense, ring of protection, light crossbow, +1 bolts (10), skullring, pocketwatch, platinum ring with onyx (worth 1,000 gp), silver smoking pipe (worth 200 gp), letter of credit from Menon Balacazar (worth 1,000 gp), 200 pp.

Hadrien Runihan is a vampire ally of Menon Balacazar and a member of the Covenant of Blood.

Jarhild Stoneforge

Medium humanoid (shield dwarf), lawful good

**Armor Class** 17 (scale mail, shield, defense fighting style)

**Hit Points** 25 (3d10 + 9)

**Speed** 25 ft.

STR DEX CON INT WIS CHA

16 (+3) 10 (+0) 16 (+3) 12 (+1) 13 (+1) 10 (+0)

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

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Dwarvish

**Challenge** 2 (450 XP) **Proficiency bonus** +2

Dwarven Resilience. Jarhild has advantage on **Saving Throws** against poison

Improved Critical. Jarhild's weapon attacks score a critical hit on a roll of 19 or 20.

Actions

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

Handaxe. Ranged Weapon Attack: +5 to hit, range 20/60 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

WARLOCK EMISSARY “AISLIN”

Medium humanoid (human), lawful evil

Armor class 14 (mage armor)

Hit points 38 (5d8 + 10)

Speed 30 ft.

STR DEX CON INT WIS CHA

9(-1) 13(+1) 15(+2) 17(+3) 15(+2) 16(+3)

Arcane +6, Deception +6, History +6, Perception +2, Persuasion +6

Senses passive Perception 12

Languages Common, Draconic

Challenge 2 (450 XP)

Equipment. The warlock emissary owns a pair of boots of levitation, a smooth- worn staff, a curved sacrificial dagger, a robe stitched together of many fabrics, a leather belt, a backpack, and 2 weeks’ iron rations.

Familiar. The warlock emissary has a poisonous snake familiar. She can communicate telepathically with her familiar and perceive through her familiar’s senses. She can speak through her familiar in her own voice, even if the familiar is normally incapable of speech.

Innate Spellcasting. The warlock emissary’s innate spellcasting ability is Charisma. She can innately cast the following spells (spell save DC 14) requiring no material components:

At will: mage armor

Spellcasting. The warlock emissary is a 5th level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Aislin knows the following spells:

Cantrips (at will): eldritch blast, mage hand, poison spray

1st - 3rd level (2 3rd-level slots): charm person, find familiar, hellish rebuke, unseen servant, invisibility, mirror image, fireball

ACTIONS

Familiar. When the warlock emissary takes the Attack action, she can forego her attack to allow her familiar to make one attack of its o ne target. Hit: 3 (1d4 + 1) piercing damage.

Dark One’s Blessing. When the warlock emissary reduces a hostile creature to 0 hit points, she regains 8 temporary hit points.

KEVRIS KILLRAVEN

Large fey, lawful evil

**Armor Class** 19 (plate, natural armor)

**Hit Points** 127 (15d10 + 45)

**Speed** 40 ft.

STR DEX CON INT WIS CHA

23 (+6) 14 (+2) 16 (+3) 14 (+2) 17 (+3) 18 (+4)

**Saving Throws** Str +10, Con +7

**Skills** Athletics +10, Deception +8,

Intimidation +8, Perception +7

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Common, Giant, Sylvan

**Challenge** 9 (5,000 XP)

Innate Spellcasting. Killraven’s innate spellcasting ability is Charisma (spell save DC 16). She can innately cast the following spells: 3/day each: disguise self (including the form of a

Medium humanoid), fog cloud

Magic Resistance. Killraven has advantage on **Saving Throws** against spells and other magical effects.

Sneak Attack. Once per turn, Killraven deals an extra 14 (4d6) damage when she 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 hers that isn’t incapacitated and she doesn’t have disadvantage on the attack roll.

Spellcasting. Killraven is a 9th-**Level** spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She has the following Oathbreaker paladin spells prepared: 1st **Level** (4 slots): cure wounds, hellish rebuke, searing smite, shield of faith

2nd **Level** (3 slots): branding smite, crown of madness

3rd **Level** (2 slots): blinding smite, dispel magic

Actions

Multiattack. Killraven makes three attacks (one with her bite and two with her claws), three Despair Sword attacks, or three longbow attacks.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) piercing damage.

Claw. Melee Weapon Atta.ck: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) slashing damage.

Crushing Hug. Melee Weapon Atta.ck: +10 to hit, reach 5 ft., one target. Hit: 37 (9d6 + 6) bludgeoning damage, and the target is grappled (escape DC 16) if it is a Large or smaller creature. Until the grapple ends, the target takes 37 (9d6 + 6) bludgeoning damage at the start of each of Killraven’s turns. Killraven can’t make attacks while grappling a creature in this way.

Despair Sword. Melee Weapon Atta.ck: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) slashing damage, plus 7 (2d6) fire damage.

Longbow. Ranged Weapon Atta.ck: +7 to hit, range 150/600 ft., one target. Hit: 12 (2d8 + 3) piercing damage using a +1 arrow.

REACTIONS

Parry. Killraven adds 4 to her AC against one melee attack that would hit her. To do so, she must see the attacker and be wielding a melee weapon.

EQUIPMENT

+1 plate armor, Despair (flame tongue Large greatsword), +1 longbow, +1 arrows (20), thoughtstone, ring of spell storing, iron horn of Valhalla, potion of fly, potion of superior healing, pocketwatch, spyglass, 130 gp.

Scholar

Scholar (Companion)

Small or Medium humanoid (any race), any alignment

**Armor Class** 12 (padded armor)

**Hit Points** 28 (8d8 – 8)

**Speed** 25 ft

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

**Saving Throws** Int +5

**Skills** Arcana +5, History +5, Investigation +5, Nature +5, Religion +5

**Senses** passive Perception 11

**Languages** Common, Draconic, and two others

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

Sage Advice. When the scholar uses the Help action and the attack or ability check succeeds, the target creature gains 1d6 + 3 temporary **Hit Points**. The scholar can use this feature 3 times, and regains all expended uses on a short or long rest.

Danger? Where? The scholar is typically oblivious to the danger of anything but the most dangerous monsters. When a trap makes an attack against the scholar or forces the scholar to roll a saving throw, the scholar must spend a reaction to choose a different target if any other creature is within the trap’s reach or range.

Live to Tell the Tale. As a reaction when the scholar would take damage, the scholar can move up to half its **Speed**. This movement does not provoke opportunity attacks. If the scholar ends this move behind cover, the cover counts as one grade better, up to total cover.

**Equipment.** The scholar typically has a random collection of 1d4+1 spell scrolls of 1st and 2nd-**Level** spells. The scholar can use them as if the spell were on their spell list.

Actions

Interesting Facts. The scholar chooses a creature within 30 ft and rolls an Investigation check against DC = target’s CR (or level) + target’s Wisdom score. On a success, one other creature that can hear the scholar gains advantage on its next attack roll against the target, and on a hit deals an additional 1d8 damage.

Dagger. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Squire

Squire (Companion)

Small or Medium humanoid (any race), any alignment

**Armor Class** 16 (ring mail and shield)

**Hit Points** 38 (7d8 + 7)

**Speed** 30 ft

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

**Skills** Animal Handling +2, Athletics +4

**Senses** passive Perception 10

**Languages** Common

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

Team Player. When the squire uses the Help action to grant advantage to an attack, the attack deals an additional d6 damage on a hit.

Shield-bearer. While the squire has a shield in hand, when a creature within 5 feet moves, the squire can spend a reaction to prevent opportunity attacks against the moving creature.

Ready to Serve. When the creature that the squire primarily serves regains **Hit Points** and the squire is within 10 feet of them, the squire also regains **Hit Points** equal to half that value.

Actions

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

Adventurous dungeonbasher “dafydd”

Medium humanoid (human), neutral

Armor Class

Hit points Speed 18 (chainmail, shield)

39 (5d10 + 5)

30 ft.

STR DEX CON INT WIS CHA

17(+3) 14(+2) 12(+1) 10(+0) 13(+1) 15(+2)

Skills History +3, Insight +4, Intimidation +5, Perception +1,

Survival +4

Senses passive Perception 11

Languages Common, Elven

Challenge 1

Equipment. The adventurous dungeonbasher owns a well-oiled longsword, a metal shield re-painted many times, a slightly battered suit of chainmail armor, a heavy crossbow, a case with 20 quarrels, a military tunic, a pair of boots, a backpack, 2 days of iron rations, and achime of opening (6 charges).

Action Surge. The adventurous dungeonbasher can take one additional action on top of his regular action and bonus action. He must take a short or long rest before using this ability again.

Second Wind. The adventurous dungeonbasher can use a bonus action to recover 1d10 + 5 hit points. He must take a short or long rest before using this ability again.

ACTIONS

Multiattack. The adventurous dungeonbasher makes two melee or ranged weapon attacks.

Longsword. Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

Heavy Crossbow. Ranged weapon attack: +7 to hit, ranged 100/400 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

Adventurous Tombraider [2]

Medium humanoid (human), neutral

Armor Class 15 (leather)

Hit points 31 (4d8 + 8)

Speed 30 ft.

STR DEX CON INT WIS CHA

15(+2) 18(+4 14(+2) 10(+0) 13(+1) 15(+2)

Skills Acrobatics +6, Deception +4, Perception +5, Persuasion +4,Stealth +6

Senses passive Perception 15

Languages Common, Elven, Thieves’ Cant

Challenge 2 (450 XP)

Equipment. The adventurous tombraider owns a 10' pole, short sword, 2 throwing daggers, a light crossbow, a case with 20 quarrels, a suit of sturdy leather armor, a tanned brown cloak, a thick tunic with leggings, a pair of high boots, a backpack, 2 large treasure sacks, a set of thieves' tools, 50' of rope, a tinderbox, a lantern, a hammer and 12 iron spikes, 2 flasks of alchemist’s fire, a wineskin, and 2 days of iron rations.

Cunning Action. The adventurous tombraider can use a bonus action on each turn in combat to take the Dash, Disengage, Hide, or Use an Object action, or to make a Dexterity (Sleight of Hand) check or use his thieves’ tools to disarm a trap or pick a lock.

Sneak Attack. Once per turn, the adventurous tombraider can deal an additional 2d6 damage to one creature he hits with an attack using a finesse or ranged weapon with advantage.

ACTIONS

Shortsword. Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Dagger. Melee or ranged weapon attack: +6 to hit, reach 5 ft. or ranged 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

Light Crossbow. Ranged weapon attack: +6 to hit, ranged 80/320 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Talking Skull

Talking Skull (Companion)

Tiny undead, any alignment

**Armor Class** 14 (natural armor)

**Hit Points** 31 (9d4 + 9)

**Speed** 5 ft., fly 40 ft.

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

**Saving Throws** Wis +1

**Skills** Deception +4, History +3

Damage Vulnerabilities bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common

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

Untrustworthy. No effect, including mind control, can compel the talking skull to speak the truth. No spell effect can reveal a lie the talking skull has told.

Harangue. When the talking skull uses the Help action to aid a creature’s attack and the attack succeeds, the target of that attack suffers disadvantage on next attack roll, saving throw, or ability check. If the attack fails, the creature that the talking skull aided suffers 1d4 psychic damage from the talking skull’s vicious mockery.

Actions

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

EXPLORER “STORR”

Medium humanoid (human), chaotic good

Armor class 15 (chain shirt)

Hit points 35 (5d10)

Speed 30 ft.

STR DEX CON INT WIS CHA

17(+3) 14(+2) 11(+0) 18(+4) 14(+2) 7(-2)

Skills Insight +5, Nature +7, Perception +5, Stealth +5, Survival +5

Senses passive Perception 15

Languages Common, Draconic, Elven, Goblin, Sylvan

Challenge 1 (200 XP) Proficiency bonus +2

Equipment. The explorer owns a sturdy longbow, a quiver with 20 arrows, a spear, a short sword, a dagger, a chain shirt, a wind-battered fur cloak, a pair of boots, a backpack, a week's iron rations, a wineskin, a lantern, a tinderbox, 2 flasks of common oil, a blanket, 50' of rope, 12 iron spikes, a small hammer, and 2 packets of dust of disappearance.

Favored Enemy. The explorer has

**Spellcasting.** The explorer is a 5th level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The explorer knows the following spells:

1st level (4 slots): speak with animal

2nd level (2 slots): animal messenger, locate animals or plants, pass without trace

ACTIONS

Multiattack. The explorer makes two melee or ranged weapon attacks.

Spear. Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

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

Longbow. Ranged weapon attack: +7 to hit, ranged 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Horde Breaker. Once on each of his turns when he makes a melee attack, the explorer can make another attack with the same weapon against a different creature that is within 5 ft. of the original target and within range of his weapon.

Torchbearer

Torchbearer (Companion)

Small or Medium humanoid, neutral

**Armor Class** 12 (leather armor)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft

STR 12 (+1) DEX 13 (+1) CON 14 (+2) INT 8 (-1) WIS 10 (+0) CHA 8 (-1)

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** Common

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

Shine the Light. When the torchbearer carries a light source and uses the Help action to aid an ally within the area of their light, if the ally succeeds at the task, they gain a +5 bonus to passive Perception until the beginning of the torchbearer’s next turn.

Flame in Hand. While the torchbearer carries a lit torch, when the torchbearer or a creature they can see within 5 feet would roll a saving throw to avoid cold damage, the torchbearer can spend a reaction to grant advantage on that saving throw.

Actions

Torch. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) fire damage.

Dagger. Ranged Weapon Attack: +3 to hit, range 20/60. Hit: 3 (1d4 + 1) piercing damage.

# 666 Моряки

Неигровые персонажи

'This section contains statistics for various humanoid nonplayer characters (NPCs) mentioned in this book. Use these NPCs as allies or adversaries for your PCs to encounter as they travel around Vodari or your campaign world. These stat blocks can be used to represent both human and nonhuman NPCs and are organized alphabetically by name.

## Sailors

Nonmerchant sailors are the seagoing armed forces of the local government, acting as police or soldiers. They may be patrolling their home waters, pursuing a waterborne criminal, or on their way to or from a mission in other waters. They act as 1st level fighters. Each ship is commanded by a captain (6th level fighter) and a first officer (5th level fighter). Sailors are armed with swords, knives, bows, and polearms. In addition, each ship may be armed with heavier weapons such as catapults and ballistae.

## Pirates/Buccaneers

These are seafaring thieves and fighters (lst-4th level). Bucca­neers are always led by a captain of 8th or 10th level — 8th if fewer than 200 buccaneers. The captain will have a 6th or 7th level lieutenant and four mates of 4th level. For every 50 bucca­neers encountered, there will be a 3rd level fighter, as well as a 15% chance for a priest of 12th- 15th level and a 10% chance for a wizard of 6th-9th level. For every 100 buccaneers, there will be a 5th level fighter. All of these "extra" characters are in addition to the regular buccaneers indicated on the dice.

Buccaneers wear leather armor; leaders wear chain mail. All are armed with knives, swords, bows, and polearms. In addition, their ships may be equipped with ballistae or catapults.

Veteran Privateer

Medium humanoid (any), any non-lawful alignment

Armor Class 13 (leather armor)

Hit Points 26 (4d8+8)

Speed 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 14 (+2) 10 (+0) 10 (+0) 8 (-1)

Skills Athletics +4, Perception +2

Senses passive Perception 12

Languages Common

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the privateer can use a bonus action to use the Dash, Disengage, or Hide action.

Sneak Attack. 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 an ally of the pirate that isn’t incapacitated and the pirate doesn’t have dis¬advantage on the attack roll.

Sea Legs. The privateer has advantage on ability checks and saving throws to resist being knocked prone.

ACTIONS

Multiattack. The privateer makes two melee attacks. Cutlass. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) slashing damage.

Heavy Crossbow. Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 7 (1d10+2) pierc¬ing damage.

predations of independent pirates and rival naval forces. While they may use lofty titles like “freesail or “privateer” they are, in truth, simply government sponsored pirates.

Most pirates use the Thug statblock from the Mon-ster Manual, though veterans and captains use the following statblocks.

Privateer Captain

Medium humanoid (any), any non-lawful

Armor Class 16 (studded leather armor) Hit Points 16 (6d8+12)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Skills Athletics +4, Perception +3

Senses passive Perception 13

Languages Common

Challenge 2 (450 XP)

Taunt (2/day). The captain can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the captain, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and sav¬ing throws until the start of the captain’s next turn.

Suave Defense. While the captain is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier (included above).

Sea Legs. The captain has advantage on ability checks and saving throws to resist being knocked prone.

ACTIONS

Multiattack. The captain makes two melee attacks.

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

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10+1) pierc¬ing damage.

Batten Down the Hatches (3/day). The officer choos¬es up to 2 allies who can see or hear them. The allies can use their reaction to move up to half their speed.

No Quarter (1/day). The officer chooses up to 2 allies who can see or hear them. The allies can use their reaction to make a melee or ranged weapon attack.

Sailor

Blue dragon

Medium humanoid (any), lawful neutral

Armor Class 12 (leather armor)

Hit Points 16 (3d8+3)

Speed 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 12 (+1) 12 (+1) 8 (-1) 14 (+2) 8 (-1)

Skills Athletics +4, Perception +4

Senses passive Perception 14

Languages Common

Challenge 1/2 (100 XP)

Keen Sight. The blue dragon has advantage on Wis¬dom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The blue dragon makes two melee attacks.

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

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10+1) pierc¬ing damage.

Blue Dragon Officers

Medium humanoid (any), lawful neutral

Armor Class 13 (leather armor)

Hit Points 16 (6d8+6)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Skills Athletics +4, Perception +4, Persuasion +4

Languages Common

Challenge 1 (200 XP)

Keen Sight. The officer has advantage on Wisdom (Perception) checks that rely on sight.

Sneak Attack. The officer deals an extra 7 (2d6) dam¬age 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 officer that isn’t inca¬pacitated and the officer doesn’t have disadvantage on the attack roll.

ACTIONS

Multiattack. The officer makes two weapon attacks. They ignore the loading quality on the hand cross¬bow.

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

Hand Crossbow. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6+2) piercing damage.

Batten Down the Hatches (3/day). The officer choos¬es up to 2 allies who can see or hear them. The allies can use their reaction to move up to half their speed.

No Quarter (1/day). The officer chooses up to 2 allies who can see or hear them. The allies can use their reaction to make a melee or ranged weapon attack.

The Blue Dragons have a variety of different ranks, based largely on experience and time served, ranging from midshipmen all the way up to lieutenants.

These junior officers serve a number of different functions on the ship, assisting the lieutenants in their day to day operations of the ship.

Blue Dragon Marine

Medium humanoid (any), lawful neutral

Armor Class 13 (leather armor)

Hit Points 16 (6d8+6)

Speed 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 12 (+1) 10 (+0) 14 (+2) 8 (-1)

Skills Athletics +4, Perception +4

Senses passive Perception 14

Languages Common

Challenge 1 (200 XP)

Keen Sight. The marine has advantage on Wisdom (Perception) checks that rely on sight.

Tactical Positioning. On each of its turns, the marine can use a bonus action to use the Dash, Disengage, or Shove action.

Sneak Attack. The marine deals an extra 7 (2d6) dam¬age 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 marine that isn’t incapacitated and the marine doesn’t have disad¬vantage on the attack roll.

ACTIONS

Multiattack. The marine makes two melee attacks.

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

Heavy Crossbow. Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 7 (1d10+2) pierc¬ing damage.

Blue Dragon Captain

Medium humanoid (any), lawful neutral

Armor Class 16 (studded leather armor)

Hit Points 84 (13d8+26)

Speed 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 14(+2) 14(+2) 14(+2) 16(+3) 14(+2)

Skills Athletics +4, Intimidation +4, Perception +4, Persuasion +4

Senses passive Perception 14

Languages Common

Challenge 5 (1,800 XP)

Keen Sight. The captain has advantage on Wisdom (Perception) checks that rely on sight.

Cunning Action. On each of its turns, the captain can use a bonus action to use the Dash, Disengage, or Hide action.

Evasion. If the captain is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw and only half damage if they fail. They can’t use this trait if they are incapacitated.

Sneak Attack. The captain 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 captain that isn’t incapacitated and the captain doesn’t have disadvantage on the attack roll.

Suave Defense. While the captain is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier (included above).

ACTIONS

Multiattack. The marine makes three weapon at¬tacks: two with its rapier and one with their dagger or hand crossbow.

Dagger. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) slashing damage.

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

Heavy Crossbow. Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 7 (1d10+2) pierc¬ing damage.

The Blue Dragons are somewhat more loosely organized than the Purple Dragons, with each ship operating largely independent of the command structure and answerable only to their Admiral. As a result, a captaincy within the Blue Dragons is quite prestigious, though the hard work required to rise to such a post keeps many nobles from enlisting with the Blue Dragons.

Sailor

Medium humanoid (any race), any alignment

**Armor Class** 12

**Hit Points** 11 (2d8+2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 12 (+12) 12(+1) 10 (+0) 10 (+0) 10+0)

**Skills** Acrobatics +3, Athletics +3

Tools Vehicles (water ships)

**Senses** passive Perception 10

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

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

Sea Legs. The sailor has advantage on ability checks and **Saving Throws** to resist being knocked prone.

Actions

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

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

Sailor, veteran

Sailor

Medium humanoid (any race), any alignment

**Armor Class** 12

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

AA Stat Block Data Notice that there’s no colon after the bold headings in a stat block.

**Skills** Acrobatics +4

Tools Vehicles (water ships)

**Senses** passive Perception 10

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

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

Sea Legs. The sailor has advantage on ability checks and **Saving Throws** to resist being knocked prone.

Actions

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

Crossbow, light. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 6(1d8+2) piercing damage.

Privateer Captain

Medium humanoid (any), any non-lawful

Veteran privateer

Medium humanoid (any), any non-lawful alignment **Armor Class** 13 (leather armor)

**Hit Points** 26 (4d8+8)

**Speed** 30 ft.

Cormyr has extremely harsh laws against piracy, with the punishment for a first time offense be­ing the loss of a hand and execution for a second offense. Even with the threat of harsh punishments, many pirates and smugglers make port in Marsem- ber and, as long as the pirates have not attacked Cormyrean vessels, the Blue Dragons mostly turn a blind eye.

Cormyr also has a long history of "freesails": mer­cenary pirate captains flying the colors of Cormyr to defend merchants and Cormyrean trade from the

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

**Senses** passive Perception 13

**Languages** Common

**Challenge** 2 (450 XP)

Cunning Action. On each of its turns, the privateer can use a bonus action to use the Dash, Disengage, or Hide action.

Sneak Attack. 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 an ally of the pirate that isn't incapacitated and the pirate doesn't have dis­advantage on the attack roll.

Sea Legs. The privateer has advantage on ability checks and **Saving Throws** to resist being knocked prone.

Actions

Multiattack. The privateer makes two melee attacks. Cutlass. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) slashing damage.

Heavy Crossbow. Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 7 (1d10+2) pierc­ing damage.

predations of independent pirates and rival naval forces. While they may use lofty titles like "freesail or "privateer” they are, in truth, simply government sponsored pirates.

Most pirates use the Thug statblock from the Mon­ster Manual, though veterans and captains use the following statblocks.

Taunt (2/day). The captain can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the captain, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and sav­ing throws until the start of the captain's next turn.

Suave Defense. While the captain is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier (included above).

Sea Legs. The captain has advantage on ability checks and **Saving Throws** to resist being knocked prone.

Actions

Multiattack. The captain makes two melee attacks. Cutlass. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) slashing damage.

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10+1) pierc­ing damage.

Batten Down the Hatches (3/day). The officer choos­es up to 2 allies who can see or hear them. The allies can use their reaction to move up to half their **Speed**.

No Quarter (1/day). The officer chooses up to 2 allies who can see or hear them. The allies can use their reaction to make a melee or ranged weapon attack.

Pirate

Medium humanoid (any race), any alignment

**Armor Class** 12

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

AA Stat Block Data Notice that there’s no colon after the bold headings in a stat block.

**Skills** Acrobatics +4

Tools Vehicles (water ships)

**Senses** passive Perception 10

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

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

Sea Legs. The sailor has advantage on ability checks and **Saving Throws** to resist being knocked prone.

Actions

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

Crossbow, light. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 6(1d8+2) piercing damage.

Пиратский боцман

Sailor

Medium humanoid (any race), any alignment

**Armor Class** 12

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

AA Stat Block Data Notice that there’s no colon after the bold headings in a stat block.

**Skills** Acrobatics +4

Tools Vehicles (water ships)

**Senses** passive Perception 10

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

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

Sea Legs. The sailor has advantage on ability checks and **Saving Throws** to resist being knocked prone.

Actions

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

Crossbow, light. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 6(1d8+2) piercing damage.

Пиратский капитан

Sailor

Medium humanoid (any race), any alignment

**Armor Class** 12

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

AA Stat Block Data Notice that there’s no colon after the bold headings in a stat block.

**Skills** Acrobatics +4

Tools Vehicles (water ships)

**Senses** passive Perception 10

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

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

Sea Legs. The sailor has advantage on ability checks and **Saving Throws** to resist being knocked prone.

Actions

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

Crossbow, light. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 6(1d8+2) piercing damage.

Пират корабельный маг

Sailor

Medium humanoid (any race), any alignment

**Armor Class** 12

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

AA Stat Block Data Notice that there’s no colon after the bold headings in a stat block.

**Skills** Acrobatics +4

Tools Vehicles (water ships)

**Senses** passive Perception 10

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

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

Sea Legs. The sailor has advantage on ability checks and **Saving Throws** to resist being knocked prone.

Actions

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

Crossbow, light. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 6(1d8+2) piercing damage.

Пират первый помощник

Sailor

Medium humanoid (any race), any alignment

**Armor Class** 12

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

AA Stat Block Data Notice that there’s no colon after the bold headings in a stat block.

**Skills** Acrobatics +4

Tools Vehicles (water ships)

**Senses** passive Perception 10

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

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

Sea Legs. The sailor has advantage on ability checks and **Saving Throws** to resist being knocked prone.

Actions

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

Crossbow, light. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 6(1d8+2) piercing damage.

Arcane Gunmaster

These rare gunslingers weave magic into their shots, combining their mastery of firearms with an unexplained connection to sorcerous magic. Arcane Gunmasters quickly shift between using firearms and slinging spells, making them a dangerous ranged threat.

ARCANE GUNMASTER

Medium humanoid (any race), any alignment

**Armor Class** 14 (leather armor)

**Hit Points** 44 (8d8 + 8) **Speed** 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 16 (+3) 12 (+1) 12 (+1) 12 (+1) 16 (+3)

**Saving Throws** Dex +5, Cha +5

**Skills** Acrobatics +5, Arcana +3, Perception +3

**Senses** passive Perception 13

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

**Challenge** 2 (450 XP)

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

Cantrips (at will): acid splash, mending, shocking grasp 1st level (3 slots): burning hands, expeditious retreat, thunderwave

Firearms Training. Being within 5 feet of a hostile creature doesn't impose disadvantage on the arcane gunmaster's heavy pistol ranged attacks.

ACTIONS

Multiattack. The arcane gunmaster makes two ranged attacks.

Heavy Pistol. Ranged Weapon Attack: +5 to hit, range 60/240 ft., one target. Hit: 8 (1d10 + 3) piercing dam¬age.

REACTIONS

Danger Sense. The arcane gunmaster adds 2 to its AC against one attack that would hit it. To do so, the arcane gunmaster must see the attacker.

Buccaneer

Buccaneers are known for their ability to board and take control of a ship before a defense has even been mounted. While some call them pirates, they pillage and plunder for the survival of their isolated communities. If they shed blood along the way, that's just the way of the world.

BUCCANEER

Medium humanoid (any race), any alignment

**Armor Class** 14 (hide armor)

**Hit Points** 60 (8d8 + 24)

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

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 16 (+3) 10 (+0) 10 (+0) 12 (+1)

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

**Skills** Athletics +5, Stealth +4

**Senses** passive Perception 10

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

**Challenge** 1 (200 XP)

ACTIONS

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

REACTIONS

Invade. When the buccaneer makes a melee attack, it can shove one target it's attacking. If successful, the buccaneer deals its Strength modifier in bludgeoning damage and can choose to immediately move into the area the target occupied.

Cannoneer

Medium humanoid (any race), any alignment

**Armor Class** 14 (breastplate)

**Hit Points** 82 (11d10 + 22)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 10 (+0) 14 (+2) 10 (+0) 12 (+1) 10 (+0)

**Saving Throws** Str +5, Con +4

**Skills** Athletics +5, Perception +3

**Senses** passive Perception 13

**Languages** any one language (usually Common) **Challenge** 4 (1,100 XP)

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the cannoneer can regain 12 **Hit Points**.

ACTIONS

Multiattack. The cannoneer makes three attacks.

Culverin. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 150/300 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

CANNONEER

Cannoneers are experts with black powder, and specialize in devastat¬ing enemies with their small cannons, called culverins. These artiller¬ists are equally capable of firing their culverin from afar or smashing enemies with it up close.

Corsair

Medium humanoid (any race), any alignment

**Armor Class** 15 (studded leather) **Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR

14 (+2)

DEX

16 (+3)

CON

14 (+2)

INT

12 (+1)

WIS

14 (+2)

**Saving Throws** Str +4, Dex +5, Wis +4

**Skills** Athletics +4, Acrobatics +5, Deception +3 **Senses** passive Perception 12

**Languages** any one language (usually Common) **Challenge** 2 (450 XP)

Fortune's Favor. When a corsair hits a target and deals damage, it can choose to roll a d6 and add the result to the damage. If the result is a 1, the corsair's attack instead deals 0 damage.

ACTIONS

Multiattack. The corsair makes two attacks.

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

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

REACTIONS

Slip Blow. When hit by a melee attack, the corsair can roll a d6 and reduce the damage dealt by the result. Additionally, the corsair can choose to immediately move 5 feet without provoking opportunity attacks.

CHA

12 (+1)

Corsairs are bold risk-takers who combine luck and skill to defeat their opponents. They adapt to their opponents, swiftly moving and flowing like the wind itself.

CORSAIR

Elemental Master

GENTLE WAVE IS AN ELEMENTAL MASTER

These monks harness the elemental energies that course through the world. Elemental masters specialize in channeling the forces of creation, usually focusing on one element that is reflected in their fighting style.

ELEMENTAL MASTER

Medium humanoid (any race), any alignment

**Armor Class** 16

**Hit Points** 78 (12d8 + 24)

**Speed** 50 ft.

STR DEX CON INT WIS CHA

12 (+1) 16 (+3) 14 (+2) 12 (+1) 16 (+3) 12 (+1)

**Saving Throws** Dex +6, Con +5, Wis +6 **Skills** Acrobatics +6, Insight +6, Religion +6, **Senses** passive Perception 13

**Languages** Common, Primordial **Challenge** 6 (2,300 XP)

Elemental Resistance. The elemental master is resis¬tant to one of the following damage types: acid, cold, fire, lightning or thunder.

Elemental Strike (1/Turn). The elemental master can choose to apply one of the following effects to an unarmed attack that hits a creature:

Flame's Fury: The target takes an additional 18 (4d8) fire damage.

Ocean's Crash: The target takes an additional 4 (1d8) cold damage and must succeed on a DC 16 Dexterity saving throw or be knocked prone.

Wind's Breath: The target takes an additional 4 (1d8) force damage and must succeed on a DC 16 Strength saving throw or be pushed 20 feet in a direction of the elemental master's choice.

Mountain's Embrace: The target takes an additional 4 (1d8) bludgeoning damage. The elemental master gains resistance to nonmagical bludgeoning, piercing, and slashing damage until the start of its next turn.

Unarmored Defense. While the elemental master is wearing no armor and wielding no shield, its AC in¬cludes its Wisdom modifier.

ACTIONS

Multiattack. The elemental master makes four un¬armed strikes or three dart attacks.

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

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

Mask

Masks hide their identity to battle injustice as a vigilante, outlaw, or rebel. Their disguise protects their true identity and keeps those they care about out of trouble. They fight with their famous signature weapon that is feared by their enemies.

MASK

Medium humanoid (any race), any alignment

**Armor Class** 15 (studded leather armor)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 17 (+3) 14 (+2) 11 (+0) 14 (+2) 15 (+2)

**Saving Throws**. Dex +5, Int +2

**Skills** Acrobatics +5, Intimidation +4, Perception +4, Sleight of Hand +5, Stealth +5

**Senses** passive Perception 14

**Languages** any one language (usually Common) **Challenge** 4 (1,100 XP)

Signature Attack (1/Turn). While using its signature weapon (dart or rapier), the mask deals an extra 14 (4d6) damage when it hits a target with a weapon attack.

Cunning Action. On each of its turns, the mask can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the mask is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the mask instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

Multiattack. The mask makes two attacks with its rapier.

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

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

REACTIONS

Uncanny Dodge. When an attacker that the mask can see hits it with an attack, the mask can use its reaction to halve the attack's damage against it.

MISTWALKER

The wizards who learn magic at the base of the Pernicious Citadel are also known to wander throughout Vodari. They might pursue the obscure goals of their renegade order, hire themselves out for coin, or serve their own ends.

Mistwalker

Medium humanoid (any race), any alignment

**Armor Class** 12 (15 with mage armor) **Hit Points** 40 (9d8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

9 (-1) 14 (+2) 11 (+0) 17 (+3) 12 (+1) 11 (+0)

**Saving Throws** Int +6, Wis +4

**Skills** Arcana +6, History +6, Stealth +5

**Senses** passive Perception 11 **Languages** any four **Languages** **Challenge** 6 (2,300 XP)

Spellcasting. The mistwalker is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, + 6 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): light, mage hand, prestidigitation, ray of frost

1st level (4 slots): detect magic, fog cloud, mage ar¬mor, magic missile, shield

2nd level (3 slots): misty step, suggestion

3rd level (3 slots): dispel magic, gaseous form, hypnot¬ic pattern, stinking cloud

4th level (3 slots): confusion, ice storm 5th level (1 slot): cloudkill

Mist-Cloak. After casting a conjuration, enchantment, or illusion spell of 1st level or higher, the mistwalker is shrouded in a cloak of mist. The mistwalker can disperse the cloak as a bonus action to teleport up to 60 feet to a location with mist or fog. The mistwalker can also disperse the cloak as a reaction when a crea¬ture attacks it, gaining a +3 bonus to AC against the triggering attack.

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.

MUSKETEER

A musketeer wields a flintlock and a blade for the greater glory of king and country. Defending their monarch's honor is the only thing more important than earning a reputation for personal gallantry.

Musketeer

Medium humanoid (any race), any alignment

**Armor Class** 15 (chain shirt)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 16 (+3) 12 (+1) 12 (+1) 11 (+0) 14 (+2)

**Skills** Acrobatics +5, Persuasion +4

**Senses** passive Perception 10

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

**Challenge** 3 (700 XP)

FROM ARUSHI

Firearms Training. Being within 5 feet of a hostile creature doesn't impose disadvantage on the muske¬teer's light pistol ranged attacks.

ACTIONS

Multiattack. The musketeer makes two rapier attacks, or one rapier attack and one light pistol attack.

Light Pistol. Ranged Weapon Attack: +5 to hit, range 50/200 ft., one target. Hit: 7 (1d8 + 3) piercing dam¬age.

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

REACTION

Sidestep. When the musketeer is hit with an attack it can see, it can use its reaction to halve the damage it takes, and move up to half its **Speed** without provoking opportunity attacks.

PIRATE

Pirates roam the high seas looking for ships to prey upon in the hope of attaining valuable plunder. Pirates range from lawless criminals to chartered privateers. Some pirates follow the Code of the Sea (see page 201 in chapter VIII), but most treat the code as more of a set of guidelines.

PIRATE

Pistolero

Medium humanoid (any race), any alignment

**Armor Class** 15 (leather armor)

**Hit Points** 77 (14d8 + 14) **Speed** 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 18 (+4) 13 (+1) 11 (+0) 13 (+1) 15 (+2)

PISTOLERO

These gunslingers combine blinding **Speed**, deadly aim, and panache. A pistolero’s uncanny skill with a firearm is second to none.

SAILOR

Sailors are mariners who work aboard a sea vessel as part of its crew. Years of facing dangers such as storms, monsters, and pirates leaves sailors heartier than the common lubber.

**Skills** Acrobatics +6, Perception +3, Performance +4

**Senses** passive Perception 13

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

**Challenge** 3 (700 XP)

Grazing Shot (1/Turn). When the pistolero misses an attack, it can choose to have the shot deal half the damage that the attack would have dealt if it were a hit.

Firearms Training. Being within 5 feet of a hostile creature doesn't impose disadvantage on the pistoler- or's heavy pistol ranged attacks.

ACTIONS

Multiattack. The pistolero makes two heavy pistol attacks.

Heavy Pistol. Ranged Weapon Attack: +6 to hit, range 60/240 ft., one target. Hit: 9 (1d10 + 4) piercing dam¬age.

REACTION

Sidestep. When the pistolero is hit with an attack it can see, it can use its reaction to halve the damage it takes, and move up to half its **Speed** without provoking opportunity attacks.

Scoundrel

SCOUNDREL

Medium humanoid (any race), any non-lawful align¬ment

**Armor Class** 14 (leather armor)

**Hit Points** 53 (10d8 + 8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 16 (+3) 12 (+1) 12 (+1) 10 (+0) 16 (+3)

**Skills** Deception +6, Insight +6, Persuasion +6, Sleight of Hand +6, Stealth +6

**Senses** passive Perception 10

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

**Challenge** 3 (700 XP)

Dirty Trick. The scoundrel can use a bonus action to take the Disengage action. When the scoundrel takes the Disengage action, it can find an object (such as debris, a torch, or a drink) to toss at a creature within 5 feet of it. The target must make a DC 13 Dexterity saving throw. On a failure, the creature suffers disad¬vantage on its next attack roll before the start of the scoundrel's next turn.

Sneak Attack (1/Turn). The scoundrel 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 ft. of an ally of the scoundrel that isn't incapacitated and the scoundrel doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The scoundrel makes two attacks.

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

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

REACTIONS

Uncanny Dodge. When an attacker that the scoundrel can see hits it with an attack, the scoundrel can use its reaction to halve the attack's damage against it.

Scoundrels use their smile, quick wits, and dirty tricks to find their way into and out of trouble. These opportunistic rogues can turn nearly anything into a weapon and are known to quickly switch from friend to foe.

SHANTY BARD

Shanty Bard

Medium humanoid (any race), any alignment

**Armor Class** 14 (studded leather armor) **Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 14 (+2) 14 (+2) 10 (+0) 12 (+1) 16 (+3)

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

**Skills** Perception +3, Performance +5, Persuasion +5

**Senses** passive Perception 13

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

**Challenge** 2 (450 XP)

Spellcasting. The shanty bard is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, + 5 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): friends, vicious mockery 1st level (4 slots): charm person, comprehend lan¬guages, healing word, thunderwave

2nd level (3 slots): enhance ability, invisibility, sugges¬tion

ACTIONS

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

Song of Teamwork (3/Day). The shanty bard can choose a creature other than itself within 60 feet that can hear it. As a reaction, that creature can make a weapon attack and add 1d6 to the attack roll.

These bards are most content working in the fields, deep in a mine, or on a ship while leading everyone in song. Their magical shanties boost morale and help their crewmates focus and cooperate.

SEA CAPTAIN

Medium humanoid (any race), any alignment

**Armor Class** 15 (heavy leather coat) **Hit Points** 71 (11d8 + 22)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 16 (+3) 14 (+2) 13 (+1) 14 (+2) 15 (+2)

**Saving Throws** Str +4, Dex +5, Cha +4

**Skills** Athletics +4, Acrobatics +5, Intimidation +4,

Perception +4, Persuasion +4

**Senses** passive Perception 14

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

**Challenge** 3 (700 XP)

Captain's Orders (1/Day). As a bonus action, a captain can choose a friendly creature who can see or hear it to attack an enemy. The creature can immediately use its reaction to make one weapon attack.

Sea Legs. The captain has advantage on ability checks and **Saving Throws** to resist being knocked prone.

ACTIONS

Multiattack. The captain makes three attacks.

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

Dagger. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) slashing damage.

Heavy Pistol. Ranged Weapon Attack: +7 to hit, range 60/240 ft., one target. Hit: 8 (1d10 + 3) piercing dam¬age.

Sea captain

A ship’s captain oversees all operations aboard the vessel under their command, whether a little sloop or a massive galleon. To protect and command their crew, a captain must be skilled with both words and the blade.

Able Seaman

Medium humanoid (any race), any alignment

**Armor Class** 10

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft., climb 20 ft., swim 25 ft.

STR DEX CON INT WIS CHA

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

**Skills** Athletics +4, Perception +3, Sailing +2

**Senses** passive Perception 13

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

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

Actions

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

The backbone of any fleet, merchant or military, are the thousands of hardworking, experienced sailors that man their ships.

Worth Their Salt. Life on the sea requires a strong back, keen **Senses**, and, often, a tough demeanor, and makes few affordances for those who lack these TRAITS Every sailor on a vessel is expected to work their fair share—to "earn their salt", as it were. Those which can't are unlikely to pursue the sailing life for long.

Many sailors become accustomed to the sea as children, getting jobs aboard sailing vessels as soon as they were able. Though these menial jobs are laborious and demeaning, especially for young children, they rapidly teach a seaman a lifetime of harsh lessons. Those which persist until adulthood are veterans of the ocean long before their prime, excellent additions to any crew.

Blue Dragon

Medium humanoid (any), lawful neutral

**Armor Class** 12 (leather armor)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 12 (+1) 12 (+1) 8 (-1) 14 (+2) 8 (-1)

**Skills** Athletics +4, Perception +4

**Senses** passive Perception 14

**Languages** Common

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

Keen Sight. The blue dragon has advantage on Wis¬dom (Perception) checks that rely on sight.

Actions

Multiattack. The blue dragon makes two melee attacks.

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

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10+1) pierc¬ing damage.

STR DEX CON INT WIS CHA

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

**Skills** Athletics +4, Perception +4, Persuasion +4 **Senses** passive Perception 14

**Languages** Common

**Challenge** 1 (200 XP)

Keen Sight. The officer has advantage on Wisdom (Perception) checks that rely on sight.

Sneak Attack. The officer deals an extra 7 (2d6) dam¬age 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 officer that isn't inca¬pacitated and the officer doesn't have disadvantage on the attack roll.

Actions

Multiattack. The officer makes two weapon attacks. They ignore the loading quality on the hand cross¬bow.

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

Hand Crossbow. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6+2) piercing damage.

Batten Down the Hatches (3/day). The officer choos¬es up to 2 allies who can see or hear them. The allies can use their reaction to move up to half their **Speed**.

No Quarter (1/day). The officer chooses up to 2 allies who can see or hear them. The allies can use their reaction to make a melee or ranged weapon attack.

Blue Dragon Captain

Medium humanoid (any), lawful neutral

**Armor Class** 16 (studded leather armor) **Hit Points** 84 (13d8+26)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 14(+2) 14(+2) 14(+2) 16(+3) 14(+2)

**Skills** Athletics +4, Intimidation +4, Perception +4,

Persuasion +4

**Senses** passive Perception 14

**Languages** Common

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

Keen Sight. The captain has advantage on Wisdom (Perception) checks that rely on sight.

Cunning Action. On each of its turns, the captain can use a bonus action to use the Dash, Disengage, or Hide action.

Evasion. If the captain is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw and only half damage if they fail. They can't use this trait if they are incapacitated.

Sneak Attack. The captain 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 captain that isn't incapacitated and the captain doesn't have disadvantage on the attack roll.

Suave Defense. While the captain is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier (included above).

Actions

Multiattack. The marine makes three weapon at¬tacks: two with its rapier and one with their dagger or hand crossbow.

Dagger. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) slashing damage.

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

Heavy Crossbow. Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 7 (1d10+2) pierc¬ing damage.

Blue Dragon Marine

Medium humanoid (any), lawful neutral

**Armor Class** 13 (leather armor)

**Hit Points** 16 (6d8+6) **Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 12 (+1) 10 (+0) 14 (+2) 8 (-1)

**Skills** Athletics +4, Perception +4

**Senses** passive Perception 14

**Languages** Common

**Challenge** 1 (200 XP)

Keen Sight. The marine has advantage on Wisdom (Perception) checks that rely on sight.

Tactical Positioning. On each of its turns, the marine can use a bonus action to use the Dash, Disengage, or Shove action.

Sneak Attack. The marine deals an extra 7 (2d6) dam¬age 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 marine that isn't incapacitated and the marine doesn't have disad-vantage on the attack roll.

Actions

Multiattack. The marine makes two melee attacks. Cutlass. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) slashing damage.

Heavy Crossbow. Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 7 (1d10+2) pierc¬ing damage.

Buccaneer

Medium humanoid (any race), any alignment

**Armor Class** 14 (hide armor)

**Hit Points** 60 (8d8 + 24)

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

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 16 (+3) 10 (+0) 10 (+0) 12 (+1)

**Saving Throws** Strength +5, Constitution +5

**Skills** Athletics +5, Stealth +4

**Senses** passive Perception 10

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

**Challenge** 1 (200 XP)

Actions

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

Reactions

Invade. When the buccaneer makes a melee attack, it can shove one target it’s attacking. If successful, the buccaneer deals its Strength modifier in bludgeoning damage and can choose to immediately move into the area the target occupied.

Buccaneers are known for their ability to board and take control of a ship before a defense has even been mounted. While some call them pirates, they pillage and plunder for the survival of their isolated communities. If they shed blood along the way, that’s just the way of the world.

Midshipman

Every navy needs a few good officers to make the hard calls when things go awry. Midshipmen are these officers in training, graduates from the naval academy, which are tasked with assisting and apprenticing under captains. Though relatively inexperienced, they can serve the captain's role in his stead, and are practiced in naval discipline and the fineries of leadership.

Duels for Honor. As midshipmen are destined for officers' stations, they also consider themselves part of the upper class, and so indulge in fine meals and fine clothing, a foppish demeanor that is sometimes off-putting to the everyday sailor. When confronted with an objector that can't be diplomatically reasoned with, midshipmen prefer to settle things with an honorable duel, pitting themselves and the offending party across from each other with a pistol each. Though this sometimes ends in disaster for themselves, it ensures that matters are settled decisively, if violently.

Midshipman

Medium humanoid (any race), any alignment

**Armor Class** 11

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft., climb 20 ft., swim 25 ft.

STR DEX CON INT WIS CHA

11 (+0) 13 (+1) 13 (+1) 12 (+1) 15 (+2) 14 (+2)

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**Skills** Arcana +3, Athletics +2, History +3, Perception +6, Sailing +3

**Senses** passive Perception 16

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

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

Actions

Multiattack. The midshipman makes two melee weapon attacks.

Officer's Sabre. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Potion of Healing (2/Day). The midshipman drinks a potion of healing, or administers it to a willing creature within 5 feet. The drinker regains 7 (2d4 + 2) **Hit Points**.

Leadership (Recharges on a Short or Long Rest). The midshipman can issue a command or warning whenever one of its allies that it can see within 30 feet of it makes an attack roll or saving throw. For 1 minute, the creature can add a d4 to its roll provided it can hear and understand the midshipman. A creature can only benefit from one leadership die at a time. The effect ends if the midshipman is incapacitated.

Corsair

Medium humanoid (any race), any alignment

**Armor Class** 15 (studded leather)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 16 (+3) 14 (+2) 12 (+1) 14 (+2) 12 (+1)

**Saving Throws** Strength +4, Dexterity +5, Wisdom +4

**Skills** Athletics +4, Acrobatics +5, Deception +3

**Senses** passive Perception 12

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

**Challenge** 2 (450 XP)

Special Traits

Fortune’s Favor. When a corsair hits a target and deals damage, it can choose to roll a d6 and add the result to the damage. If the result is a 1, the corsair’s attack instead deals 0 damage.

Actions

Multiattack. The corsair makes two attacks.

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

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

Reactions

Slip Blow. When hit by a melee attack, the corsair can roll a d6 and reduce the damage dealt by the result. Additionally, the corsair can choose to immediately move 5 feet without provoking opportunity attacks.

About

Corsairs are bold risk-takers who combine luck and skill to defeat their opponents. They adapt to their opponents, swiftly moving and flowing like the wind itself.

Section 15: Copyright Notice

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Marine Sharpshooter

Medium humanoid (any race), any alignment

**Armor Class** 13

**Hit Points** 27 (6d8) **Speed** 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 16 (+3) 10 (+1) 10 (+0) 14 (+1) 10 (+0)

**Skills** Perception +4

**Senses** passive Perception 14

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

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

Low Profile. When in cover, the sharpshooter treats their half cover as three-quarter cover and three-quarter cover as full cover.

Actions

Dagger. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Musket. Ranged Weapon Attack: +5 to hit, range 120/360 ft., one target. Hit: 11 (2d10) piercing damage.

Daring Swashbuckler

Medium humanoid (human), chaotic neutral

**Armor Class** 19 (+1 studded leather)

**Hit Points** 143 (22d8 + 44)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 18 (+4) 14 (+2) 12 (+1) 10 (+0) 14 (+2)

**Saving Throws** Dexterity+7

**Skills** Acrobatics +7, Sleight of Hand +7, Intimidate +5

**Senses** passive Perception 10

**Languages** Aquan, Common

**Challenge** 5 1,800 XP)

Special Traits

Cunning Maneuver. As a bonus action, the daring swashbuckler may take the Dash, Disengage, Hide, or Use an Object action or make a Sleight of Hand check.

Dashing Defense. The daring swashbuckler adds its Charisma bonus to its AC.

Practiced Talent. Whenever making an ability or skill check that allows the daring swashbuckler to add its **Proficiency bonus**, treat any d20 roll of 9 or lower as a 10.

Precise Attack. The daring swashbuckler adds twice its dexterity bonus to attacks (included below).

Weapon Theft. The swashbuckler has advantage on disarm attacks.

Special Gear. Bottle of cheap rum, feather token (anchor), reinforced glass bottle containing cryptic instructions to hidden treasure (“Where earth splits and ashes fall/smoke rises over the sea/falling on islands three/follow blood-signs on shark’s tooth / and rich ye be”), 48 gp

Actions

Multiattack. The daring swashbuckler makes two attacks one with its cutlass and one with its dagger or two attacks with its crossbow.

Cutlass. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (1d6 + 8) slashing damage.

Dagger. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (1d4 + 8) slashing damage.

Crossbow. Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 100/400 ft., one target. Hit: 13 (1d10 + 8) piercing damage.

Reactions

Riposte. If a melee weapon attack against the daring swashbuckler fails to hit, it can make one attack against that creature.

About

This swashbuckling pirate captain has recently gained the acknowledgment of a powerful assembly in the Pirate Isles, and she is itching to prove herself. A devout follower of the Pirate Queen, she will loot first and ask questions later. Those who allow her to take their plunder without significant resistance may be sent on their way, but she is more than willing to sell those who take up arms against her as slaves. She prefers to capture her opponents alive rather than killing them, seeing their deaths as a waste of profit.

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Marine

Medium humanoid (human), any alignment

**Armor Class** 13 (padded armor)

**Hit Points** 37 (6d8 + 6)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 15 (+2) 12 (+1) 10 (+0) 10 (+0) 10 (+0)

**Skills** Perception +2

**Senses** Passive Perception 12

**Languages** Common

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

Special Traits

Boarding Action. When boarding an enemy ship, on the first round of combat the marine can use Dash as a bonus action.

Loyal. Marines get advantage on all **Saving Throws** to resist enchantment spells.

Reckless Attack. When the marine makes its first attack on its turn, the marine can decide to attack recklessly. Doing so gives the marine advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against the marine have advantage until the marine’s next turn.

Special Gear. Caltrops, grappling hook, 50 ft. of rope, signal whistle, snorkel, 2d6 gp.

Actions

Bayonet. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 2) piercing damage.

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

Musket. Ranged Weapon Attack: +4 to hit, range 80/160 ft., one target. Hit: 8 (1d12 + 2) bludgeoning and piercing damage.

About

These marines are specialized in fighting in the sea or under the surface. They often form raiding parties that strike up from beneath the ocean, using the sea to conceal their approach until they are ready to launch their attack. While not able to breathe water naturally, marines can use specialized equipment and a small amount of magic to allow them to remain below the surface for considerable lengths of time. When battle is joined, the marines’ fearsome nature comes to the fore, making them an excellent force to spearhead an amphibious assault. Marines also make competent and capable sailors, but they see this as only an ancillary responsibility.

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Marine

Medium humanoid (human), any alignment

**Armor Class** 13 (padded armor)

**Hit Points** 37 (6d8 + 6)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 15 (+2) 12 (+1) 10 (+0) 10 (+0) 10 (+0)

**Skills** Perception +2

**Senses** Passive Perception 12

**Languages** Common

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

Special Traits

Boarding Action. When boarding an enemy ship, on the first round of combat the marine can use Dash as a bonus action.

Loyal. Marines get advantage on all **Saving Throws** to resist enchantment spells.

Reckless Attack. When the marine makes its first attack on its turn, the marine can decide to attack recklessly. Doing so gives the marine advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against the marine have advantage until the marine’s next turn.

Special Gear. Caltrops, grappling hook, 50 ft. of rope, signal whistle, snorkel, 2d6 gp.

Actions

Bayonet. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 2) piercing damage.

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

Musket. Ranged Weapon Attack: +4 to hit, range 80/160 ft., one target. Hit: 8 (1d12 + 2) bludgeoning and piercing damage.

About

These marines are specialized in fighting in the sea or under the surface. They often form raiding parties that strike up from beneath the ocean, using the sea to conceal their approach until they are ready to launch their attack. While not able to breathe water naturally, marines can use specialized equipment and a small amount of magic to allow them to remain below the surface for considerable lengths of time. When battle is joined, the marines’ fearsome nature comes to the fore, making them an excellent force to spearhead an amphibious assault. Marines also make competent and capable sailors, but they see this as only an ancillary responsibility.

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Mariner

Medium humanoid (any race), any alignment

**Armor Class** 16 (chain shirt)

**Hit Points** 22 (4d8 + 4)

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

STR DEX CON INT WIS CHA

15 (+2) 17 (+3) 13 (+1) 10 (+0) 14 (+2) 10 (+0)

**Skills** Acrobatics +5, Athletics +4, Perception +4, Survival +4, Vehicles (Water) +4

**Senses** passive Perception 14

**Languages** any two languags

**Challenge** 1 (200 XP)

Mariner. While the mariner isn’t wearing heavy armor or using a shield, its AC is increased by 1.

Actions

Multiattack. The mariner makes two attacks with its scimitars. It can trade one of these attacks for an attack with its hand crossbow.

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 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Mariner

Medium humanoid (any race), any alignment

**Armor Class** 16 (chain shirt)

**Hit Points** 22 (4d8 + 4)

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

STR DEX CON INT WIS CHA

15 (+2) 17 (+3) 13 (+1) 10 (+0) 14 (+2) 10 (+0)

**Skills** Acrobatics +5, Athletics +4, Perception +4, Survival +4, Vehicles (Water) +4

**Senses** passive Perception 14

**Languages** any two languags

**Challenge** 1 (200 XP)

Mariner. While the mariner isn’t wearing heavy armor or using a shield, its AC is increased by 1.

Actions

Multiattack. The mariner makes two attacks with its scimitars. It can trade one of these attacks for an attack with its hand crossbow.

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 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Pirate

Medium humanoid (any race), any alignment

**Armor Class** 13 (leather armor)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Acrobatics +4, Intimidation +3

**Senses** passive Perception 10

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

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

Special Traits

Sea Legs. The pirate has advantage on ability checks and **Saving Throws** to resist being knocked prone.

Actions

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

Light Pistol. Ranged Weapon Attack: +4 to hit, range 50/200 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

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Pirate Captain

Medium humanoid (any race), any evil alignment

**Armor Class** 13

**Hit Points** 78 (12d8 + 24) **Speed** 30 ft., swim 25 ft.

STR DEX CON INT WIS CHA

15 (+2) 18 (+3) 14 (+2) 11 (+0) 11 (+0) 16 (+3)

**Saving Throws** Str +4, Dex +6, Con +4

**Skills** Deception +5, Insight +2, Intimidation +5

**Senses** passive Perception 10

**Languages** any two **Languages**

**Challenge** 2 (450 XP)

Quick Draw. The pirate has advantage on initiative rolls.

Actions

Multiattack. The pirate makes two attacks with its flintlocks or three attacks with a melee weapon.

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

Flintlocks. Ranged Weapon Attack: +6 to hit, range 30/90 ft., one target. Hit: 9 (2d8) piercing damage.

Leadership (Recharges on a Short or Long Rest). The pirate can issue a command or warning whenever one of its allies that it can see within 30 feet of it makes an attack roll or saving throw. For 1 minute, the creature can add a d4 to its roll provided it can hear and understand the pirate. A creature can only benefit from one leadership die at a time. The effect ends if the pirate is incapacitated.

Reactions

Parry. The pirate adds 2 to its AC against one melee attack that would hit it. To do so, the pirate must see the attacker and be wielding a melee weapon.

Pirate Boatswain

Medium humanoid (human), neutral evil

**Armor Class** 14 (studded leather)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 17 (+3) 14 (+2) 10 (+0) 11 (+1) 10 (+0)

**Saving Throws** Dexterity+5

Tools Thieves’ tools

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** Common

**Challenge** 3 (700 XP)

Special Traits

Sneak Attack. Once per turn, the boatswain deals an extra 7 (2d6) damage when he 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 boatswain that isn’t incapacitated and the boatswain doesn’t have disadvantage on the attack roll.

Actions

Multiattack. The boatswain makes two attacks with its shortsword, or two attacks with its heavy crossbow.

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

Heavy crossbow. Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 100/400 ft., one target. Hit: 5 (1d10 + 2) piercing damage.

About

A few of these scurvy scalawags might command a small sloop or shoreward press gang of their own, but more often they serve as veteran hands before the mast, keeping the decks orderly and well-maintained and knocking any newly shanghaied swabbies into shape.

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Pirate Crew

Pirate Bosun

Medium humanoid (human), neutral evil

**Armor Class** 16

**Hit Points** 212 (25d8 + 100)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

20 (+5) 10 (+2) 10 (+4) 8 (-1) 12 (+1) 10 (+0)

**Saving Throws** Constitution+8

**Skills** Athletics +9, Intimidation +8

**Damage Resistances** poison; **Senses** passive Perception 11

**Languages** Common

**Challenge** 9 (5,000 XP)

Special Traits

Brute. A melee weapon deals one extra die of its damage when the pirate bosun hits with and doubles its strength bonus it (included in the attack).

Bring the Pain. When the pirate bosun takes more than half damage from a melee attack, it can immediately attack the attacking creature as a bonus action.

Fortitude. The pirate bosun rolls with advantage against any effect that causes the following conditions: fear, paralyzed, petrified, poisoned or stunned.

Terrifying Visage. The pirate bosun doubles its **Proficiency bonus** on intimidation checks. In addition it can make an intimidation check against a target’s charisma roll. If it succeeds it can make a single melee attack with advantage.

Unarmored Defense. The pirate bosun adds its dexterity and constitution modifiers to its **Armor Class**.

Wrestler. The pirate bosun makes all grapple checks with advantage.

Actions

Multiattack. The pirate bosun makes two attacks with its greatsword or its longbow.

Greatsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 24 (4d6 + 10) slashing damage.

Longbow. Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Disarming Attack. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: the target must succeed on a DC 16 Strength saving throw or drop one item it’s holding of the pirate bosun’s choice. The item lands up to 10 feet from the target, in a spot selected by the pirate bosun.

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Pirate Bosun

Medium humanoid (any race), any alignment

**Armor Class** 12 (studded leather armor)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 11 (+0) 13 (+1) 11 (+0) 10 (+0) 13 (+1)

**Skills** Athletics +5, Intimidation +3

**Senses** passive Perception 10

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

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

Cargo Hauler. The bosun has advantage on Strength checks.

Sea Legs. The bosun has advantage on ability checks and **Saving Throws** to resist being knocked prone.

Actions

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

Hook. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage, and the target is grappled (escape DC 13).

PIRATE CAPTAIN

Pirate Captain

Medium humanoid (any race), any alignment

**Armor Class** 14 (studded leather armor)

**Hit Points** 45 (7d8 + 14)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 14 (+2) 11 (+0) 10 (+0) 14 (+2)

**Skills** Athletics +5, Intimidation +4

**Senses** passive Perception 10

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

**Challenge** 2 (450 XP) **Proficiency bonus** +2

Flourish. The captain adds its Charisma modifier to the damage roll for its longsword attacks (included in the attack).

Sea Legs. The captain has advantage on ability checks and **Saving Throws** to resist being knocked prone.

Actions

Multiattack. The captain makes two attacks: one with its hand crossbow and one with its longsword.

Hand Crossbow. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

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

Reactions

Shape Up, Ye Dog (2/Day). Whenever a friendly creature within 30 feet of the captain that can hear it misses with an attack, the captain can yell perilous threats to allow that creature to reroll the attack roll.

Pirate Deck Wizard

Medium humanoid (any race), any alignment

**Armor Class** 12 (15 with mage armor)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 14 (+2) 14 (+2) 16 (+3) 13 (+1) 11 (+0)

**Skills** Arcana +5, Perception +3

**Senses** passive Perception 13

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

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Sea Legs. The deck wizard has advantage on ability checks and **Saving Throws** to resist being knocked prone.

Spellcasting. The deck wizard is a 4th-**Level** spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): friends, mage hand, prestidigitation, ray of frost

1st **Level** (4 slots): disguise self, fog cloud, mage armor, witch bolt

2nd **Level** (3 slots): gust of wind, Melf's acid arrow, misty step

Actions

Quarterstaff. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

Pirate Deck Wizard

Pirate Deck Wizard

**Armor Class** 12 (15 with mage armor)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR

10 (+0)

DEX

14 (+2)

CON

14 (+2)

INT

16 (+3)

WIS

13 (+1)

CHA

11 (+0)

**Skills** **Skills** Arcana +5, Perception +3

**Senses**

**Languages** -

**Challenge** 1 (200 XP)

Spellcasting. The deck wizard is a 4th-**Level** spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): friends, mage hand, prestidigitation, ray of frost

1st **Level** (4 slots): disguise self, fog cloud, mage armor, witch bolt

2nd **Level** (3 slots): gust of wind, Melf's acid arrow, misty step

Sea Legs. The deck wizard has advantage on ability checks and **Saving Throws** to resist being knocked prone.

Actions

Quarterstaff. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

Source: GoS, page 248

Джерело: <https://www.kassoon.com/dnd/monster-stat-block/569/pirate-deck-wizard/>

Pirate First Mate

Medium humanoid (human), neutral evil

**Armor Class** 15 (chain shirt)

**Hit Points** 130 (20d8 + 40)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 14 (+2) 14 (+2) 10 (+0) 12 (+1) 8 (-1)

**Saving Throws** Dexterity+5

Tools Navigator’s tools, water vehicles

**Skills** Perception +4

Gear two vials of serpent venom, spyglass

**Senses** passive Perception 14

**Languages** Common

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

Special Traits

Direct Crew. When a friendly creature is within hearing distance of the pirate first mate can see makes an attack roll or saving throw, the pirate first mate can utter a command or warning. The creature adds 1d6 to its roll provided it can understand the language.

Sneak Attack. Once per turn, the first mate deals an extra 10 (3d6) damage when he 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 Name that isn’t incapacitated and Name doesn’t have disadvantage on the attack roll.

Actions

Multiattack. The first mate makes two attacks with its longsword or two with its heavy crossbow.

Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 2) slashing damage and if the target is a creature it must succeed on a DC11 Constitution saving throw or take 10 (3d6) poison damage.

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

About

These tattooed terrors have carved a path to leadership on their pirate crews with their deadly blades and their seamanship alike.

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Pirate First Mate

Pirate First Mate

**Armor Class** 16

**Hit Points** 26 (4d8+8)

**Speed** 30 ft.

STR

14 (+2)

DEX

11 (+0)

CON

14 (+2)

INT

11 (+0)

WIS

10 (+0)

CHA

13 (+1)

**Skills** Athletics +4, Intimidation +3

**Damage Resistances** The first mate has advantage on ability checks and **Saving Throws** to resist being knocked prone.

**Senses**

**Languages** -

**Challenge** 1 (200 XP)

Actions

Multiattack. The first mate makes two attacks with its longsword.

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. If the target is a creature, the first mate can choose to deal no damage with the attack to disarm the target. The target must succeed on a DC 14 Strength saving throw or drop one item it is holding on the ground.

Source: GoS, page 248

Environments

Roles Melee | Ranged | Mage | Tank | Support | Ambush | Fly | Swim | Pushy | AoE | Multiatk

Джерело: <https://www.kassoon.com/dnd/monster-stat-block/570/pirate-first-mate/>

Pirate First Mate

Medium humanoid (any race), any alignment

**Armor Class** 16 (chain mail)

**Hit Points** 26 (4d8 + 8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Athletics +4, Intimidation +3

**Senses** passive Perception 10

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

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Sea Legs. The first mate has advantage on ability checks and **Saving Throws** to resist being knocked prone.

Actions

Multiattack. The first mate makes two attacks with its longsword.

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. If the target is a creature, the first mate can choose to deal no damage with the attack to disarm the target. The target must succeed on a DC 14 Strength saving throw or drop one item it is holding on the ground.

Pirate Officer

Medium humanoid (human), neutral evil

**Armor Class** 15 (chain shirt)

**Hit Points** 130 (20d8 + 40)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 14 (+2) 14 (+2) 10 (+0) 12 (+1) 8 (-1)

**Saving Throws** Dexterity+5

Tools Navigator’s tools, water vehicles

**Skills** Perception +4

**Senses** passive Perception 14

Gear two vials of serpent venom, spyglass

**Languages** Common

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

Special Traits

Direct Crew. When a friendly creature is within hearing distance of the pirate officer can see makes an attack roll or saving throw, the pirate officer can utter a command or warning. The creature adds 1d6 to its roll provided it can understand the language.

Sneak Attack. Once per turn, the officer deals an extra 10 (3d6) damage when he 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 that isn’t incapacitated and doesn’t have disadvantage on the attack roll.

Actions

Multiattack. The officer makes two attacks with its longsword or two with its heavy crossbow.

Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 2) slashing damage and if the target is a creature it must succeed on a DC11 Constitution saving throw or take 10 (3d6) poison damage.

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

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Pirate Sharpshooter

Medium humanoid (human), neutral evil

**Armor Class** 17 (studded leather)

**Hit Points** 143 (22d8 + 44)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 20 (+5) 14 (+2) 10 (+0) 14 (+2) 8 (-1)

Tools Thieves’ tools

**Skills** Perception +6, Stealth +9

**Senses** passive Perception 16

**Languages** Common

**Challenge** 9 (5,000 XP)

Special Traits

Dead Shot. The pirate sniper does an extra die of damage with its rifled musket (included in its attack).

Deadeye. The pirate sniper ignores half or threequarters cover.

Quickload. The pirate sniper reloads its rifled musket as a bonus action.

Sneak Attack. Once per turn, the pirate sniper deals an extra 17 (5d6) damage when he 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 pirate sniper that isn’t incapacitated and the pirate sniper doesn’t have disadvantage on the attack roll.

Steady Aim. Before the pirate sniper makes a ranged attack he may take a -4 penalty to hit to gain a +8 bonus to damage.

Actions

Multiattack. The pirate sniper makes two attacks with its rifled musket.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d4 + 2) slashing damage.

Rifled Musket. Ranged Weapon Attack: +9 to hit, reach 5 ft. or range 150/600 ft., one target. Hit: 14 (2d8 + 5) bludgeoning and piercing damage.

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Privateer

Medium humanoid (any race), any alignment

**Armor Class** 15 (studded leather armor)

**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) **Proficiency bonus** +2

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.

SAILOR

Medium humanoid (any race), any alignment

**Armor Class** 12

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Athletics +3, Perception +2; navigator’s tools, vehicles (water)

**Senses** passive Perception 12

**Languages** Any one language (usually Common)

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

Skilled Climber. Climbing doesn’t cost the sailor extra movement.

Tavern Brawler. The sailor is proficient with improvised weapons and unarmed strikes, and can use a bonus action to attempt a grapple after making a successful hit with such an attack.

Actions

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

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

The sailors who devote their lives to the sea might be the crew of a trading, military, or exploration vessel, or a band of pirates making their way by preying on other craft. Both sorts are as at home in the rigging as they are on deck, and more than a little inclined to find (or make) trouble during their brief bouts ashore.

Sailor

Medium humanoid (any race), any alignment

**Armor Class** 13 (heavy leather coat)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 12 (+1) 12 (+1) 10 (+0) 10 (+0) 10 (+0)

**Skills** Acrobatics +3, Athletics +3

**Senses** passive Perception 10

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

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

Special Traits

Sea Legs. The sailor has advantage on ability checks and **Saving Throws** to resist being knocked prone.

Actions

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

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

Sailors are mariners who work aboard a sea vessel as part of its crew. Years of facing dangers such as storms, monsters, and pirates leaves sailors heartier than the common lubber.

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Sea Captain

Medium humanoid (any race), any alignment

**Armor Class** 15 (heavy leather coat)

**Hit Points** 71 (11d8 + 22)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 16 (+3) 14 (+2) 13 (+1) 14 (+2) 15 (+2)

**Saving Throws** Strength +4, Dexterity +5, Charisma +4

**Skills** Athletics +4, Acrobatics +5, Intimidation +4, Perception +4, Persuasion +4

**Senses** passive Perception 14

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

**Challenge** 3 (700 XP)

Special Traits

Captain’s Orders (1/Day). As a bonus action, a captain can choose a friendly creature who can see or hear it to attack an enemy. The creature can immediately use its reaction to make one weapon attack.

Sea Legs. The captain has advantage on ability checks and **Saving Throws** to resist being knocked prone.

Actions

Multiattack. The captain makes three attacks.

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

Dagger. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) slashing damage.

Heavy Pistol. Ranged Weapon Attack: +7 to hit, range 60/240 ft., one target. Hit: 8 (1d10 + 3) piercing damage.

A ship’s captain oversees all operations aboard the vessel under their command, whether a little sloop or a massive galleon. To protect and command their crew, a captain must be skilled with both words and the blade.

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*Sea Dog Officer*

Medium humanoid (any race), chaotic neutral

**Armor Class** 15 (studded leather)

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft., swim 10 ft.

STR DEX CON INT WIS CHA

14 (+2) 16 (+3) 14 (+2) 10 (+0) 15 (+2) 15 (+2)

**Saving Throws** Wis +4, Cha +4

**Skills** Intimidation +6, Perception +4, Survival +4

**Senses** passive Perception 12

**Languages** any one language

**Challenge** 2 (450 XP)

Old Salt. The sea dog has advantage on Wisdom (Survival) checks to predict the weather, as well as on any ability checks it makes using navigator’s tools.

Sea Rover. The sea dog ignores movement penalties caused by the motion of the waves or by a wet and slippery deck. Additionally, if the sea dog is prone, it can make a DC 10 Dexterity saving throw at the end of each of its turns, standing up on a success without costing any movement.

Actions

Multiattack. The sea dog makes three attacks: two with its cutlass and one with its pistol or three with its cutlass.

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

Pistol. Ranged Weapon Attack: +5 to hit, range 30/90 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

No Sleeping on the Job! The sea dog can designate up to 3 sea dog allies within 30 feet of it that can hear it. Each chosen ally that is suffering from a condition that a saving throw can end can make the saving throw as a reaction, ending the effect on itself on a successful save.

Reactions

Slip Away. When a creature that the sea dog can see within 30 feet of it moves, the sea dog can use its reaction to move up to half its **Speed** without provoking opportunity attacks.

Sea Dog Pirate

Medium humanoid (any race), chaotic neutral

**Armor Class** 13 (leather armor)

**Hit Points** 19 (3d8 + 6)

**Speed** 30 ft., swim 10 ft.

STR DEX CON INT WIS CHA

12 (+1) 14 (+2) 15 (+2) 10 (+0) 12 (+1) 10 (+0)

**Skills** Intimidate +2, Survival +3

**Senses** passive Perception 11

**Languages** any one language

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

Point Blank. The sea dog does not have disadvantage on pistol attacks against a target within 5 feet of it.

Sea Rover. The sea dog ignores movement penalties caused by the motion of the waves or by a wet and slippery deck. Additionally, if the sea dog is prone, it can make a DC 10 Dexterity saving throw at the end of each of its turns, standing up on a success without costing any movement.

Actions

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

a , Pistol. Ranged Weapon Attack: +4 to hit, range 30/90 ft., one . target. Hit: 6 (1d8 + 2) piercing damage.

Sea Dog Press Ganger

Medium humanoid (any race), chaotic neutral

**Armor Class** 11 (leather armor) **Hit Points** 32 (5d8 + 10) **Speed** 30 ft., swim 10 ft.

STR DEX CON INT WIS CHA

14 (+2) 11 (+0) 15 (+2) 10 (+0) 10 (+0) 11 (+0)

**Skills** Intimidate +2, Survival +2

**Senses** passive Perception 10

**Languages** any one language

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

Knockout Strike (Recharge 5-6). When the sea dog hits a target with a melee weapon attack, the target must succeed on a DC 12 Constitution saving throw or be stunned until the end of the creature’s next turn. If the target is already stunned, it is knocked unconscious instead.

Sea Rover. The sea dog ignores movement penalties caused by the motion of the waves or by a wet and slippery deck. Additionally, if the sea dog is prone, it can make a DC 10 Dexterity saving throw at the end of each of its turns, standing up on a success without costing any movement.

Actions

Multiattack. The sea dog makes two melee attacks.

B jl | t Blunt Instrument. Melee Weapon Attack: +4 to hit, reach 5 ft., JL one target. Hit: 5 (1d6 + 2) bludgeoning damage.

Ship Captain

Medium humanoid (any race), any lawful alignment

**Armor Class** 14

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft., swim 15 ft.

STR DEX CON INT WIS CHA

14 (+2) 19 (+4) 14 (+2) 14 (+2) 15 (+2) 16 (+3)

**Saving Throws** Str +4, Dex +6, Con +4 **Skills** Insight +4, Persuasion +5, Sailing +4 **Senses** passive Perception 10 **Languages** any two **Languages**

**Challenge** 3 (700 XP)

Brave. The pirate has advantage on **Saving Throws** against being frightened.

Actions

Multiattack. The captain makes two attacks with its flintlocks or three attacks with a melee weapon.

Flintlocks. Ranged Weapon Attack: +6 to hit, range 30/90 ft., one target. Hit: 9 (2d8) piercing damage.

Rapier. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 4) piercing damage.

Duel (1/SR). The captain **Challenge**s a creature it can see within 30 feet to a duel. That creature must make a DC 13 Wisdom saving throw. On a failed save, the creature has disadvantage on attack rolls against creatures other than the captain for 1 minute. This effect ends early if the captain attacks any other creature, if one of the captain's allies attacks the creature, or if the captain is incapacitated.

Leadership (1/SR). The captain can issue a command or warning whenever one of its allies that it can see within 30 feet of it makes an attack roll or saving throw. For 1 minute, the creature can add a d4 to its roll provided it can hear and understand the pirate. A creature can only benefit from one leadership die at a time. The effect ends if the captain is incapacitated.

The consummate leaders of ships and sail, captains are the ultimate authority upon their vessels. No matter the ship, the chain of command begins at the captain, and the entire ship's smooth operation relies on the captain's sound decision making.

Down with the Ship. Every captain is expected to have a unwavering loyalty to their ship and their crew, for they demand as much in return. In times of crisis, it's the captain's ultimate responsibility to save as many crew members as possible, or die trying, oft quoted as 'a captain always goes down with the ship.' Though this is hardly the case, it neatly outlines the immense bond that a captain shares with their crew, and the burden of duty they hold.

# 666 Племенные

## Aborigines/Cavemen

These are primitive humans found in otherwise uninhabited re­gions. For every 10 aborigines there will be a 3rd level fighter. Ab­original tribes are always led by a chief (a 5th level fighter) and 1-4 subchiefs (4th level fighters). For every 10 aborigines encoun­tered there is a 10% chance that they have a shaman (3rd level priest) with them.

Most encounters (60%) will be with predominantly male war or hunting/gathering parties. There is a 40% chance that the encounter will be in or near their lair. Aborigines make their lair in natural shelters such as caves or forest groves. The number en­countered above is males; there are an equal number of females and children in the lair.

Aborigines are typically armed with stone axes, spears, and clubs.

## Barbarians/Nomads

Barbarians belong to primitive cultures that possess rudimentary **Skills** such as animal husbandry and simple manufacturing (weaving, carving). They may keep villages of simple buildings or live entirely in portable structures like tents, teepees, yurts, or wagons. In aquatic regions, they may live on watercraft like ca­noes or rafts.

Barbarians are typically armed with swords, knives, bows, spears, and clubs. Armor is limited to shields, helmets, and chestplates. They tend to be hostile toward unfamiliar wizards. Barbarians are adept at surprising opponents; other groups have a -5 penalty on their surprise rolls.

## Berserkers/Dervishes

Berserkers are violent war parties prone to manic behavior in bat­tle. When encountered, berserkers drive themselves into a battle frenzy that raises their fighting **Skills** and morale. Berserkers at­tack twice per round, or once at +2. Many use leather armor and shield, giving them **Armor Class** 7. Berserkers need never make morale checks.

Dervishes are highly religious nomads. Due to their fanatical nature, dervishes add 1 to their attack rolls and damage dice. They never check morale in combat.

If encountered during a peaceful period, berserkers may be in­distinguishable from normal warrior bands; dervishes may be mistaken for armed pilgrims.

## Tribesmen

Tribesmen have primitive cultures; they hunt, fish, and farm near their simple villages. Tribesmen are found in any climate.

For each 10 tribesmen, there will be an additional 3rd level fighter. Tribes are led by a chief (a 5th level fighter) and 1-4 sub­chiefs (4th level fighters). For every 10 encountered, there is a sha­man (4th level priest) with them, and for each 30 tribesmen encountered, a 6th level shaman. The tribe has a witchdoctor (8th level priest). Shamans and witchdoctors tend to be druidical in nature.

Tribal villages are made of local materials (grass, bamboo, mud, ice). In addition to the males encountered, there will also be an equal number of women and a 75% chance of 20-50 slaves.

Tribesmen's weapons are typically clubs, knives, spears, and bows. Armor is limited to shields.

## Племена

Warchief

Medium humanoid, any alignment

Armor Class 14 (hide)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 16 (+3) 14 (+2) 16 (+3) 16 (+3)

Saving Throws Wis +6, Cha +6

Skills Insight +6, Perception +6

Senses passive Perception 16

Languages any two languages

Challenge 5 (1,800 XP) Proficiency Bonus +3

Brute. A melee weapon deals one extra die of its damage when the warchief hits with it.

Sweeping Attack (Recharge 5–6). When the warchief makes a greataxe attack, it can make an additional greataxe attack, as a bonus action, on a creature within reach and 5 feet of the original target.

Actions

Multiattack. The war chief makes two weapon attacks.

Battle Cry (1/Day). Each creature of the warchief's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls, until the start of the warchief's next turn. The warchief can then make one attack as a bonus action.

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 16 (2d12 + 3) slashing damage.

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one creature. Hit: 10 (2d6 + 3) piercing damage in melee, or 10 (2d6 + 3) piercing damage at range.

Witch [1/2]

Medium humanoid (human), chaotic evil

**Armor Class** 10

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

7 (-2) 11 (+0) 13 (+1) 14 (+2) 11 (+0) 12 (+1)

**Skills** Arcana +4, Perception +2

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

Level 3

Spellcasting. The witch is a 3rd-**Level** spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The witch has the following wizard spells prepared:

Cantrips (at will): mage hand, prestidigitation, ray of frost

1st **Level** (4 slots): ray of sickness, sleep, Tasha's hideous laughter

2nd **Level** (2 slots): alter self, invisibility

Actions

Claws (Requires Alter Self). Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage. This attack is magical.

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

Shaman 1

Medium humanoid (any race), any alignment

**Armor Class** 11

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Medicine +4, Nature +3, Perception +4, Survival +4

**Senses** passive Perception 14

**Languages** Common, Druidic

**Challenge** 2 (450 XP) **Proficiency bonus** +2

Level 4

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

Cantrips (at will): druidcraft, produce flame, shillelagh

1st **Level** (4 slots): entangle, longstrider, speak with animals, thunderwave

2nd **Level** (3 slots): animal messenger, barkskin

Actions

Quarterstaff. Melee Weapon Attack: +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with shillelagh.

Shaman 2

Medium humanoid (human), neutral evil

**Armor Class** 13 (hide armor)

**Hit Points** 38 (7d8 + 7)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 12 (+1) 13 (+1) 10 (+0) 15 (+2) 12 (+1)

**Skills** Medicine +4, Nature +4, Perception +4, Survival +6

**Senses** passive Perception 14

**Languages** Bothii, Common

**Challenge** 2 (450 XP) **Proficiency bonus** +2

Innate Spellcasting. The shaman can innately cast the following spells. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks).

At will: dancing lights, message, mage hand, thaumaturgy

1/day: augury, bestow curse, cordon of arrows, detect magic, hex, prayer of healing, speak with dead, spirit guardians

Actions

**Spear.** Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if wielded with two hands.

**Shortbow.** Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Wolf Reaver Barbarian

Medium humanoid (any race), any chaotic alignment

**Armor Class** 16 (chain shirt, shield)

**Hit Points** 67 (9d8 + 27)

**Speed** 40 ft.

STR DEX CON INT WIS CHA

18 (+4) 12 (+1) 16 (+3) 10 (+0) 11 (+0) 9 (-1)

**Skills** Athletics +6, Intimidation +1

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Dwarvish

**Challenge** 3 (700 XP) **Proficiency bonus** +2

**Danger Sense.** The wolf reaver barbarian has advantage on Dexterity **Saving Throws** against attacks it can see when it is not blinded, deafened, or incapacitated.

**Pack Tactics.** The wolf reaver barbarian has advantage on attacks if at least one of the dwarf's allies is within 5 feet of the target and the ally isn't incapacitated.

**Reckless.** At the start of its turn, the wolf reaver **dwarf** 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 wolf reaver **dwarf** makes two melee or ranged attacks.

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

**Dagger.** Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

**Spear.** Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

Environment: Any

Like his totem, the wolf reaver barbarian travels in a pack with his brothers in arms looking for worthy challenges to prove himself. Rushing into battle beside his allies for glory as much as plunder, the wolf reaver barbarian throws caution to the wind and fights without care for his own safety.

Outland Veteran [2]

Medium humanoid (any race), any alignment

**Armor Class** 15 (hide, shield)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 12 (+1) 15 (+2) 9 (-1) 12 (+1) 9 (-1)

**Senses** passive Perception 11

**Languages** any one language (usually common)

**Challenge** 2 (450 XP) **Proficiency bonus** +2

Ferocious Attacks. The veteran rolls two damage dice for its weapon attacks (included by default in the attack description).

Pack Tactics. The veteran has advantage on an attack roll against a creature if at least one of the veteran's allies is within 5 feet of the creature and the ally isn't incapacitated,

Actions

Multiattack. The veteran makes two weapon attacks.

Handaxe. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 9 (2d6 + 2) slashing damage in melee, or 9 (2d6 + 2) slashing damage at range.

Spear. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft, one creature. Hit: 9 (2d6 + 2) piercing damage in melee, or 9 (2d6 + 2) piercing damage at range, or 11 (2d8 + 2) piercing damage if used with two hands to make a melee attack

Spirit Warrior

Medium humanoid (any race), any alignment

**Armor Class** 13 (hide armor)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Perception +4, Stealth +3, Survival +4

**Senses** passive Perception 14

**Languages** Common,

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Innate Spellcasting. The Spirit warrior’s innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no material components:

1/day each: hunter's mark, jump, pass without trace, speak with animals, speak with plants

Actions

Handaxe. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Goliath Warrior

Medium humanoid (goliath), any alignment

Armor Class 12 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 11 (+0) 16 (+3) 10 (+0) 15 (+2) 10 (+0)

Skills Athletics +6, Perception +4, Survival +4

Damage Resistances cold

Senses passive Perception 14

Languages Common, Giant

Challenge 3 (700 XP) Proficiency Bonus +2

Mountain Born. The goliath is acclimated to high altitude, including elevations above 20,000 feet.

Powerful Build. The goliath counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

Actions

Multiattack. The goliath makes two attacks with its greataxe or hurls two javelins.

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

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Reactions

Stone's Endurance (Recharges after a Short or Long Rest). When the goliath takes damage, it reduces the damage taken by 9 (1d12 + 3).

Frost Druid

Medium humanoid (human), any alignment

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 40 ft. (wolf form only), burrow 5 ft. (fox form only), climb 30 ft. (goat form only), fly 60 ft. (owl form only)

STR DEX CON INT WIS CHA

12 (+1) 13 (+1) 16 (+3) 10 (+0) 16 (+3) 9 (-1)

Saving Throws Int +3, Wis +6

Skills Nature +3, Perception +6, Survival +6

Damage Resistances cold

Senses darkvision 60ft. (beast form only), passive Perception 16

Languages Common, Druidic

Challenge 5 (1,800 XP) Proficiency Bonus +3

Spellcasting (Humanoid Form Only). The druid is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14; +6 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): druidcraft, guidance, resistance

1st level (4 slots): animal friendship, fog cloud, speak with animals

2nd level (3 slots): animal messenger, moonbeam, pass without trace

3rd level (3 slots): conjure animals, sleet storm, wind wall

4th level (3 slots): hallucinatory terrain, ice storm

5th level (1 slot): awaken

Actions

Multiattack. The druid makes two melee attacks.

Ice Sickle (Humanoid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage plus 5 (2d4) cold damage.

Maul (Beast Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Change Shape. The druid magically polymorphs into a beast form—fox, mountain goat, owl, or wolf—or back into its humanoid form. Any equipment it is wearing or carrying is absorbed or borne by the beast form (the druid's choice). It reverts to its humanoid form when it dies. The druid's statistics are the same in each form, except where noted in this stat block.

Frost druids are solitary defenders of nature and the natural enemies of civilization in the North. They seek to preserve the arctic wilderness by destroying outsiders who cross their path. Each patrols its territory in the guise of an arctic fox, a mountain goat, a snowy owl, or a wolf, reverting to human form only when it attacks. Clever ambushers, they use hallucinatory terrain spells to create illusory snowdrifts under which they can hide, or to obscure pools covered by thin ice through which others might fall.

Awakened Companions. A frost druid is often accompanied by one or more beasts, shrubs, or evergreen trees that it has made sentient using the awaken spell. These druids favor polar bears and reindeer (use the elk stat block in the Monster Manual) as companions, and such creatures typically share the druid's disposition.

Ice Sickle. A frost druid can carve a sickle out of ice, requiring a total of 24 hours for the work. Bitter cold courses through this weapon while it's in the druid's hands. If the druid dies, the ice sickle melts away. The weapon is otherwise identical to a normal sickle.

Tribal Barbarian [1/4]

Medium humanoid (any race), any alignment

**Armor Class**: 12 (hide armor)

**Hit Points** 16 (3d8 + 3) max 27

**Speed**: 30 f

STR DEX CON INT WIS CHA

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

**Senses** Passive Perception 10

**Languages** Any one language

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

Pack Tactics. The warrior has advantage on an attack roll against a creature if at least one of the warrior's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Spear. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

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

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.

Воители племени живут вне цивилизации, зачастую выживая за счёт рыбалки и охоты. Каждое племя беспрекословно подчиняется своему вождю, являющемуся самым старым воителем или представителем племени, благословенным богами.

Goliath Warrior [3]

Medium humanoid (goliath), any alignment

**Armor Class** 12 (hide armor)

**Hit Points** 67 (9d8 + 27)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 11 (+0) 16 (+3) 10 (+0) 15 (+2) 10 (+0)

**Skills** Athletics +6, Perception +4, Survival +4

**Damage Resistances** cold

**Senses** passive Perception 14

**Languages** Common, Giant

**Challenge** 3 (700 XP) **Proficiency bonus** +2

**Mountain Born.** The goliath is acclimated to high altitude, including elevations above 20,000 feet.

**Powerful Build.** The goliath counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

Actions

**Multiattack.** The goliath makes two attacks with its greataxe or hurls two javelins.

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

**Javelin**. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Reactions

Stone's Endurance (1/SR). When the goliath takes damage, it reduces the damage taken by 9 (1d12 + 3).

Hunter [1]

Medium humanoid (any race), any alignment

**Armor Class** 14 (leather armor)

**Hit Points** 33/16 {54/27} (6d8 + 6)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Nature +4, Perception +5, Stealth +6, Survival +5

**Senses** passive Perception 15

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

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Choose one of the Following. To get across the flavour of a hunter of big game, you can give scouts one of the following abilities:

Colossus Slayer (1/Turn). The scout deals an additional 4 (1d8) damage with its weapons when it hits a creature below its hit point maximum.

Giant Killer. When a Large or larger creature hits or misses the scout with a melee weapon attack, the scout can immediately make one weapon attack against that creature. (Reaction).

Horde Breaker. When the scout hits a creature with a weapon attack, it can use its bonus action to make the same attack against a different creature within 5 feet of the original target and within range of its weapon.

Keen Hearing and Sight. The Hunter has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The Hunter makes two melee attacks or two ranged attacks.

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

Longbow. Ranged Weapon Attack: +4 to hit, ranged 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Shaman [3]

Medium humanoid (any race), any alignment

**Armor Class** 12

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

4 (-3) 12 (+1) 14 (+2) 14 (+2) 16 (+3) 12 (+1)

**Skills** Medicine +5, Nature +4, Perception +5, Survival +5

**Senses** passive Perception 15

**Languages** any two **Languages**

**Challenge** 3 (700 XP) **Proficiency bonus** +2

Level 9

**Spellcasting.** The shaman is a 9th-**Level** spelicaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The shaman has the following druid spells prepared:

**Cantrips (at will):** druidcraft, shillelagh, produce flame

1st **Level** (4 slots): absorb elements, cure wounds, fog cloud, entangle

2nd **Level** (3 slots): barkskin, lesser restoration, locate object

Actions

Quarterstaff. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) bludgeoning damage if using two hands or shilleglah.

Beast Master [1]

Medium humanoid (any race), any alignment

**Armor Class** 15 (studded leather)

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 16 (+3) 14 (+2) 13 (+1) 16 (+3) 14 (+2)

**Skills** Animal Handling +5, Nature +3, Survival +5

**Senses** passive Perception 13

**Languages** any **Languages**

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Exceptional Training. The beast master can have a bond with one or more beasts from the Monster Manual, as determined by the DM. The beast obeys the master's commands as best as it can, and takes its turn on the master's initiative order. One it's turn, the beast master can verbally command the beast where to move (with no action required on the master's part). In place of one of its weapon attacks, the beast master can command the beast to take the Attack action. The beast has advantage on attacks it is commanded to make. Asa bonus action, the beast master can command the beast to take the Dash, Disengage, Dodge, or Help action. It takes attacks of opportunity and other Reactions without needing the beast master's command.

Spellcasting. The beast master is a 2nd-**Level** spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 tohit with spell attacks). The beast master has the following ranger spells prepared:

1st **Level** (2 slots): animal friendship, speak with animals

Actions

Multiattack. The beast master makes two weapon attacks.

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

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one creature. Hit: 6 (1d6 + 3) piercing damage.

Tribal Soldier Veteran [2]

Medium humanoid (any race), neutral evil

**Armor Class** 15 (studded leather)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 15 (+2) 15 (+2) 10 (+0) 12 (+1) 8 (-1)

**Senses** passive Perception 11

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

**Languages** any two **Languages**

**Challenge** 2 (450 XP)

**Natural Resilience.** A life away from the pleasures of society has made the soldier tougher than an ordinary individual. It has advantage on Constitution and Strength **Saving Throws**.

**Inspirational Presence.** Allies within 60 feet of the elder that can see it gain a +1 bonus to all attack and damage rolls. (This bonus cannot exceed +1, even if multiple veterans are present.)

Actions

Multiattack. The soldier makes two glaive attacks.

Glaive. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 7 (1d10 + 2) slashing damage.

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

Reactions

Readied Strike. Whenever a creature enters the reach of the soldier’s glaive, the soldier can immediately make a glaive

Tribal Soldier [1]

Medium humanoid (any race), neutral evil

**Armor Class** 14 (studded leather)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 15 (+2) 15 (+2) 10 (+0) 12 (+1) 8 (-1)

**Senses** passive Perception 11

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

**Languages** any two **Languages**

**Challenge** 1 (200 XP)

Natural Resilience. A life away from the pleasures of society has made the soldier tougher than an ordinary individual. It has advantage on Constitution and Strength **Saving Throws**.

Actions

Multiattack. The soldier makes two glaive attacks.

Glaive. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 7 (1d10 + 2) slashing damage.

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

Reactions

Readied Strike. Whenever a creature enters the reach of the soldier’s glaive, the soldier can immediately make a glaive attack against that creature at disadvantage.

Token Image: Warchief

Warchief

VNPC

p25

Medium humanoid, any alignment

Armor Class 14 (hide)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 16 (+3) 14 (+2) 16 (+3) 16 (+3)

Saving Throws Wis +6, Cha +6

Skills Insight +6, Perception +6

Senses passive Perception 16

Languages any two languages

Challenge 5 (1,800 XP) Proficiency Bonus +3

Brute. A melee weapon deals one extra die of its damage when the warchief hits with it.

Sweeping Attack (Recharge 5–6). When the warchief makes a greataxe attack, it can make an additional greataxe attack, as a bonus action, on a creature within reach and 5 feet of the original target.

Actions

Multiattack. The war chief makes two weapon attacks.

Battle Cry (1/Day). Each creature of the warchief's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls, until the start of the warchief's next turn. The warchief can then make one attack as a bonus action.

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 16 (2d12 + 3) slashing damage.

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one creature. Hit: 10 (2d6 + 3) piercing damage in melee, or 10 (2d6 + 3) piercing damage at range.

Fierce Berserker [ 4]

Medium humanoid (any race), any non-lawful alignment

Armor Class 13 (hide armor)

Hit Points 120 (i6d8 + 48)

Speed 30 ft.

STR DEX CON INT WIS CHA

17(+3) 13(+1) 16(+3) 10(+0) 12(+1) 11(+0)

Saving Throws Str +5, Con +5

Skills Athlet`ics +5, Intimidation +2

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 4 (1,100 XP) Proficiency Bonus +2

Reckless. At the start of its turn, the berserker 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

Relentless (1/SR). If the berserker takes damage that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack. The berserker makes three attacks.

Greataxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) slashing damage.

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

unyielding berseRKER [7]

Medium humanoid (any race), any non-lawful alignment

Armor Class 15 (hide armor)

Hit Points 142 (19d8 + 57)

Speed 30 ft.

STR DEX CON INT WIS CHA

19(+4) 14(+2) 17(+3) 10(+0) 14(+2) 13(+1)

**Saving Throws** Str +7, Con +6

**Skills Athletics** +7, Intimidation +4

**Senses** passive Perception 12

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

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

Battles Scarred. When calculating its AC, the berserker can use its Constitution modifier instead of its Dexterity modifier (already included)

Indomitable (1/LR). The berserker rerolls a failed saving throw.

Reckless. At the start of its turn, the berserker 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

Relentless (1/SR). If the berserker takes damage that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack. The berserker makes three attacks.

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

Javelin. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Legendary Actions

The berserker can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature’s turn. The warlord regains spent legendary actions at the start of its turn.

Weapon Attack. The berserker makes a weapon attack.

Charge (Costs 2 Actions). The berserker moves up to its speed, then makes an attack with its greataxe.

Indomitable Berserker [10]

Medium humanoid (any race), any non-lawful alignment

Armor Class 16 (hide armor)

Hit Points 178 (2id8 + 84)

Speed 30 ft.

STR DEX CON INT WIS CHA

20(+5) 14(+2) 18(+4) 10(+0) 15(+2) 14(+2)

Saving Throws Str +9, Con +8

Skills Athletics +9, Intimidation +6

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 10 (5,900 XP) Proficiency Bonus +4

Battles Scarred. When calculating its AC, the berserker can use its Constitution modifier instead of its Dexterity modifier (already included)

Indomitable (3/LR). The berserker rerolls a failed saving throw.

Reckless. At the start of its turn, the berserker 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

Relentless (1/SE). If the berserker takes damage that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack. The berserker makes three attacks.

Greataxe. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) slashing damage.

Javelin. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Legendary Actions

The berserker can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature’s turn. The warlord regains spent legendary actions at the start of its turn.

Weapon Attack. The berserker makes a weapon attack.

Charge (Costs 2 Actions. The berserker moves up to its speed, then makes an attack with its greataxe.

Barbarian leader

Medium humanoid (any race), any alignment

Armor Class 15 (unarmored defense)

Hit Points 75 (10d8 + 30)

Speed 40 ft.

STR DEX CON INT WIS CHA

16 (+3) 15 (+2) 17 (+3) 10 (+0) 12 (+1) 16 (+3)

Saving Throws Str +5, Con +5

Skills Athletics +5, Intimidation +5

Condition Immunities charmed, frightened

Senses passive Perception 11

Languages any one language

Challenge 3 (700 XP) Proficiency Bonus +2

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

Unarmored Defense. While the barbarian leader is wearing no armor, its AC includes its Constitution modifier.

Actions

Multiattack. The barbarian leader makes one weapon attack and uses Rallying Cry.

Greataxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) slashing damage.

Handaxe. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Rallying Cry. The barbarian leader chooses one ally it can see within 30 feet of it. If the ally can see or hear the barbarian leader, it gains 10 temporary hit points and can't be frightened for 1 minute.

Legendary Actions

The barbarian leader can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The barbarian leader regains spent legendary actions at the start of its turn.

Charge. The barbarian leader moves up to its speed.

Rallying Cry. The barbarian leader uses Rallying Cry.

Weapon Attack. The barbarian leader makes one weapon attack.

Command Ally. The barbarian leader targets one ally it can see within 30 feet of it. If the target can see and hear the barbarian leader, it can make one weapon attack as a reaction.

Frighten Foe (Costs 2 Actions). The barbarian leader targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 13 Wisdom saving throw or be frightened until the end of barbarian leader's next turn.

Barbarian

Medium humanoid (any), any non-lawful alignment

Armor Class 13 (hide armor)

Hit Points 39 (6d8 + 12)

Speed 40 ft.

STR DEX CON INT WIS CHA

16 (+3) 12 (+1) 14 (+2) 8 (-1) 10 (+0) 8 (-1)

Saving Throws Str +5, Con +4

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP) Proficiency Bonus +2

Rage (Recharges after a Short or Long Rest). As a bonus action, the barbarian can enter a rage at the start of its turn. The rage lasts for 1 minute or until the barbarian is incapacitated. While raging, the barbarian gains the following benefits:

• The barbarian has advantage on Strength checks and Strength saving throws.

• When it makes a melee weapon attack, the barbarian gains a +2 bonus to the damage roll.

• The barbarian has resistance to bludgeoning, piercing, and slashing damage.

• The barbarian can make a single melee weapon attack as a bonus action.

• The barbarian can't be charmed or frightened.

Reckless. At the start of its turn, the barbarian 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 barbarian makes two greatsword attacks or two longbow attacks.

Greatsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage, or 12 (2d6 + 5) slashing damage while raging.

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

# 777 Эльфы Противники

## Про эльфов

Elite Elven Archer

Medium humanoid (elf), any alignment

**Armor Class** 16 (studded leather armor)

**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** Elvish plus any one language

**Challenge** 3 (700 XP) **Proficiency bonus** +2

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.

Eldreth Veluuthra Nightwarden

Medium humanoid (elf), chaotic evil

Armor Class 15 (leather armor)

Hit Points 22 (5d8+5)

Speed 35 ft.

STR DEX CON INT WIS CHA

14(+2) 18(+4) 14(+2) 10 (+0) 16 (+3) 10 (+0)

Saves DEX +7, WIS +6

Skills Perception +6, Stealth +7, Survival +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elvish

Challenge 7 (2900 XP)

Keen Sight. The nightwarden has advantage on Wis¬dom (Perception) checks that rely on sight.

Sneak Attack. The nightwarden 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 nightwarden that isn’t incapacitated and the nightwarden doesn’t have disadvantage on the attack roll.

Innate Spellcasting. The nightwarden’s innate spell¬casting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

3/day: dancing lights, fog cloud 2/ day: bestow curse, ray of sickness 1/day: hold person, ray of enfeeblement

ACTIONS

Multiattack. The nightwarden makes two melee or two ranged attacks.

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

Shortbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: 7 (1d6+4) piercing dam¬age. If the target is a human, it must succeed on a DC 15 Constitution saving throw or be poisoned until the end of its next turn.

Nightwardens are the leaders of the Eldreth Ve¬luuthra cell in the Hullack forest. They combine elven mastery of blade and bow with twisted druidic magic learned from the hags of the forest.

Eldreth Veluuthra Manhunter

Medium humanoid (elf), chaotic evil

Armor Class 14 (leather armor)

Hit Points 22 (5d8+5)

Speed 35 ft.

STR DEX CON INT WIS CHA

10(+0) 16(+3) 12(+1) 10(+0) 14(+2) 10(+0)

Skills Perception +4, Stealth +5, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish

Challenge 1/2 (100 XP)

Ambusher. In the first round of combat, the man¬hunter has advantage on attack rolls against a crea¬ture it has surprised.

ACTIONS

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

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6+3) piercing dam¬age. If the target is a human, it must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

ELF SOLDIER

Medium humanoid (gold elf), any allignment

**Armor Class** 17 (breastplate)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 15 (+2) 13 (+1) 12 (+1) 12 (+1) 8 (-1)

**Saving Throws** Str +3, Con +3

**Skills** Athletics +3, Perception+3, Stealth +4

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, shields

**Tools Proficiency** usually none

**Condition Immunities**

**Senses** low light vision, passive Perception 13

**Languages** Common, Chondathan, Elvish

**Challenge** 1 (200 XP) **Proficiency bonus** +2

**Level** 3

Martial Training II. Elf soldier gains +2 bonus to attack rolls and combat maneuvers DC.

Keen Hearing and Sight. Elf soldier has advantage on Wisdom (Perception) checks that rely on hearing or sight.

**Equipment.** masterwork elvencraft breastplate, masterwork elvencraft composite longbow (Str +1) with 20 arrows, masterwork elvencraft short sword

**Morale** 8

Actions

Multiattack. Elf soldier makes two weapon attacks.

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

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

REACTIONS

Parry. When an attacker hits Purple Dragon first sword with a melee attack and Purple Dragon first sword can see the attacker, he can add 3(1d6) to his AC against the triggering attack, provided that he’s wielding a melee weapon.

Protection. When a creature Sir Braford can see attacks a target other than him that is within 5 feet of him, he can use a reaction to use his shield to impose disadvantage on the attack roll.

**Climate/Terrain/Enviroment:** EV in Hullack forest, LM in King’s Forest, forest

**Organization:**

**Possessions:** masterwork breastplate, masterwork composite longbow (Str +1) with 20 arrows, masterwork rapier, masterwork short sword, 2d8 gp.

Elf soldier is low rank member of Lalya or Eldreth Veluuthra

ELF ARCANE WARRIOR

Medium humanoid (gold elf), any alignment

**Armor Class** 15 (Chain shirt)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 16 (+3) 12 (+1) 14 (+2) 12 (+1) 8 (-1)

**Saving Throws** Str +4, Con +4

**Skills** Athletics +4, Perception+4, Stealth +6, Arcana +5

**Weapon Proficiency** simple, martial

**Armor Proficiency** light, medium, shields

**Tools Proficiency** usually none

**Condition Immunities**

**Senses** low light vision, passive Perception 13

**Languages** Common, Elvish

**Challenge** 3 (200 XP) **Proficiency bonus** +3

**Level** 6

Martial Training II. Elf Arcane Warrior gains +2 bonus to attack rolls and combat maneuvers DC.

Keen Hearing and Sight. Elf Arcane Warrior has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Fey Ancestry. Elf Arcane Warrior has advantage on **Saving Throws** against being charmed, and magic can't put him to sleep.

Spellcasting. Elf Arcane Warrior is a 7th-**Level** spellcaster that uses Intelligence as his spellcasting ability (spell save DC 13, +5 to hit with spell attacks). Elf Arcane Warrior has the following spells prepared from the wizard spell list:

Cantrips (at will): fire bolt, booming blade, green flame blade

1st **Level** (4 slots): longstrider, magic missile, shieldRE, thunderwave

2nd **Level** (2 slots): magic weapon, misty stepBA

War Magic. When Elf Arcane Warrior uses his action to cast a cantrip, he can also take a bonus action to make one weapon attack.

Weapon Bond. Provided his longsword is on the same plane Elf Arcane Warrior can take a bonus action to teleport it to his hand.

**Equipment.** masterwork elvencraft chain shirt, masterwork elvencraft composite longbow (Str +1) with 20 arrows, masterwork elvencraft long sword with Ruby of Warmage

**Morale** 8

Actions

Multiattack. Elf arcane warrior makes two weapon attacks. He can cast any cantrip in place of one attack.

Long sword. Melee Weapon Attack: +8 to hit, reach 5 ft., target. Hit: 8 (1d8 + 4) slashing damage

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

REACTIONS

Parry. When an attacker hits Elf Arcane Warrior with a melee attack and Elf Arcane Warrior can see the attacker, he can add 3(1d6) to his AC against the triggering attack, provided that he’s wielding a melee weapon.

**Climate/Terrain/Enviroment:** EV in Hullack forest, LM in King’s Forest, forest

**Organization:**

**Possessions:** masterwork breastplate, masterwork composite longbow (Str +1) with 20 arrows, masterwork rapier, masterwork short sword, 2d8 gp.

Elf soldier is low rank member of Lalya or Eldreth Veluuthra

Elf-Lord

Medium Elf

Armour Class 12 (10 + DEX)

**Hit Points** 78 (12d8+24

**Speed** 30 ft

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 15 (+2) 16 (+3) 15 (+2) 15 (+2)

**Saving Throws** Dexterity +6, Charisma +6

**Skills** Traditions +7, Persuasion +6, Lore +6

**Senses** passive Perception 16

**Languages** Westron, Sindarin, Woodland, Quenya

**Challenge** 4 (1,100 XP)

Stargazer: The Elf-Lord’s ancient wisdom and insight aids her when dealing with impatient mortals. Wisdom (Insight) checks to discern the Elf­Lord’s thoughts have disadvantage.

Actions

Multiattack: The Elf-Lord makes two bitter spear attacks.

Bitter Spear: Melee Weapon Atack: +7 to hit, reach 5 ft., one target. Hit: 6 (1 d8+2) piercing damage. On a critical hit, the Elf-Lord deals an additional 2d6 damage.

**Climate/Terrain/Enviroment:** EV in Hullack forest, LM in King’s Forest, forest

**Organization:**

**Possessions:** masterwork breastplate, masterwork composite longbow (Str +1) with 20 arrows, masterwork rapier, masterwork short sword, 2d8 gp.

Elf soldier is low rank member of Lalya or Eldreth Veluuthra

Elvish Veteran Archer

Medium humanoid (elf), chaotic good or chaotic neutral

**Armor Class** 15 (studded leather)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 16 (+3) 12 (+1) 11 (+0) 13 (+1) 11 (+0)

**Skills** Nature +2, Perception +5, Stealth +5, Survival +3

**Senses** passive Perception 15

**Languages** Common, Elvish

**Challenge** 3 (700 XP)

Special Traits

Beast Hunter. The elvish veteran archer has advantage on Wisdom (Survival) checks to track beasts and on Intelligence (Nature) checks to recall information about beasts.

Fey Ancestry. The elvish veteran archer has advantage on **Saving Throws** against being charmed, and magic can’t put the elvish archer to sleep.

Keen Hearing and Sight. The elvish veteran archer has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Magic Weapons. The elvish veteran archer’s weapon attacks are magical.

Stealthy Traveler. The elvish veteran archer can use Stealth while traveling at a normal pace.

Surprise Attack. If the elvish veteran archer surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Multiattack. The elvish veteran archer makes two melee attacks or three ranged attacks.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 7 (1d6 + 4) piercing damage.

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

Volley (Recharge 6). The elvish archer makes one ranged attack against every enemy within 10 feet of a point it can see.

The elvish veteran archer is a stealthy hunter that quietly slips through the wood watching for game or intruders. While capable with a sword, the elvish archer’s true skill lies with the longbow and when unseen, she can launch a volley of arrows at her foes with deadly result.

**Climate/Terrain/Enviroment:** EV in Hullack forest, LM in King’s Forest, forest

**Organization:**

**Possessions:** masterwork breastplate, masterwork composite longbow (Str +1) with 20 arrows, masterwork rapier, masterwork short sword, 2d8 gp.

Elf soldier is low rank member of Lalya or Eldreth Veluuthra

ELVEN RANGER

Medium humanoid (elf), neutral good

Armor Class 15 (chain shirt)

Hit points 16 (3d8 + 3)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses dark vision 60 ft., passive Perception 15

Languages Common, Elven

Challenge 1 (200 XP)

Equipment. The elven ranger owns a longbow, a quiver with 20 arrows, a pair of gracefully curved shortswords, a hand axe, a chain shirt, a grey-green traveler’s cloak, a wool tunic and pants, a pair of high boots, a backpack, 50’ of rope, a grappling hook, a blanket, a tinder box, 2 torches, and 1 week’s iron rations.

Colossus Slayer. When the elven ranger hits a creature with a weapon attack, the creature takes an extra 1d8 damage if it’s below its hit point maximum. He can deal this damage only once per turn.

Fey Ancestry. The elven ranger has advantage on saving throws against being charmed, and magic can’t put him to sleep.

Keen Hearing and Sight. The elven ranger has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

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

Longbow. Ranged weapon attack: +7 to hit, ranged 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

ELVEN RANGER CAPTAIN “EOGAN”

Medium humanoid (elf), neutral good

Armor class 16 (studded leather)

Hit points 45 (6d8 + 12)

Speed 30 ft.

STR DEX CON INT WIS CHA

10(0) 18(+4) 14(+2) 12(+1) 14(+2) 12(+1)

Skills Nature +6, Perception +7, Stealth +9, Survival +7

Senses dark vision 60 ft., passive Perception 17

Languages Common, Draconic, Elven

Challenge 3 (700 XP)

Equipment. The elven ranger captain owns a longbow, a quiver with 20 arrows, a pair of gracefully curved shortswords, a dagger +1, guardian, a suit of studded leather armor, a grey-green traveler’s cloak, a wool tunic and pants, a pair of high boots, a backpack, 50’ of rope, a grappling hook, a blanket, a tinder box, 2 torches, 1 week’s iron rations, and a potion of diminution.

Colossus Slayer. When the elven ranger captain hits a creature with a weapon attack, the creature takes an extra 1d8 damage if it’s below its hit point maximum. He can deal this damage only once per turn.

Fey Ancestry. The elven ranger captain has advantage on saving throws against being charmed, and magic can’t put him to sleep.

Keen Hearing and Sight. The elven ranger captain has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. The elven ranger captain makes two melee or ranged weapon attacks.

Dagger +1. Melee weapon attack: +8 to hit, reach 5 ft., one target. Hit: 7 (1d4 + 5) piercing damage.

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

Longbow. Ranged weapon attack: +9 to hit, ranged 150/600 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

ELVEN SCHOLAR “GWORTHERYN”

Medium humanoid (elf), neutral good

Armor class 16 (leather armor +1)

Hit points 31 (4d8 + 8)

Speed 30 ft.

STR DEX CON INT WIS CHA

12(+1) 18(+4) 14(+2) 19(+4) 17(+3) 14(+2)

Skills Arcane +8, History +8, Investigation +6, Medicine +5, Nature +6, Perception +5, Performance +4, Stealth +6, Survival +5

Senses dark vision 60 ft., passive Perception 15

Languages Common, Elven, Goblin, Orc, Sylvan

Challenge 1/2 (100 XP)

Equipment. The elven scholar owns leather armor +1, a gracefully curved longsword and dagger, a longbow, a quiver with 20 arrows and 6 arrows +2, an embroidered cloak, a pair of boots, a backpack, a week's iron rations, and a lute.

Fey Ancestry. The elven scholar has advantage on saving throws against being charmed, and magic can’t put him to sleep.

Spellcasting. The elven scholar is a 4th level spellcaster. His spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). Gwortheryn knows the following spells:

Cantrips (at will): mage hand, minor illusion, vicious mockery

1st level (4 slots): charm person, comprehend languages, detect magic, speak with animal

2nd level (3 slots): invisibility, locate object, silence

ACTIONS

Cutting Words (2/day). When a creature that the elven scholar can see within 60 feet of him makes an attack roll, an ability check, or a damage roll, he can use his reaction to impose a penalty of 1d6 on the creature’s roll.

Song of Rest. The elven scholar can perform a song while taking a short rest. Any ally who hears his song recovers an extra 1d6 hit points provided it spends at least one Hit Dice to regain hit points at the end of that rest. The elven scholar can confer this benefit upon himself.

Longsword. Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage.

Dagger. Melee weapon attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

Longbow. Ranged weapon attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 4 +2) piercing damage.

ELVEN WIZARD “FAELAN”

Medium humanoid (elf), neutral good

Armor class 12(none)

Hit points 32 (5d6 + 10)

Speed 30 ft.

STR DEX CON INT WIS CHA

7(-2) 14(+2) 14(+2) 18(+4) 15(+2) 14(+2)

Skills Arcane +7, Deception +5, History +7, Nature +7, Perception +5

Senses dark vision 60 ft., passive Perception 15

Languages Common, Draconic, Elven

Challenge 1 (200 XP)

Equipment. The elven wizard owns a slightly notched shortsword and dagger, a shabby linen tunic and pants, a leather belt, a pair of low boots, a belt pouch, a pair

of dice carved with leaves, and a spell book with arcane spells.

Fey Ancestry. The elven wizard has advantage on saving throws against being charmed, and magic can’t put him to sleep.

Sculpt Spells. If Faelan casts a spell that affects other creatures he can see, he can choose a number of the up to 1 + the spell’s level. The chosen creatures succeed automatically on their saving throws versus the spell, and take no damage from it.

Spellcasting. The elven wizard is a 5th level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Faelan knows the following spells:

Cantrips (at will): dancing lights, light, mage hand, mending, minor illusion

1st level (4 slots): alarm, color spray, disguise self, feather fall

2nd level (3 slots): arcane lock, detect thoughts, invisibility, phantasmal force, suggestion

3rd level (2 slots): dispel magic, fear, nondetection, slow

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

Dagger. Melee weapon attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Elven Warden

Medium humanoid (elf), chaotic good

**Armor Class** 16 (studded leather)

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

**Speed** 30 ft.

STR

15 (+2)

DEX

18 (+4)

CON

14 (+2)

INT

15 (+2)

WIS

11 (+0)

CHA

14 (+2)

**Senses** darkvision 60 ft., Passive Perception 10

**Saving Throws** Str +4, Dex +6, Wis +2

**Skills** Athletics +4, Deception +4

**Languages** Common, Elvish

**Challenge** 2 (450 XP)

Fey Ancestry. The elven warden has advantage on **Saving Throws** against being charmed, and magic can’t put them to sleep.

Actions

Multiattack. The elven warden makes three melee attacks: two with their longsword and one with their dagger. Or the warden makes two ranged attacks with their daggers.

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

Reactions

Parry. The elven warden adds 2 to its AC against one melee attack that would hit it. To do so, the elven warden must see the attacker and be wielding a melee weapon.

Gnome eldritch rogue

Small humanoid (gnome), neutral

**Armor Class** 15 (leather armor)

**Hit Points** 22 (4d6+8)

**Speed** 25 ft.

STR DEX CON INT WIS CHA

8(-1) 17(+3) 14(+2) 15(+2) 10(+0) 12(+1)

**Senses** darkvision 60 ft.

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

**Skills** Acrobatics +5, Deception +3, Insight +2, Perception +4, Persuasion +3, Stealth +7

**Languages** Common, Gnomish, Goblin, Sylvan

**Challenge** 1 (200 XP)

Cunning Action. Gnome eldritch rogue can take a bonus action to take the Dash, Disengage, or Hide action.

Gnome Cunning. Gnome eldritch rogue has advantage on Intelligence, Wisdom and Charisma **Saving Throws** against magic.

Spellcasting. Gnome eldritch rogueis a 4th-**Level** spellcaster that uses Intelligence as his spellcasting ability (spell save DC 12, +4 to hit with spell attacks). Gnome eldritch rogue has the following spells prepared from the wizard spell list.

Cantrips (at will): mage hand, minor illusion, prestidigitation, ray of frost

1st lev el (3 slots): charm person, color spray, disguise self, longstrider

Actions

Multiattack. Gnome eldritch rogue attacks twice with his shortswords.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, or 9 (1d6 + 3) plus (1d6) piercing damage if the target is Medium or larger.

Fiend Slayer

Medium humanoid (any race), any alignment

**Armor Class** 18 (chainmail, shield)

**Hit Points** 26 (4d10 + 4)

**Speed** 30 ft.

STR

16 (+3)

DEX

8 (-1)

CON

12 (+1)

INT

9 (-1)

WIS

12 (+1)

CHA

14 (+2)

**Senses** passive Perception 11

**Saving Throws** Wis +1, Cha +4

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

**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.

Greenskin Orc Elf Hunter

Medium humanoid (orc), chaotic evil

**Armor Class** 17 (studded leather)

**Hit Points** 105 (14d8 + 42)

**Speed** 35 ft.

STR

17 (+3)

DEX

20 (+5)

CON

15 (+2)

INT

9 (-1)

WIS

14 (+2)

CHA

8 (-1)

**Senses** darkvision 60 ft., passive Perception 15

**Saving Throws** Str +6, Dex +8

**Skills** Acrobatics +8, Intimidation +2, Nature +2, Perception +5, Stealth +8 (+11 in forests), Survival +5

**Languages** Common, Elvish, Orc, Sylvan

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

Arboreal Hunter. The greenskin orc has advantage on Dexterity (Stealth) checks when in temperate or warm forests.

Favored Enemy. The elfhunter has advantage on Wisdom (Perception) and Wisdom (Survival) checks to track or notice any variety of elf or fey creature.

Forest Hunter. When the elfhunter hits a creature with a weapon attack, the creature takes an extra 3 (1d6) damage (included in the weapon damage).

Land Stride. The elfhunter can move through nonmagical difficult terrain without using extra movement and can pass through nonmagical plants without being slowed by them and without taking damage from them even if they have thorns, spines, or a similar hazard.

Spellcasting. The elfhunter is an 8th **Level** spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following ranger spells prepared:

1st **Level** (4 slots): cure wounds, detect magic, jump, longstrider

2nd **Level** (3 slots): find traps, pass without trace, silence

Actions

Multiattack. The green orc elfhunter makes two attacks with its longsword or two with its longbow.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (1d8 + 1d6 + 3) slashing damage or 12 (1d10 + 1d6 + 3) slashing damage when used with two hands.

Longbow. Ranged Weapon Attack: +8 to hit, range 150/600 ft., one target. Hit: 13 (1d8 +1d6 + 5) piercing damage.

age if the target is a creature below its **Hit Points** maximum.

Red Tiger Bladesinger

Medium humanoid (elf), any alignment

Armor Class 21 (studded leather armor)

Hit Points 78 (12d8 + 24)

Speed 40 ft.

STR DEX CON INT WIS CHA

10 (+0) 20 (+5) 15 (+2) 18 (+4) 13 (+1) 15 (+2)

Skills Acrobatics +8, Perception +4, Performance +8

Senses darkvision 60 ft., passive Perception 13

Languages Elvish plus any two languages

Challenge 5 (1,800 XP) Proficiency Bonus +3

Bladesong. While the bladesinger isn't wearing Medium or Heavy armor or using a shield, its AC includes its Intelligence modifier, and it has advantage on Constitution saving throws made to maintain concentration on a spell.

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

Spellcasting. The bladesinger is a 5th-level spellcaster. It spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): gust, mending, prestidigitation, ray of frost

1st Level (4 slots): color spray, expditious retreat, false life, find familiar, shield

2nd Level (3 slots): cloud of daggers, hold person, mirror image, misty step, see invisibility, spider climb

3rd Level (2 slots): counterspell, fly, haste

Victorious Blades. The bladesinger's melee weapon attacks are magical, and it adds its Intelligence modifier to the weapon's damage (included in the attack).

Actions

Multiattack. The bladesinger makes two attacks with its scimitar.

Scimitar. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (1d6 + 9) slashing damage.

Source: CC:NPC

Elvish Veteran Archer

Medium humanoid (elf), chaotic good or chaotic neutral

**Armor Class** 15 (studded leather armor)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 16 (+3) 12 (+1) 11 (+0) 13 (+1) 11 (+0)

**Skills** Nature +2, Perception +5, Stealth +5, Survival +3

**Senses** passive Perception 15

**Languages** Common, Elvish

**Challenge** 3 (700 XP) **Proficiency bonus** +2

Beast Hunter. The elvish veteran archer has advantage on Wisdom (Survival) checks to track beasts and on Intelligence (Nature) checks to recall information about beasts.

Fey Ancestry. The elvish veteran archer has advantage on **Saving Throws** against being charmed, and magic can't put the elvish archer to sleep.

Keen Hearing and Sight. The elvish veteran archer has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Magic Weapons. The elvish veteran archer's weapon attacks are magical.

Stealthy Traveler. The elvish veteran archer can use Stealth while traveling at a normal pace.

Surprise Attack. If the elvish veteran archer surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Multiattack. The elvish veteran archer makes two melee attacks or three ranged attacks.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

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

Volley (Recharge 6). The elvish archer makes one ranged attack against every enemy within 10 feet of a point it can see.

Environment: Any

Elite Elven Archer

Medium humanoid (elf), any alignment

Armor Class 16 (studded leather armor)

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 Elvish plus any one language

Challenge 3 (700 XP) Proficiency Bonus +2

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.

# 777 Хобгоблины

Gang (4-9),

band (10-100 plus 50% noncombatants plus 1 3rd-**Level** sergeant per 20 adults and 1 leader of 4th-6th level),

warband (10-24), or

tribe (30-300 plus 50% noncombatants plus 1 3rd-**Level** sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, 2-4 dire wolves, and 1-4 ogres or 1-2 trolls)

### Hobgoblins

Marching to the beat of an unheard drum, the figure tramps forward at the head of the column, one of several legions forging a new throughway over the hills, the plume of smoke dominating the skyline now all that remains of their last stop. Layers of mail and plate clatter, scuffed, scratched, dented, but the figure bears them as easily as its own skin. The creases carved in its leathery face speak of battle¬cries and pain, not laughter. His keen ears hone in on commotion in the column behind, lesser soldiers jostling and bargainingfor their share of the spoils, greedy eyes panning over their captives, squabbling over the chattel like commoners at a fruit market. He barks a short order in a harsh tongue, silencing them in a heartbeat. The march continues, unabated. This is a hobgoblin.

Hobgoblins live to make war; not the chaotic pillaging and destruction of many other monstrous races, but full-fledged, organized war. Every facet of their society is geared towards it; their strict social hierarchy, harsh punishments, even their naming conventions all aid in their martial endeavors.

Unlike its goblin kin, an individual hobgoblin is more than able to hold its own against any of the civilized races. As a unit in formation though, hobgoblins are almost without peer. Their unbreakable shield walls are legendary as both an offensive and defensive formation among those who have faced them. Other common formations include Kraana (‘the teeth’), a staggered front line for luring in cavalry to be enveloped, Jaashk (‘the spear’), a wedge for piercing through an enemy line, and Jaakja (‘the hedgehog’), a bristling pike formation used to deny areas of the battlefield to the enemy.

Hobgoblins stand around six feet tall, with an athletic physique that comes with a lifetime of hard drilling, their skin is leathery, tending towards greys, or even purples with flecks of orange or reddish tan. Like goblins, their ears and nose do not stop growing but, unlike their smaller cousins, males are capable of growing facial hair around the chin and corners of the mouth. As with most things, this feature is used to denote rank and status, with senior hobgoblins growing longer beards than those under their command. It has been suggested that lower ranking hobgoblins are physically incapable of growing beards; either seniors exude some sort of suppressive pheromone, or promotion to command stimulates the increase of hormones necessary for longer beard growth.

Clothing is practical, mass-produced and, for the most part, unadorned. Their fondness for the simple hobnailed boot gives them their name amongst civilized folk. A few generals and warlords like to flaunt their success by adding flourishes to their armor, but this focus on the impractical is viewed as an eccentricity by most. Hobgoblins would much prefer to receive good quality equipment as a reward than gold which, amongst themselves, they view as an unnecessary step in the process of refining their efficiency as a fighter. However, they do understand the value of gold when dealing with other races (generally for slaves and steel), and as a measure of successful conquest.

#### CULTURE

Slaves are the true measure of an individual’s worth in hobgoblin culture, and exist in two distinct castes; schett personal slaves, and schaaf the lower, public slaves.

Personal slaves are the property of the officer who captured them, and are expected to carry out tasks unbefitting of a warrior, such as writing and carrying missives, stitching clothes, tending to fires and carrying supplies. While treatment of personal slaves differs from officer to officer, it is uncommon for them to be treated any better than cattle. Some enjoy doling out severe beatings for minor (or invented) offenses, others like to organize gladiatorial games, and some show little interest in their property. While the latter may seem optimal for the slaves in question, disinterest can prove deadly if the master doesn’t bother to apply for their food rations.

Public slaves vastly outnumber hobgoblins in any settlement, and occupy every non-military role needed; they tend to livestock, work the mines, and carry out the bulk of the hard labor needed to maintain defenses. They lead miserable lives, and the hobgoblins do all they can to stamp out any spark of resistance. It is common, for example, for a slave to have a set number of beatings a month, regardless of wrongdoing, and even to ‘declare war’ for a few days each year, during which time no hobgoblin will face punishment for killing a slave.

Hobgoblin females of high rank generally see it as their duty to pass on their evidently strong genes to the next generation and the difficulties of fighting whilst pregnant usually keep them out of active service. Unlike most non-combatants though, high-ranking females are still awarded a great deal of respect (dependent on their previous martial reputation). Wars have been fought and kingdoms have been sacked as dowries for particularly desirable females.

Children are raised communally, often becoming the responsibility of a lower ranking individual angling for a promotion, until they are five years of age. At this point they are segregated from other members of society and undergo a brutal system of training known as Kraachka; ‘the forging’. Youngsters are divided into units of ten, grouping together strangers where possible. These units go through the forging together, swearing loyalty as one, and answerable as one. Soldiers-in-training are intentionally underfed to acclimate them to the possibility of starvation while on campaign, and to encourage them to use their cunning if they want a full belly. Stealing is expected, but any caught doing so will be punished severely along with the rest of the unit. They are trained to take these beatings without showing pain or weakness.

After ten years of drilling, and spending winters out in the wilderness with only their wits to warm themselves, the students take the final test Graat, ‘the anvil’; a militia is raised from the strongest slaves and, armed, armored and commanded by their masters, a war is declared against the young hobgoblins. Given basic supplies and a day’s head start, they must emerge victorious, or the survivors must take their place among the slaves.

#### ENVIRONMENT

Hobgoblins have a profound impact on their environment. Once they establish a base, they will move outwards like a plague of ravenous insects, stripping all resources from the land if given the opportunity. After months or years, the army will depart with its spoils, leaving in its wake desolate fields and dry riverbeds; wastelands to be picked over by feral dogs, carrion birds, and the desperate few survivors not marched away in chains.

As well as the large-scale consumption of their surroundings, hobgoblins make huge changes on a local level; their fortifications are second to none. Upon occupying a new area, every hobgoblin and slave’s efforts will be focused on digging lines of trenches, clearing surrounding forest to remove cover and provide wood for lines of stakes, and serviceable stockades can spring up in a matter of a few days. Over time, if the hobgoblins remain, this wooden skeleton will be reinforced with clay or mud or, in some cases, replaced piece by piece with stonework if they are able.

#### ROLEPLAYING HOBGOBLINS

Hobgoblins are hard, unrelenting and uncompromising, but they are not fools. It is not unheard of for them to cooperate with other races if their aims overlap, or even for a tribe to be employed as a large scale mercenary force if the reward is good enough, regardless of the ideals of their employer. Pragmatic and cold, hobgoblins are not the world’s best conversationalists; small talk is more or less unheard of, and an outsider can only realistically expect to hear boasts, war stories, and impassioned discussion of preferred combat tactics.

Most hobgoblins take the view that other races are needlessly decadent and that theirs is a superior and purer way of life, making little effort to hide these views in mixed company. This understandably leads to some ill will from others, and a few hobgoblins take joy in goading others to the pointthatweapons are drawn as a demonstration of their own restraint and their opponent’s lack of discipline.

#### COMBAT TACTICS

Hobgoblins excel at fighting as an efficient unit and maintain their discipline in the face of all but the most unusually fierce opposition. They coordinate their varied **Skills** to best suit the situation, most commonly using an advancing line of shields to allow ranged troops to keep up a constant volley or to force foes together for more lightly-equipped skirmishers to harry. If their formations are broken up, they will attempt to make the best of the situation by flanking their enemy with two smaller units.

In large scale combat, their most common formations are Kraana, (‘the teeth’, where seemingly weak areas of the front line are presented to draw in an attack; when the enemy drives these areas back, the stronger units to either side close in and envelope them) Jaashk (‘the spear’, where the strongest and most heavily armored units are concentrated in a spear point to force an opening in enemy lines), and Jaakja (‘the hedgehog’, where the infamous pike¬walls are used to drive enemies towards unfavorable terrain).

If their losses begin to mount up, or the chances of victory begin to slim, hobgoblins are not too proud to withdraw to fight another day. It is incredibly rare for this to take the form of a disorganized rout as with most races; hobgoblin battle-plans usually account for a chance of failure, so there will be provisions in place to fall back to a defensible position in an orderly fashion once things start to turn against them.

#### LANGUAGE AND COMMON NAMES

Hobgoblins speak plainly, and their language reflects this. It is less clipped and chattering than basal Goblin, but still favors hard consonants. It is rare for a word to have more than one meaning, and existing words are clumped together to describe new concepts.

Hobgoblins bear short, sharp names, easy to bark orders to and differentiate in battle, multisyllabic names are rare, and generally only found amongst high ranking officers.

Hobgoblin Names: Borkol, Daksh, Garl, Gorshk, Grak, Karsh, Korb, Krach, Rachka, Rakst, Skaal, Stol, Trosk, Zask

HOBGOBLIN WARBANDS CR 13 -16

Use these tables to generate a hobgoblin encounter quickly and d8 CR Group Members

easily, either by rolling a d8 or selecting an appropriate **Challenge** rating. Note that some groups include allies, mercenaries, or conscripts from other races.

CR 1-4 1 13 6 worg runts, 2 hobgoblin grunts, 8 hobgoblin warriors, 1 worg mother, 2 hobgoblin soldiers

2 13 1 hobgoblin arbalester, 2 hobgoblin soldiers, 1 hobgoblin legate

d8 CR Group Members 3 14 6 hobgoblin archers, 6 hobgoblin pikemen, 2

1 1 4 hobgoblin scouts worg alphas

4 14 8 hobgoblin grunts, 2 hobgoblin warriors, 6 orc soldiers, 4 orc warriors, 2 hobgoblin archers, 2 hobgoblin pikemen

2 1 2 hobgoblin grunts

3 2 2 hobgoblin scouts, 2 hobgoblin grunts, 1 hobgoblin warrior

5 15 10 hobgoblin warriors, 5 hobgoblin archers, 1 hobgoblin legate

4 2 4 hobgoblin warriors

5 3 6 hobgoblin scouts, 3 hobgoblin warriors 6 15 10 hobgoblin pikemen, 1 orc berserker

6 3 4 worg pups, 4 hobgoblin scouts, 2 worg runts, 2 hobgoblin grunts 7 16 8 hobgoblin scouts, 4 hobgoblin grunts, 4 hobgoblin soldiers

7 4 4 hobgoblin scouts, 3 hobgoblin grunts, 2 hobgoblin warriors, 1 orc soldier 8 16 8 hobgoblin archers, 8 hobgoblin pikemen

8 4 4 hobgoblin scouts, 3 hobgoblin archers CR 17-20

CR 5- -8 d8 CR Group Members

d8 CR Group Members 1 17 3 hobgoblin archers, 4 hobgoblin pikemen, 5 hobgoblin arbalesters

1 5 2 hobgoblin archers, 3 hobgoblin pikemen

2 17 4 hobgoblin soldiers, 1 orc berserker

2 5 4 hill goblin bombers, 6 hobgoblin grunts

3 18 6 hobgoblin arbalesters, 2 hobgoblin soldiers, 1 hobgoblin imperator

3 6 8 worg pups, 7 hobgoblin warriors, 3 orc soldiers

4 6 12 hobgoblin grunts, 5 orc warriors 4 18 8 hobgoblin scouts, 7 hobgoblin archers, 9 hobgoblin pikemen

5 7 4 hobgoblin scouts, 2 hobgoblin grunts,

2 hobgoblin archers, 1 bugbear ambusher 5 19 2 hobgoblin arbalesters, 5 hobgoblin soldiers

6 7 4 hobgoblin scouts, 2 hobgoblin soldiers 6 19 4 hobgoblin pikemen, 2 hobgoblin arbalesters, 1 hobgoblin imperator, 1 bugbear shaman

7 8 4 hobgoblin arbalesters

8 8 4 hobgoblin archers, 4 hobgoblin pikemen 7 20 2 worg alphas, 6 hobgoblin soldiers

CR 9-

d8 -12

CR Group Members 8 20 3 hobgoblin arbalesters, 3 hobgoblin soldiers, 1 hobgoblin imperator

1 9 3 hobgoblin soldiers

2 9 5 hobgoblin pikemen, 1 hobgoblin centurion

3 10 4 hobgoblin archers, 3 hobgoblin arbalesters

4 10 6 hobgoblin archers, 4 hobgoblin pikemen

5 11 3 hobgoblin archers, 4 hobgoblin pikemen, 1 hobgoblin centurion

6 11 10 hobgoblin warriors, 1 bugbear shaman

7 12 4 hobgoblin soldiers

8 12 6 hobgoblin arbalester

Hobgoblin scout

Medium humanoid (goblinoid), lawful evil

**Armor Class** 13 (studded leather)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11(+0) 13 (+1) 12 (+1) 10 (+0) 9 (-1) 9 (-1)

**Skills** Perception +1

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Goblin

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

Coordinated Attack. The hobgoblin scout adds 1d4 to its attack rolls against a creature for each non-incapacitated hobgoblin ally within 5 feet of the target, up to a maximum of 3d4.

**Equipment.** Dagger, 4 javelins, studded leather armor

Lightly armored scouts range ahead of the main force. Still highly trained warriors, scouts can be dangerous, but are not expected to fight where fleeing is an option; they are of far more use to the army alive.

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.

Javelin. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft., or range 30/120 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

|  |  |
| --- | --- |
| d12 | Item(s) |
| 1-6 | 1d8 days’ hard tack rations |
| 7-9 | A trinket (p. 94) |
| 10-11 | A leather coin purse containing 10 (3d6) cp |
| 12 | A quiver containing 2 (1d4) +1 javelins |

Hobgoblin Sergeant

Medium humanoid (goblinoid), lawful evil

**Armor Class** 18 (chain mail, shield)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 12 (+1) 14 (+2) 10 (+0) 10 (+0) 9 (-1)

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin

**Challenge** 2 (450 XP) **Proficiency bonus** +2

Martial Advantage (1/Turn). The hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Actions

Multiattack. The hobgoblin makes two longsword attacks or two longbow attacks. The hobgoblin can use Command in place of one of these attacks.

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.

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

Command. The hobgoblin targets one ally it can see within 30 feet of it. If the target can see and hear the hobgoblin, the target can make one weapon attack as a reaction.

Maneuver Allies (Recharge 5–6). Up to four allies within 60 feet of this hobgoblin that can hear it can each use their reaction to move up to half their **Speed** without provoking opportunity attacks.

Hobgoblin Battle Priest

Medium humanoid (goblinoid), lawful evil

**Armor Class** 15 (scale armor)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Deception +4, Persuasion +4, Religion +2

**Senses** passive Perception 10

**Languages** Goblin, Common

**Challenge** 2 (450 XP)

Battle Ready. The battle priest has advantage on **Saving Throws** against being charmed or frightened.

Spellcasting. The battle priest is a 4th-**Level** spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The battle priest has the following cleric spells prepared:

Cantrips (at will): light, sacred flame, thaumaturgy

1st **Level** (4 slots): command, inflict wounds, shield of faith

2nd **Level** (3 slots): hold person, spiritual weapon

Multiattack. The battle priest makes two melee attacks.

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

Hobgoblin Fist

Medium humanoid (goblinoid), Lawful evil

**Armor Class** 18 (plate)

**Hit Points** 42 (5d8 + 20)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

18(+4) 12(+1) 18(+4) 12(+1) 11(+0) 12(+1)

**Skills** Intimidation +5, Survival +2

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Orc

**Challenge** 2 (450 XP)

Aggressive. As a bonus action, the Fist can move up to its **Speed** toward a hostile creature that it can see.

Multiattack. The Fist makes two greataxe attacks.

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

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Hobgoblin Grunt

Medium humanoid (goblinoid), lawful evil

**Armor Class** 16 (chain shirt, shield)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 12 (+1) 12 (+1) 10 (+0) 10 (+0) 9 (-1)

**Skills** Athletics +4, Perception +2

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Goblin

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

Coordinated Attack. The hobgoblin grunt can add 1d4 to its attack rolls against a creature for each non¬incapacitated hobgoblin ally within 5 feet of the target, up to a maximum of 3d4.

Protector. All allied creatures within 5 feet of one or more hobgoblins with this feature add +1 to their AC.

**Equipment.** Spear, chain shirt, shield

Actions

Spear. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft., or range 30/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if wielded with two hands.

Possessions:

|  |  |
| --- | --- |
| d12 | Item(s) |
| 1-6 | 1d8 days’ hard tack rations |
| 7-9 | A trinket (p. 94) |
| 10-11 | A leather coin purse containing 14 (4d6) cp |
| 12 | A +1 steel shield |

Very young hobgoblins, or those who are demoted for misdemeanors, find themselves at the bottom of the ranks as grunts. Although their lives are far better than those of the slaves below them, they do not enjoy the benefits of higher ranking soldiers.

Hobgoblin Warrior

Medium humanoid (goblinoid), lawful evil

**Armor Class** 18 (chainmail, shield)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Athletics +4, Intimidation +2, Perception +2

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Goblin

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

Coordinated Attack. The hobgoblin warrior can add 1d4 to its attack rolls creature for each non-incapacitated hobgoblin ally within 5 feet of the target, up to a maximum of 3d4.

Protector. All allied creatures within 5 feet of the hobgoblin warrior add +1 to their AC for a maximum of +1.

Actions

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

WEAPONS, ARMOR & ITEMS

Shortsword, chainmail, shield, and roll a d12:

|  |  |
| --- | --- |
| d12 | Item(s) |
| 1-6 | 1d8 days’ hard tack rations |
| 7-9 | A trinket (p. 94) |
| 10-11 | A leather coin purse containing 14 (4d6) cp |
| 12 | A +1 steel short sword |

The backbone of the hobgoblin war machine, warriors take to the field in huge numbers, though each individual is formidable in their own right.

Hobgoblin Archer

Medium humanoid (goblinoid), lawful evil

**Armor Class** 16 (studded leather)

**Hit Points** 18 (4d8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11(+0) 18 (+4) 10 (+0) 12(+1) 10 (+0) 10 (+0)

**Skills** Athletics +2, Intimidation +2, Perception +2

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Goblin

**Challenge** 1 (200 XP)

Long Draw. The hobgoblin archer deals one additional die of damage with its longbow (included in the attack).

WEAPONS, ARMOR & ITEMS

Longbow, quiver with 20 arrows, studded leather armor, and roll a d12:

The enormous war bows of hobgoblin archers give them range beyond those of most other races, allowing them to inflict casualties and harry opponents before they are able to retaliate.

Hobgoblin Pikeman

Medium humanoid (goblinoid), lawful evil

**Armor Class** 16 (half plate)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Athletics +4, Intimidation +2, Perception +2

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Goblin

**Challenge** 1 (200 XP)

Defensive Stance. If a creature moves to within 10 feet of the hobgoblin pikeman, it must succeed on a DC 15 Dexterity saving throw or take 7 (1d10 + 2) piercing damage and end its movement.

WEAPONS, ARMOR & ITEMS

Pike, half plate, and roll a d12:

|  |  |
| --- | --- |
| d12 | Ilem(s) |
| 1-6 | 1d8 days’ hard tack rations |
| 7-9 | A trinket (p. 94) |
| 10-11 | A leather coin purse containing 17 (5d6) cp, and 3 (1d6) sp |
| 12 | A bottle of marching ale (p. 170) |

Formations of pikemen are nearly unassailable on the battlefield, out-ranging spearmen and immune to all but the heaviest armored cavalry.

Actions

Multiattack. The hobgoblin pikeman makes two attacks with its pike.

Pike. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

Hobgoblin Arbalester

**Armor Class** 17 (half plate)

**Hit Points** 18 (4d8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11(+0) 16 (+3) 10 (+0) 10 (+0) 12 (+1) 10 (+0)

**Skills** Athletics +2, Intimidation +2, Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Goblin

**Challenge** 2 (450 XP)

Precise Aim. If the hobgoblin arbalester doesn’t move during its turn, it can add 1d4 to its attack roll with its heavy repeating crossbow.

**Equipment.** Heavy repeating crossbow, 4 magazines of 5 bolts, half plate

Actions

Multiattack. The hobgoblin arbalester makes two attacks with its heavy repeating crossbow.

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

The designs for hobgoblins’ repeater crossbows are a jealously guarded secret, and allow arbalesters to send a hail of deadly quarrels almost as fast as a master archer.

|  |  |
| --- | --- |
| d12 | Item(s) |
| 1-6 | 1d8 days’ hard tack rations |
| 7-9 | A trinket (p. 94) |
| 10-11 | A leather coin purse containing 21 (6d6) cp, and 7 (2d 6) sp |
| 12 | A quiver containing 4 (1d4 + 2) +1 bolts |

Hobgoblin Soldier

Medium humanoid (goblinoid), lawful evil

**Armor Class** 20 (plate armor, shield)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 14 (+2) 10 (+0) 10 (+0) 12 (+1)

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

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Goblin

**Challenge** 3 (700 XP)

**Equipment.** Dagger, shortsword, spear, plate armor, shield, and roll a d12:

Coordinated Attack. The hobgoblin soldier can add 1d4 to its attack rolls for each non-incapacitated hobgoblin ally within 5 feet of the target, up to a maximum of 3d4.

Protector. All allies within 5 feet of the hobgoblin soldier add +1 to their AC for a maximum of +1. Elite soldiers serve as the personal guard for high-ranking officers. The wealthy (and morally flexible) members of the civilized world often search far and wide for hobgoblin bodyguards, rumored to be the best in the world.

Actions

Multiattack. The hobgoblin soldier makes two melee attacks.

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

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft., or range 30/60 ft., one target. Hit: 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if wielded with two hands.

Counterattack. If the attack roll made against the hobgoblin soldier results in a 10 or lower, the hobgoblin soldier may make an opportunity attack against the attacker.

|  |
| --- |
| d12 Item(s) |
| 1-6 1d8 days’ hard tack rations |
| 7-9 A trinket (p. 94) |
| 10-11 A leather coin purse containing 24 (7d6) cp, and |
| 10 (3d6) sp |
| 12 A bottle of goblin liquor and a bottle of marching |
| ale (p. 170) |

Hobgoblin Archer

Medium humanoid (goblinoid), lawful evil

**Armor Class** 16 (studded leather armor)

**Hit Points** 18 (4d8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 18 (+4) 10 (+0) 12 (+1) 10 (+0) 10 (+0)

**Skills** Athletics +2, Intimidation +2, Perception +2

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Goblin

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Long Draw. The hobgoblin archer deals one additional die of damage with its longbow (included in the attack).

Precise Aim. If the hobgoblin archer doesn't move during its turn, it adds 1d4 to its attack roll with its longbow.

Actions

Longbow. Ranged Weapon Attack: +6 to hit, range 200/700 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

Hobgoblin Marshal

MME2

Medium humanoid (goblinoid), lawful evil

**Armor Class** 19 (splint armor, shield)

**Hit Points** 71 (11d8 + 22)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 12 (+1) 14 (+2) 12 (+1) 10 (+0) 12 (+1)

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin

**Challenge** 5 (1,800 XP) **Proficiency bonus** +3

Marshal Allies. Unless the hobgoblin is incapacitated, it and creatures of its choice within 30 feet of it have advantage on **Saving Throws** against being frightened.

Martial Advantage (1/Turn). The hobgoblin can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Rallying Cry (1/Day). Each creature of the hobgoblin's choice that is within 30 feet of it, can hear it, and not already affected by Rallying Cry gain advantage on attack rolls and **Saving Throws** until the start of the hobgoblin's next turn. The hobgoblin can then make one attack as a bonus action.

Actions

Multiattack. The hobgoblin makes two longsword attacks. The hobgoblin can use Command in place of one 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.

Command. The hobgoblin targets one ally it can see within 30 feet of it. If the target can see and hear the hobgoblin, the target can make one weapon attack as a reaction.

Maneuver Allies (Recharge 5–6). Up to four allies within 60 feet of this hobgoblin that can hear it can each use their reaction to move up to half their **Speed** without provoking opportunity attacks.

Reactions

Directed Strike (3/day). When a creature the hobgoblin can see within 30 feet of it makes an attack roll, and the creature can hear the hobgoblin, the hobgoblin grants advantage to that roll.Hobgoblin Centurion

**Armor Class** 20 (plate armor, shield)

**Hit Points** 78 (12d8 + 24)

**Speed** ЗО ft.

STR DEX CON INT WIS CHA

15 (+2) 16 (+3) 14 (+2) 13 (+1) 12 (+1) 14 (+2)

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

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Goblin

**Challenge** 4 (1,100 XP)

Regimented Aggression. All friendly hobgoblins within 10 feet of the hobgoblin centurion gain a +1 bonus to their damage rolls.

**Equipment.** Scimitar, plate armor, shield.

Actions

Multiattack. The hobgoblin centurion makes three attacks with its scimitar.

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

Command Attack. The hobgoblin centurion shouts orders to all subordinates within 60 feet. Allied creatures who can see and hear the hobgoblin centurion can use their reaction to either move their **Speed** to a target of the centurion’s choice or make a weapon attack against the target.

REACTIONS

Counterattack. If the attack roll made against the hobgoblin centurion results in a 10 or below, the hobgoblin centurion may make an opportunity attack against the attacker.

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

Centurions command groups of anywhere between 5 and 100 troops, dependent on the host’s numbers. They expect total obedience from their troops and are expected to obey superior officers without question.

|  |  |
| --- | --- |
| d12 | Item(s) |
| 1-6 | 1d8 days’ hard tack rations |
| 7-9 | A trinket (p. 94) |
| 10-11 | A leather coin purse containing 28 (8d6) cp, and 14 (4d6) sp |
| 12 | A set of +1 plate armor and a +1 steel shield |

Hobgoblin legate

**Armor Class** 18 (plate armor)

**Hit Points** 127 (15d8 + 60)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 18 (+4) 14 (+2) 15 (+2) 16 (+3)

**Saving Throws** Con +7, Wis. +5, Cha +6

**Skills** Athletics +6, Intimidation +6, Perception +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Goblin

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

Regimented Aggression. All friendly hobgoblins within 20 feet of the hobgoblin legate gain a +1 bonus to their damage rolls.

Actions

Multiattack. The hobgoblin legate makes three melee attacks.

REACTIONS

Counterattack. If the attack roll made against the hobgoblin legate results in a 10 or below, the hobgoblin legate can make an opportunity attack against the attacker.

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

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

Quarterstaff. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage or 7 (1d8 + 3) bludgeoning damage if wielded with two hands.

Command Attack. The hobgoblin legate shouts orders to all subordinates within 60 feet. Allied creatures who can see and hear the hobgoblin legate can use their reaction to either move their **Speed** towards a target of the legate’s choice or make a weapon attack against a target of the legate’s choice.

WEAPONS, ARMOR & ITEMS

Quarterstaff, shortsword, plate armor, and roll a d12:

|  |  |
| --- | --- |
| d12 | Item(s) |
| 1-6 | 1d8 days’ hard tack rations |
| 7-9 | A trinket (p. 94) |
| 10-11 | A leather coin purse containing 17 (5d6) sp, and 3 (1d6) gp |
| 12 | A set of +2 plate armor and a +2 steel shortsword |

Hobgoblin imperator

Medium humanoid (goblinoid), lawful evil

**Armor Class** 17 (splint)

**Hit Points** 117 (16d8 + 45)

**Speed** 30 ft.

STR DEX CON INT WIS CHA 16 (+3) 15 (+2) 16 (+3) 14 (+2) 17 (+3) 16 (+3)

**Saving Throws** Con +6, Wis +6, Cha +6

**Skills** Athletics +6, Intimidation +6, Perception +6

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, Goblin

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

Regimented Aggression. All friendly hobgoblins within 30 feet of the hobgoblin imperator gain a +1 bonus to their damage rolls.

WEAPONS, ARMOR & ITEMS

Longsword, splint armor, and roll a d12:

d12 Item(s)

1-6 1d8 days’ hard tack rations

7-9 A trinket (p. 94)

10-11 A leather coin purse containing 17 (5d6) sp, and 3 (1d6) gp

12 A set of +2 splint armor and a +3 steel longsword

Having united two or more armies, imperators tend more towards the ostentatious, and often have a grand plan or purpose for their

Actions

Multiattack. The hobgoblin imperator can use its frightening presence. It then makes three attacks with its longsword.

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 wielded with two hands.

Command Attack. The hobgoblin imperator shouts orders to all subordinates within 60 feet. Allied creatures who can see and hear the hobgoblin imperator can use their reaction to either move their **Speed** to a target of the imperator’s choice or make a weapon attack against a target of the imperator’s choice.

Frightening Presence. When there are at least 10 hobgoblins or 3 hobgoblin legates within 40 feet of the hobgoblin imperator, each creature of the hobgoblin imperator’s choice that is within 120 feet of the hobgoblin imperator and able to see and hear it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature’s saving throw is successful or the effect ends for it, the creature is immune to the hobgoblin imperator’s Frightening Presence for the next 24 hours.

Counterattack. If the attack roll made against the hobgoblin imperator results in a 10 or below, the hobgoblin imperator can make an opportunity attack against the attacker.

Hobgoblin Elite Captain

Medium humanoid (goblinoid), lawful evil

Armor Class 17 (half plate)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 14 (+2) 12 (+1) 10 (+0) 14 (+2)

Skills Athletics +6, Intimidation +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 5 (1,800 XP) Proficiency Bonus +3

Martial Advantage. Once per turn, the hobgoblin can deal an

extra 10 (3d6) damage to a creature it hits with a weapon attack

if that creature is within 5 feet of an ally of the hobgoblin that isn't

incapacitated.

Actions

Multiattack. The hobgoblin makes two Greatsword 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.

Leadership (Recharges after a Short or Long Rest). For 1 minute,

the hobgoblin can utter a special command or warning whenever

a nonhostile creature that it can see within 30 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 hobgoblin. A creature can

benefit from only one Leadership die at a time. This effect ends if the

hobgoblin is incapacitated.

Legendary Resistance (1/Day). If the hobgoblin fails a saving throw,

it can choose to succeed instead.

Legendary Actions

The hobgoblin can take 3 legendary actions, choosing from the

options below. Only one legendary action option can be used at a

time and only at the end of another creature's turn. The hobgoblin

regains spent legendary actions at the start of its turn.

Move. The hobgoblin moves up to half its speed.

Intimidate Foe. The hobgoblin targets one creature it can see within

30 feet of it. If the target can see and hear the hobgoblin, it must

make a DC 13 Wisdom saving throw or become frightened of the

hobgoblin until the end of the hobgoblin's next turn.

Tactical Command. The hobgoblin targets one ally it can see within

30 feet of it. If the target can see or hear the hobgoblin, the target

can use its reaction to make one melee attack, move up to its

speed, or move up to half its speed without provoking opportunity

attacks.

Greatsword (Costs 2 Actions). The hobgoblin makes a Greatsword

attack.

HOBGOBLIN TRINKETS

'I lie following items might be carried by a hobgoblin:

|  |  |
| --- | --- |
| d10 | Trinket |
| 1 | A braided leather tassel, denoting rank |
| 2 | A collection of foreign coins strung together on a piece of twine |
| 3 | A burnished-steel wolf's head regimental crest |
| 4 | An inscribed sword belt for exemplary military service |
| 5 | A leather hair cord with a concealed steel spike |
| 6 | A pouch of iron hobnails |
| 7 | A cloak fashioned from a noble’s banner |
| 8 | A tin of ointment for places armor has rubbed uncomfortably |
| 9 | A sack of spare rags for stuffing between layers of armor |
| 10 | A pouch of coarse sand dotted with flecks of rust |

### Hobgoblin Lair Details

An area controlled by hobgoblins might display the following:

|  |  |
| --- | --- |
| d10 | Lair Detail |
| 1 | Multiple captured banners and standards are displayed, most muddy, and a few spattered with blood |
| 2 | A wax tablet displaying watch rotations for the next week |
| 3 | A collection of filthy pallets for public slaves |
| 4 | Neatly arrayed racks of spears and javelins line the walls |
| 5 | A collapsible table, reinforced to be used as an emergency barricade should the need arise |
| 6 | The smell of stew, hearty but in dire need of some seasoning |
| 7 | A row of barrels filled with sand for removing grime from mail armor |
| 8 | An area has been cleared and leveled, with racks of blunted weapons gathered nearby |
| 9 | Rolls of thin reed and canvas sleeping mats are piled to one side; one roll conceals a trinket |
| 10 | The hot metallic smell of a busy forge and the ringing sound of hammer and anvil emanate from nearby |

HOBGOBLIN TRIBES

### Garsh Kara Schkoskar

Ten thousand strong, Garsh Kara Schkoskar (‘Koskar’s Steel Legion’) is one of the largest groups of hobgoblins to not permanently settle an area or splinter off into more easily manageable factions. The troop is led by Warlord Koskar, an idealist or a fanatic depending on who one speaks to, a hobgoblin whose singular vision and untarnished military record demand respect amongst his kind. What hope, Koskar asks, does the world have to stand against the threats facing it unless united, hardened, and trained under hobgoblin rule? Without the discipline and strength of the hobgoblin regime, the world is doomed.

Unlike many other hobgoblin groups, Koskar offers his enemies a choice; to surrender and serve as second-class auxiliaries in his great host (provided they are able warriors and submit to the hobgoblin way), or to resist and face slavery or death. As a result of this, his army is more varied than would be typical; though hobgoblins still make up the bulk of his troops, a large number of orcs (largely the Tooth-Cracker and Bleeding-Head tribes whose chieftains swore blood oaths to Koskar in person) act as shock troops in the vanguard, a small scouting force of bugbears (various signs led the Night-Wolves’ tribal elders to Koskar, and they have since been joined by a number of individual mercenaries) foray ahead and carry out occasional infiltration and assassination missions.

It is said that Koskar has yet to lose a battle which he has personally commanded; this power, and the ready-supply of luxury goods left unclaimed by his attacks, also attracts a good number of unscrupulous sellswords and mercenary companies who care little for the source of their pay, as well as a veritable army of scavengers, both humanoid and monstrous.

Koskar’s crusade has the potential to change the face of the world, and already some smaller, poorly-defended communities are taking the fatalistic view that it is better to live under his regime than be slaughtered by the first orc warband or gnoll raiding party that happens by. Others desperately petition local governors for additional protection, flee, or prepare for a desperate battle, the outcome of which is all but certain.

### Gatkarn Akra

Order is the central tenant of the hobgoblin creed; if a rigid adherence to the letter of the law is what’s needed, few do it better. J Those that live under their rule can expect them to be consistent, if nothing else. It is, however, uncommon for them to be found enforcing the laws of others, with the exception of ‘The Keepers of the Peace’, the Gatkarn Akra.

These city-dwelling hobgoblins were originally brought in to augment the guard as an unconventional, and somewhat desperate, gambit, to quell a faction of dissidents threatening to erupt into a citywide rioting mob. After a few weeks of violent clashes, and a few well-placed executions, the dissenters were cowed and order restored. The Gatkarn Akra enjoyed this comfortable, stable life with its ample opportunities to exercise their authority so much so that the majority stayed on after the terms of their original contract. Under the command of Graggar, a hobgoblin tending towards portliness with his new, more sedentary lifestyle, a new contract was drawn up, allowing the Gatkarn Akra to stay on to assist the guard with their long term duties.

Gradually, the Gatkarn Akra started taking over more and more duties of the guard, to the point where now only a few, fairly embittered, guardsmen remain. The hobgoblins do their duty with great enthusiasm, and crime rates are at an all-time low, hardly a surprise when those outside out of curfew are beaten half to death, and the hands of every known thief decorate the market square. The people of the city often complain about the decline of the taverns (though never within earshot of the peacekeepers), and day to day life has certainly taken a turn for the dull after most of the city’s popular musicians and entertainers were driven out over charges of public disturbance and lewd conduct.

What came as a surprise to the people were the Gatkarn Akra’s reforms to the upper classes, who the hobgoblins simultaneously policed as thoroughly as the rest; under hobgoblin rules, the upper ranks are allowed some perks and a greater allowance of slaves, but nowhere near the disparity common among other races. Any traces of corruption were weeded out and dealt with as harshly as any other theft with no exceptions made for rank, and wealth was distributed more evenly. This ‘fairness’ has mollified some of the common folk, but the constant suspicion and threat of the hobgoblin presence outweighs this grim satisfaction for most. With hedonism ousted by authoritarian law and order, many individuals from all echelons of society, though safer in their homes, grow weary of their humorless overseers.

### Jaashk Takana

The Jaashk Takana (‘Broken Spears’) began as a mercenary force made up of hobgoblins from many tribes ejected for whatever reason from hobgoblin society. Some were branded as cowards for retreating from impossible odds without a direct order, some fought and killed rivals outside of a properly sanctioned duel, some were wounded and left behind as the army moved on. Each Jaa’Kana has their own story, but every one of them winds their way through the world, sometimes alone, sometimes in smaller companies, until they find their way to the Jaashk Takana.

The company’s commander, Tarak, left his tribe after leading his unit to attack a village, rather than the outpost he was ordered to. Tarak needed to replenish his stock of slaves after torturing his last to death for dropping his spear while taking it away for sharpening. Tarak always ran low on slaves. Leaving the harsh discipline of the tribe, he and his lieutenants quickly spiraled away from any self¬control over their baser impulses.

Over the years, the Jaashk Takana have branched out culturally, accepting any outcast or degenerate with bloodlust to slake, as long as they follow Tarak’s orders, which most are happy to do given that his orders usually involve hurting something. The captains of the company includes such distinguished characters as Orzag the Gallows, an orc who often forgoes weapons in favor of strangling his enemies to death, Mad Mezzik, a goblin whose obsession and skill with blowing things up cost him a hand and most of his former troop, Black-Eyes the okiti, who enjoys observing the effects of his poisons on those who may or may not have useful information, and Gitizi the Carrion Queen, a gnoll with a love of setting loose and hunting down captives with her pack of half¬starved hyenas.

The Jaashk Takana have more than earned the horrific reputation that goes before them, and even the threat or rumor of their employment to a cause can be enough to force a surrender from a rival; few disputes are worth the possibility of going up against them and losing. The truth is that most of those who threaten to hire their services during petty spats amongst nobles or border disputes would never dare approach them, knowing that trusting this group of mad dogs to a task requiring any **Level** of control would be foolish. However, in times of full-scale war, when chaos and fear need to be sown amongst the enemy, none are better at their craft than the Jaashk Takana.

Hobgoblin Veteran

Medium humanoid (goblinoid), lawful evil

**Armor Class** 18 (chain mail, shield)

**Hit Points** 33 (5d8 + 10)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 12 (+1) 14 (+2) 10 (+0) 10 (+0) 9 (-1)

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin

**Challenge** 2 (450 XP) **Proficiency bonus** +2

Martial Advantage (1/Turn). The hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Actions

Multiattack. The hobgoblin makes two longsword attacks or two longbow 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.

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

Reactions

Direct Counterstrike. In response to a creature missing the hobgoblin with a melee attack and the attacker is visible to the hobgoblin, it can target an ally within 5 feet of the creature. If the ally can see and hear the hobgoblin, it uses its reaction to make one melee weapon attack against the creature with advantage on the attack roll.

Hobgoblin War Chanter

■ Medium humanoid (goblinoid), lawful evil ।

Armor Class 16 (chain mail)

Hit Points 60 (11d8 + 11)

Speed 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 12 (+1) 12 (+1) 10 (+0) 12 (+1) 16 (+3)

Saving Throws Con +6, Dex +9, Int +7, Wis +7

Skills Acrobatics +9, Athletics +6, Perception +7, Stealth +13

Senses darkvision 60 ft., passive Perception 17

Languages Common, Goblin

C Challenge 9 (5,000 XP) Proficiency Bonus +4

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

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Unarmored Defense. While the hobgoblin is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS — Multiattack. The hobgoblin makes four attacks, each of which can be an Unarmed Strike or a Dart attack. It can also use Shadow Jaunt once, either before or after one of the attacks.

Unarmed Strike. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 7 (1d4 + 5) bludgeoning damage and if the target is a creature, it must succeed on a DC 15 Constitution saving throw or be stunned until the end of the hobgoblin’s next turn.

Dart. Ranged Weapon Attack. +9 to hit, range 20/60 ft., one target. Hit: 7 (1d4 + 5) piercing damage.

Spellcasting. The hobgoblin is an 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): booming blade (extra 1d8 plus 2d8 if the target moves), minor illusion, prestidigitation

1st level (4 slots): charm person, disguise self, expeditious retreat, ice knife

2nd level (3 slots): blur, darkness, shadow blade 3rd level (3 slots): counterspell, summon shadowspawn 4th level (2 slots): dimension door, greater invisibility

ShadowJaunt. The hobgoblin magically teleports, along with any . equipment it is wearing or carrying, up to 30 feet to an unoccupied I space it can see. It then has advantage on the first melee attack it makes before the end of the turn. Both the space it is leaving and its destination must be in dim light or darkness.

LEGENDARY ACTIONS,

The assassin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The assassin regains spent legendary actions at the start of its turn.

Shift. The hobgoblin moves up to half its speed without provoking opportunity attacks.

Cantrip. The hobgoblin casts a cantrip.

Attack (Costs 2 Actions). The hobgoblin makes a melee or ranged weapon attack.

Cast a Spell (Costs 1-2 Actions). The hobgoblin uses a spell slot to cast a 1st- or 2nd-level spell that it has prepared. Doing so costs 1

I

legendary action per level of the spell.

REACTIONS

Uncanny Dodge. The hobgoblin halves the damage that it takes from an attack that hits it. The hobgoblin must be able to see the attacker.

Saving Throws Dex +3, Cha +5

, Skills Intimidation +5, Perception +3, Performance +7

i' Senses darkvision 60 ft., passive Perception 13

Languages Common, Goblin

Challenge 4 (1,100 XP) Proficiency Bonus +2

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if ■

that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

I ACTIONS I

Multiattack. The goblin makes two Longsword attacks or makes one Longsword attack and casts a spell that has a casting time of 1 j action.

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.

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

Spellcasting. The hobgoblin is a 6th-level spellcaster. Its spellcasting ! ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It 1 has the following bard spells prepared:

Cantrips (at will): booming blade (extra 1d8 plus 2d8 if the target I moves), minor illusion, vicious mockery (2d4)

1st level (4 slots): dissonant whispers, healing word, thunderwave 2nd level (3 slots): enhance ability, hold person, shatter 3rd level (3 slots): dispel magic, enemies abound, fear

Incite Allies (1/Day). Up to three allies within 60 feet of the hobgoblin and can hear the hobgoblin can use its reaction to move up to half its speed and make one melee weapon attack.

Bonus Actions

Bonus Actions

War Chant. The hobgoblin performs a war chant that lasts until the

start of the hobgoblin's next turn. The hobgoblin can select from one

of three effects:

1. Chant of Cunning. Provided the hobgoblin isn't incapacitated, an

ally that starts its turn within 30 feet of the hobgoblin and can hear

the hobgoblin can take the Dash, Disengage, or Hide action as a

bonus action.

2. Chant of Dread. Provided the hobgoblin isn't incapacitated, an

enemy that starts its turn within 30 feet of the hobgoblin and can

hear the hobgoblin must succeed on a DC 13 Wisdom saving throw

or become frightened until the end the start of its next turn. If a

creature's saving throw is successful, the creature is immune to the

hobgoblin's Chant of Dread for the next 24 hours.

3. Chant of Resolve. Provided the hobgoblin isn't incapacitated,

an ally that starts its turn within 30 feet of the hobgoblin and can

hear the hobgoblin gains advantage on saving throws against being

charmed and frightened until the start of its next turn.

Hobgoblin Marshal

Medium humanoid (goblinoid), lawful evil

Armor Class 19 (splint armor, shield)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 12 (+1) 14 (+2) 12 (+1) 10 (+0) 12 (+1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 5 (1,800 XP) Proficiency Bonus +3

Marshal Allies. Unless the hobgoblin is incapacitated, it and creatures of its choice within 30 feet of it have advantage on saving throws against being frightened.

Martial Advantage (1/Turn). The hobgoblin can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Rallying Cry (1/Day). Each creature of the hobgoblin's choice that is within 30 feet of it, can hear it, and not already affected by Rallying Cry gain advantage on attack rolls and saving throws until the start of the hobgoblin's next turn. The hobgoblin can then make one attack as a bonus action.

Actions

Multiattack. The hobgoblin makes two longsword attacks. The hobgoblin can use Command in place of one 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.

Command. The hobgoblin targets one ally it can see within 30 feet of it. If the target can see and hear the hobgoblin, the target can make one weapon attack as a reaction.

Maneuver Allies (Recharge 5–6). Up to four allies within 60 feet of this hobgoblin that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Reactions

Directed Strike (3/day). When a creature the hobgoblin can see within 30 feet of it makes an attack roll, and the creature can hear the hobgoblin, the hobgoblin grants advantage to that roll.

Hobgoblin Veteran

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 33 (5d8 + 10)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 12 (+1) 14 (+2) 10 (+0) 10 (+0) 9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 2 (450 XP) Proficiency Bonus +2

Martial Advantage (1/Turn). The hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Actions

Multiattack. The hobgoblin makes two longsword attacks or two longbow 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.

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

Reactions

Direct Counterstrike. In response to a creature missing the hobgoblin with a melee attack and the attacker is visible to the hobgoblin, it can target an ally within 5 feet of the creature. If the ally can see and hear the hobgoblin, it uses its reaction to make one melee weapon attack against the creature with advantage on the attack roll.

Hobgoblin Sergeant

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 12 (+1) 14 (+2) 10 (+0) 10 (+0) 9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 2 (450 XP) Proficiency Bonus +2

Martial Advantage (1/Turn). The hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Actions

Multiattack. The hobgoblin makes two longsword attacks or two longbow attacks. The hobgoblin can use Command in place of one of these attacks.

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.

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

Command. The hobgoblin targets one ally it can see within 30 feet of it. If the target can see and hear the hobgoblin, the target can make one weapon attack as a reaction.

Maneuver Allies (Recharge 5–6). Up to four allies within 60 feet of this hobgoblin that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Hobgoblin Archer

Medium humanoid (goblinoid), lawful evil

Armor Class 16 (studded leather armor)

Hit Points 18 (4d8)

Speed 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 18 (+4) 10 (+0) 12 (+1) 10 (+0) 10 (+0)

Skills Athletics +2, Intimidation +2, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Challenge 1 (200 XP) Proficiency Bonus +2

Long Draw. The hobgoblin archer deals one additional die of damage with its longbow (included in the attack).

Precise Aim. If the hobgoblin archer doesn't move during its turn, it adds 1d4 to its attack roll with its longbow.

Actions

Longbow. Ranged Weapon Attack: +6 to hit, range 200/700 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

Hobgoblin Arbalester

Medium humanoid (goblinoid), lawful evil

Armor Class 17 (half plate armor)

Hit Points 18 (4d8)

Speed 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 16 (+3) 10 (+0) 10 (+0) 12 (+1) 10 (+0)

Skills Athletics +2, Intimidation +2, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Goblin

Challenge 2 (450 XP) Proficiency Bonus +2

Precise Aim. If the hobgoblin arbalester doesn't move during its turn, it can add 1d4 to its attack roll with its heavy repeating crossbow.

Actions

Multiattack. The hobgoblin arbalester makes two attacks with its heavy repeating crossbow.

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

# 777 Орки

Gang (2-4)

squad (1d10+10 orcs plus 2 **3rd**-**Level** orcsergeants and 1 leader of (2+1d4) **level**)

or band (30+7d10 orcs plus 150% noncombatants plus **1** 3rd-**Level** orcsergeant per 10 adults, 5 5th-**Level** lieutenants, and 3 war chiefs)

Orc War Chanter

edium humanoid (orc), chaotic evil

**Armor Class** 14 (studded leather armor)

**Hit Points** 45 (7d8 + 14)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 14 (+2) 10 (+0) 12 (+1) 16 (+3)

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

**Skills** Intimidation +7, Perception +3, Performance +7

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Orc

**Challenge** 3 (700 XP) **Proficiency bonus** +2

1. Chant of Dread. Provided the orc isn't incapacitated, an enemy that starts its turn within 60 feet of the orc and can hear the orc must succeed on a DC 13 Wisdom saving throw or become frightened until the end the start of its next turn. If a creature's saving throw is successful, the creature is immune to the orc's Chant of Dread for the next 24 hours.

2. Chant of Ferocity. Provided the orc isn't incapacitated, an ally that starts its turn within 60 feet of the orc and can hear the orc gains advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

3. Chant of Resolve. Provided the orc isn't incapacitated, an ally that starts its turn within 60 feet of the orc and can hear the orc gains advantage on **Saving Throws** against being charmed and frightened until the start of its next turn.

Aggressive. As a bonus action, the orc can move up to its **Speed** toward a hostile creature it can see.

Spellcasting. The orc is a 6th-**Level** spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): minor illusion, thunderclap, vicious mockery

1st **Level** (4 slots): dissonant whispers, earth tremor, thunderwave

2nd **Level** (3 slots): enhance ability, enthrall, shatter

3rd **Level** (3 slots): bestow curse, enemies abound, fear

War Chant. As a bonus action, the orc can perform a war chant that lasts until the start of the orc's next turn. The orc can select from one of three effects:

Actions

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

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one creature. Hit: 6 (1d8 + 2) piercing damage.

Incite Allies (1/Day). Up to three allies within 60 feet of the orc and can hear the orc can use its reaction to move up to half its **Speed** and make one melee weapon attack.

Orc Guard

Medium humanoid (orc), any alignment

**Armor Class**: 18 (Chainmail, Shield)

**Hit Points** 13 (2d8 + 4) max 20

**Speed**: 30 f

STR DEX CON INT WIS CHA

16(+3) 11(0) 14(+2) 10(0) 11(0) 10(0)

**Skills** Perception +2

**Senses** Passive Perception 12

**Languages** Any one language (usually Common)

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

Aggressive. As a bonus action, the orc can move up to its **Speed** toward a hostile creature that it can see.

ACTIONS

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

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

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. | 4 daggers

Orc Captain

Medium humanoid (orc), chaotic evil

**Armor Class** 19 (half plate armor)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 13 (+1) 16 (+3) 8 (-1) 9 (-1) 14 (+2)

**Skills** Athletics +5, Intimidation +4

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Orc

**Challenge** 3 (700 XP) **Proficiency bonus** +2

Aggressive. As a bonus action the orc commander can move up to half its **Speed** toward a hostile creature that it can see.

Tough. The orc captain adds its Constitution modifier to its **Armor Class**.

Actions

Multiattack. The orc captain makes two attacks with its broadsword.

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

Battle Cry (1/day). Each creature of the orc captain's choice within 30 feet of it that can hear it, and is not already affected by Battle Cry adds 1d4 to their attack rolls and 2 (1d4) to their damage rolls until the start of the orc captain's next turn. The orc captain can then use a bonus action to make an attack with disadvantage.

Orc Commander

Medium humanoid (orc), chaotic evil

**Armor Class** 19 (half plate armor)

**Hit Points** 52 (7d8 + 21)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 13 (+1) 16 (+3) 8 (-1) 10 (+0) 16 (+3)

**Skills** Athletics +5, Intimidation +5

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Orc

**Challenge** 3 (700 XP) **Proficiency bonus** +2

Aggressive. As a bonus action the orc commander can move up to half its **Speed** toward a hostile creature that it can see.

Tough. The orc commander adds its Constitution modifier to its **Armor Class**.

Actions

Multiattack. The orc commander makes three attacks with its battleaxe.

Battleaxe. 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.

Taunt (1/day). Each hostile creature within 60 feet of the orc commander, that can hear or see it, must succeed on a DC 15 Wisdom saving throw or suffer disadvantage on attacks made against the orc commander's allies until the start of the orc commander's next turn. The orc commander can then use a bonus action to make an attack with disadvantage.

Battle Cry (Recharge 5–6). Each creature of the orc commander's choice within 30 feet of it that can hear it, and is not already affected by Battle Cry add 1d4 to their attack rolls and 3 (1d6) to their damage rolls until the start of the orc commander's next turn. The orc commander can then use a bonus action to make an attack with disadvantage.

Orc Red Fang of Shargaas

Medium humanoid (orc), chaotic evil

**Armor Class** 15 (studded leather armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 16 (+3) 15 (+2) 9 (-1) 11 (+0) 9 (-1)

**Skills** Intimidation +1, Perception +2, Stealth +5

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Orc

**Challenge** 3 (700 XP) **Proficiency bonus** +2

Cunning Action. On each of its turns, the orc can use a bonus action to take the Dash, Disengage, or Hide action.

Hand of Shargaas. The orc deals 2 extra dice of damage when it hits a target with a weapon attack (included in its attacks).

Shargaas's Sight. Magical darkness doesn't impede the orc's darkvision.

Slayer. In the first round of a combat, the orc has advantage on attack rolls against any creature that hasn't taken a turn yet. If the orc hits a creature that round who was surprised, the hit is automatically a critical hit.

Actions

Multiattack. The orc makes two scimitar or dart attacks.

Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 13 (3d6 + 3) slashing damage.

Dart. Ranged Weapon Attack: +5 to hit, range 20/60 ft., one target. Hit: 10 (3d4 + 3) piercing damage.

Veil of Shargaas (1/SR). The orc casts darkness without any components. Wisdom is its spellcasting ability.

Environment: Forest, Hill, Mountain, Underdark, Urban

ORC EMISSARY “BISHO”

Medium humanoid (orc), chaotic evil

Armor class 16 (chain mail)

Hit points 42 (5d8 + 20)

Spee 30 ft.

STR DEX CON INT WIS CHA

18(+4) 12(+1) 18(+4) 10(+0) 11(+0) 14(+2)

Saving Throws Str +6, Con +6, Wis +2

Skills Intimidation +4

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1 (200 XP)

Aggressive. As a bonus action, the orc emissary can move up to its speed toward a hostile creature that it can see.

Orcish Fury. The orc emissary deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

ACTIONS

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 14 (1d12 + 4 plus 1d8) slashing damage.

Vulgar Threats. As a bonus action, the orc emissary can crudely intimidate its enemies. All creatures of the orc emissary’s choice that are within 15 feet and can hear it must succeed on a DC 11 Wisdom saving throw or become frightened until the end of the emissary’s next turn. A target that succeeds on the saving throw is immune to the Vulgar Threats of all orc emissaries for the next 24 hours.

Orc Brigand

Medium humanoid (orc), chaotic evil

**Armor Class** 15 (studded leather armor)

**Hit Points** 26 (4d8 + 8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 16 (+3) 14 (+2) 7 (-2) 11 (+0) 10 (+0)

**Skills** Intimidation +2, Stealth +7

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Orc

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Aggressive. As a bonus action, the orc can move up to its **Speed** toward a hostile creature it can see.

Cunning Action. The orc can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

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

Actions

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

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

Source: MME

Orc Raider

Medium humanoid (orc), chaotic evil

**Armor Class** 16 (hide armor, shield)

**Hit Points** 30 (4d8 + 12)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 16 (+3) 7 (-2) 11 (+0) 10 (+0)

**Skills** Intimidation +2

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Orc

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Aggressive. As a bonus action, the orc can move up to its **Speed** toward a hostile creature it can see.

Distracting Strike (1/Turn). When the orc hits a creature with a weapon attack, the next attack roll against the target by an attacker other than the orc has advantage if the attack is made before the start of the orc's next turn.

Lightfooted. The orc can take the Dash or Disengage action as a bonus action on each of its turns.

Actions

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

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or 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.

Orog Sergeant

Medium humanoid (orc), chaotic evil

Armor Class 18 (plate)

Hit Points 68 (8d8 + 32)

Speed 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 12 (+1) 18 (+4) 12 (+1) 13 (+1) 12 (+1)

Saving Throws Str +6, Con +6

Skills Intimidation +5, Survival +3

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 3 (700 XP) Proficiency Bonus +2

Actions

Multiattack. The orog uses Maneuver Allies, if available.

It then makes two Greataxe attacks. It can replace one of

its Greataxe attacks with Command Ally.

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 10 (1d12 + 4) slashing damage.

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or

range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Command Ally. The orog targets one ally it can see within 30 feet

of it. If the target can see and hear the orog, the target can use

its reaction to make one weapon attack.

Maneuver Allies (Recharge 5--6). Up to three allies within 60 feet

of this orog that can hear it can each use their reaction to move

up to half their speed without provoking opportunity attacks.

Bonus Actions

Aggressive. The orog moves up to its speed toward a hostile

creature it can see.

Orc War Chief

Medium humanoid (orc), chaotic evil

**Armor Class** 16 (chain mail)

**Hit Points** 93 (11d8 + 44)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 12 (+1) 18 (+4) 11 (+0) 11 (+0) 16 (+3)

**Saving Throws** Str +6, Con +6, Wis +2

**Skills** Intimidation +5

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Orc

**Challenge** 4 (1,100 XP) **Proficiency bonus** +2

Aggressive. As a bonus action, the orc can move up to its **Speed** toward a hostile creature that it can see.

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

Actions

Multiattack. The orc makes two attacks with its greataxe or its spear.

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 15 (1d12 + 4 plus 1d8) slashing damage.

Spear. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 12 (1d6 + 4 plus 1d8) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Battle Cry (1/Day). Each creature of the war chief's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the war chief's next turn. The war chief can then make one attack as a bonus action.

Environment: Arctic, Forest, Grassland, Hill, Mountain, Swamp, Underdark

Orc War Chief

Medium humanoid (orc), chaotic evil

**Armor Class** 16 (chain mail)

**Hit Points** 93 (11d8 + 44)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 12 (+1) 18 (+4) 11 (+0) 11 (+0) 16 (+3)

**Saving Throws** Str +6, Con +6, Wis +2

**Skills** Intimidation +5

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Orc

**Challenge** 4 (1,100 XP) **Proficiency bonus** +2

Aggressive. As a bonus action, the orc can move up to its **Speed** toward a hostile creature that it can see.

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

Actions

Multiattack. The orc makes two attacks with its greataxe or its spear.

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 15 (1d12 + 4 plus 1d8) slashing damage.

Spear. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 12 (1d6 + 4 plus 1d8) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Battle Cry (1/Day). Each creature of the war chief's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the war chief's next turn. The war chief can then make one attack as a bonus action.

Orc Scout

Medium humanoid (orc), chaotic evil

**Armor Class** 16 (studded leather armor)

**Hit Points** 26 (4d8 + 8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 18 (+4) 14 (+2) 7 (-2) 11 (+0) 10 (+0)

**Skills** Intimidation +2, Stealth +6

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Orc

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Aggressive. As a bonus action, the orc can move up to its **Speed** toward a hostile creature it can see.

Lightfooted. The orc can take the Dash or Disengage action as a bonus action on each of its turns.

Skirmish Advantage. The orc gains advantage on its first attack roll this turn if it has moved at least 15 feet from its space at the beginning of its turn.

Actions

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

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

Reactions

Skirmisher. When an enemy the orc can see ends its turn within 5 feet of it, the orc can move up to half its **Speed**. This movement doesn't provoke opportunity attacks.

Orc War Priest of Ilneval

MME2

Medium humanoid (orc), chaotic evil

Armor Class 18 (chain mail, shield)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 12 (+1) 14 (+2) 10 (+0) 16 (+3) 12 (+1)

Saving Throws Wis +6, Cha +4

Skills Insight +6, Perception +6, Religion +3

Senses darkvision 60 ft., passive Perception 16

Languages Common, Orc

Challenge 5 (1,800 XP) Proficiency Bonus +3

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature it can see.

Foe Smiter of llneval. The orc deals an extra die of damage when it hits with a spear attack (included in the attack).

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

Cantrips (at will): guidance, sacred flame, thaumaturgy, toll the dead

1st level (4 slots): bane, command, divine favor, guiding bolt, healing word, shield of faith

2nd level (3 slots): hold person, magic weapon, silence, spiritual weapon

3rd level (3 slots): bestow curse, crusader's mantle, mass healing word, spirit guardians

Actions

Multiattack. The orc makes two longsword attacks. If llneval's Command is available to use, the orc can use it after these attacks.

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

Ilneval's Command (Recharge 4–6). Up to three allied orcs within 120 feet of this orc that can hear it can use their reactions to each make one weapon attack.

Reactions

Guided Strike (Recharges after a Short or Long Rest). The orc grants a + 10 bonus to an attack roll made by itself or another creature within 30 feet of it. The orc can make this choice after the roll is made but before it hits or misses.

Source: MME2

Hrabbaz

WDH

p205

Medium humanoid (half-orc), lawful evil

Armor Class 12

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR DEX CON INT WIS CHA

20 (+5) 15 (+2) 17 (+3) 10 (+0) 14 (+2) 12 (+1)

Saving Throws Str +8, Con +6

Skills Athletics +8, Intimidation +4, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Orc

Challenge 5 (1,800 XP) Proficiency Bonus +3

Extra Damage. As long as Hrabbaz has more than half his hit points left he deals an extra 3 (1d6) damage on all hits.

Indomitable (2/Day). Hrabbaz can reroll a saving throw that he fails. He must use the new roll.

Relentless Endurance (Recharges after a Long Rest). When Hrabbaz is reduced to 0 hit points but not killed outright, he drops to 1 hit point instead.

Actions

Multiattack. Hrabbaz makes three attacks with his morningstar.

Morningstar. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

Source: WDH, page 205

# 777 Гоблины

Bugbear

Medium humanoid (goblinoid), chaotic evil

**Armor Class** 16 (hide armor, shield)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 14 (+2) 13 (+1) 8 (-1) 11 (+0) 9 (-1)

**Skills** Stealth +6, Survival +2

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Longsword. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 11 (2d8 + 2) slashing damage, or 13 (2d10 + 2) slashing damage if used with both hands.

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

FOREST GOBLIN WARBANDS

Use these tables to generate a forest goblin encounter quickly and easily, either by rolling a d8 or selecting an appropriate **Challenge** rating.

CR 1-4

d8 CR Group Members

1 12 worg pups, 3 forest goblins

2 11 worg runt, 3 forest goblins

3 2 4 forest goblins, 2 forest goblin sneaks

4 2 3 forest goblin sneaks, 1 forest goblin thief

5 3 2 worg runts, 4 forest goblins, 1 forest goblin

sneak, 1 forest goblin trapper

6 3 3 forest goblin sneaks, 3 forest goblin thieves

7 4 8 worg pups, 4 worg runts, 2 forest goblin trappers,

1 forest goblin shaman

8 4 6 forest goblins, 2 forest goblin sneaks

CR 5-8

d8 CR Group Members

1 5 4 worg pups, 2 worg runts, 6 forest goblins, 4 forest

goblin trappers, 1 worg mother

2 5 8 worg pups, 4 forest goblin sneaks, 2 forest

goblin shamans

3 6 8 forest goblins, 6 forest goblin thieves, 2

worg mothers

4 6 4 forest goblins, 2 forest goblin trappers, 4 forest

goblin shamans

5 7 8 forest goblin sneaks, 1 forest goblin trapper,

5 worg mothers

6 7 6 forest goblin sneaks, 4 forest goblin shamans

7 8 10 forest goblins, 6 forest goblin thieves,

5 forest goblin trappers

8 8 14 forest goblins, 2 forest goblin trappers,

1 forest goblin shaman

**Armor Class** 13 (leather armor)

**Hit Points** 7 (2d6)

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

STR DEX CON INT WIS CHA

7 (-2) 14 (+2) 10 (+0) 10 (+0) 8 (-1) 8 (-1)

**Skills** Nature +1, Stealth +4

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Goblin

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

Woodland Stalker. The forest goblin can attempt to hide even when only lightly obscured by foliage as a bonus action on each of its turns.

ACTIONS

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

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

WEAPONS, ARMOR & ITEMS

Quiver with 20 arrows, shortbow, 2 stakes, leather armor, and roll a d12:

d12 Item(s)

1-6 1d4 days' fried spider rations

7-9 A trinket (p. 57)

10-11 A tattered coin purse containing 10 (3d6) cp

12 A quiver containing 2 (1d4) +1 arrows

Token Image: Bugbear Warchief

Bugbear Warchief

BMG

p45

Medium humanoid (goblinoid), chaotic evil

Armor Class 17 (chain shirt, shield)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR DEX CON INT WIS CHA

17 (+3) 14 (+2) 14 (+2) 11 (+0) 12 (+1) 13 (+1)

Skills Intimidation +3, Stealth +6, Survival +3

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Challenge 3 (700 XP) Proficiency Bonus +2

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Command Ally. As a bonus action, the bugbear targets one ally it can see within 30 feet of it. If the ally can see and hear the bugbear, it can make one weapon attack as a reaction and gains advantage on the attack roll.

Heart of Hruggek. The bugbear has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Multiattack. The bugbear makes two melee attacks.

Morningstar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 3) piercing damage.

Javelin. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 9 (2d6 + 3) piercing damage in melee or 5 (1d6 + 3) piercing damage at range.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the bugbear can utter a special command or warning whenever a nonhostile 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 bugbear. A creature can benefit from only one Leadership die at a time. This effect ends if the bugbear is incapacitated.

FOREST GOBLIN TRAPPER

Small humanoid (goblinoid), neutral evil

**Armor Class** 12

**Hit Points** 3 (2d6 - 4)

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

STR DEX CON INT WIS CHA

7 (-2) 14 (+2) 7 (-2) 14 (+2) 8 (-1) 8 (-1)

**Skills** Nature +1, Stealth +4

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Goblin

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

Woodland Stalker. The forest goblin trapper can attempt to hide even when only lightly obscured by foliage as a bonus action on each of its turns.

Woodland Camouflage. The forest goblin trapper has advantage on Dexterity (Stealth) checks while in the forest

ACTIONS

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

Set Trap. The forest goblin trapper can spend a number of actions on subsequent turns to deploy one of the following traps:

Bear Trap (1-2 actions). The goblin trapper sets a bear trap and covers it with leaves and other debris. The bear trap can be detected with a DC 14 Wisdom (Perception) check. If a creature steps on the bear trap, it must make a DC 15 Dexterity saving throw. On a failed save the creature takes 9 (2d8) piercing damage, and its **Speed** is halved until it removes the trap. The creature can use its action on its turn to make a DC 12 Strength (Athletics) check to remove the bear trap.

The goblin trapper can use one additional action while setting the bear trap to attach it to the ground with a metal spike and chain. If a creature is caught by the trap while it is attached to the ground in this way, the creature is restrained until it can escape the trap.

Trip Line (2 actions; 1 action at each end). The goblin trapper attaches a rope or vine to two points up to 25 ft. apart and 1 ft. off the ground. The trip line can be detected with a DC 12 Wisdom (Perception) check. If a creature passes through the affected area it must make a DC 15 Dexterity saving throw or fall prone.

Spike Trap (2-3 actions). The goblin trapper pushes sharpened spikes into an area of ground measuring no more than 5 ft. square and covers them up with leaves. The spikes can be detected with a DC 13 Wisdom (Perception) check. If a creature enters the affected area it must make a DC 12 Dexterity saving throw. On a failed save the creature takes 5 (2d4) piercing damage.

The goblin trapper can use one additional action to coat the tips of the spikes with poison. If it does so, any creature who takes damage from the spikes must also make a DC 15 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much on a successful one.

Cage Trap (3 actions). The goblin trapper sets up a four¬walled spring-loaded cage trap 5 ft. square and large enough for a Medium creature to fit in, and covers it with leaves and other debris. The cage can be detected with a DC 12 Wisdom (Perception) check. If a creature enters the affected area it must make a DC 16 Dexterity saving throw. On a failed save the creature is trapped within the cage. The creature can use its action on its turn to make a DC 13 Strength (Athletics) check break out of the cage.

Snare Trap (2 actions). The goblin trapper sets a spring-loaded snare in a 5 ft. square and covers with leaves and other debris. The snare can be detected with a DC 14 Wisdom (Perception) check. If a Small or Medium creature enters the affected area it must make a DC 13 Dexterity saving throw. On a failed save the creature is restrained and pulled upside-down 5 ft. off the ground. A creature can destroy the snare, freeing any restrained creature, by dealing 1 damage to the snare (AC 10).

WEAPONS, ARMOR & ITEMS

Stake, and roll a d12:

d12 Item(s)

1-6 1d4 days' fried spider rations

7-9 A trinket (p. 57)

10-11 A tattered coin purse containing 14 (4d6) cp

12 A bag of holding

Trappers take great pride and pleasure in constructing, setting and maintaining the wide variety of traps littered around the troop’s range. Most commonly, these will be constructed of local wood, but occasionally metal can be salvaged from animal traps laid by more civilized hunters, or from the weapons and armor of unwary travelers.

FOREST GOBLIN TRINKETS

'I lie following items might be carried by a forest goblin:

d10 Trinket

1 A necklace made from the bones of a small animal you cannot identify

2 A dead dormouse with a few bites missing

3 A dried goblin ear

4 A lump of wood carved to roughly resemble a wolf

5 A collection of insect and spider legs

6 Three beautifully crafted elven arrows

7 A net woven with leaves and twigs, large enough to cover a goblin

8 A flint and antler hunting knife

9 Ten feet of hair-thin twine with a loop at each end

10 A chunk of meat with a barbed hook hidden within

FOREST GOBLIN LAIR DETAILS

An area controlled by forest goblins might display the following:

d10 Lair Detail

1 A badly decomposed elf head on a spike

2 A pile of crude wooden cages crammed with squealing rats, squirrels, and weasels

3 A roughly carved idol of a terrifying, unrecognizable god

4 Various sizes and shades of leaves woven together into something resembling a curtain

5 An area of floor is rigged to collapse should anything larger than a goblin stand on it

6 The outlines of concealed stashes and cubby holes can just barely be made out, cut into the bark of large trees

7 Various bone and wooden trinkets drilled with holes hang from above, making a mournful whistle and clattering when the wind blows

8 A goblin has methodically picked away at the bark surrounding a hole where a small creature once dwelled

9 An area of stumpy, coppiced trees harvested for bows, spears, and stakes

10 Scraped and partially-cleaned furs and hides are stretched out to dry

# 777 Огры

Night presses at the edges of the fire, sending grasping shadows over fern and bracken and up the trunks of ancient pines. The fire spits and cracks with drops of fat from the spit. With a tremor and crack, the chorus of the night goes dead. Another tremor, and another, and another, increasing in severity. A shadow is torn by a splintered branch that crashes to the forest floor. The ground stops shaking as two pinpricks of light appear atop a lumpy monolith of doughy flesh glowing orange in the firelight. A beefy hand, the size of a stewpot, darts out like a podgy lightning bolt, snatching meat and spit both. Lips smack. A warhorn of a belch trumpets forth. The hand reaches out for more. This is an ogre.

Ogres are defined by their violent cruelty, immense strength, and monumental stupidity. They are inordinately proud of all these things.

Some large bull ogres can reach fifteen feet tall when standing upright (although they seldom do), and tip the scales at 1,500 pounds. Although these extremes are the exception rather than the rule, ogres do tend to be massive in height and girth. It is believed that ogres rarely live to fifty, although this is difficult to corroborate given that they have no system of counting, and they continue to grow throughout their lives. Unlike most other humanoids, ogres appear to suffer no negative effects from carrying a huge amount of body fat; up to half of their entire weight in some cases.

Ogre sows birth litters of up to eight young, which can walk and run almost straight away. Maternal instinct only lasts for a matter of minutes, after which the young are viewed as potential food for the adults, so these **Skills** are often put to the test early. Young ogres spend the first years of their life as scavengers - little better than animals - on the peripheries of the mob, much like the dogs that trail a marching army feeding on their scraps. Occasional bold or quick individuals will dart into the main throng for a few scraps but, on the whole, until they can grow large enough to survive the beatings doled out by the older ogres (and start administering some of their own), they keep their distance, existing entirely separately, savagely competing with each other to grow and pile on weight as quickly as possible.

To an ogre, dressing in any more than a simple, stained loin cloth is unusually fancy; additions of whole untreated pelts and bone trophies are extravagances only for the fashion-conscious. In battle, ogres typically rely on their overall size and toughness to see them through, but a few see the value of armoring themselves in scavenged goods (making the incredible leap of intellect that if a man in armor is harder to kill, an ogre in armor might be too). Weapons are similarly scavenged, and consist of anything the ogre can swing which, given their strength, is more or less anything it can fit in its hand.

ENVIRONMENT

Gut size is the measure of worth amongst ogres, so adolescents who have yet to grow a gut worthy of respect exist at the bottom of the pecking order. Beyond this, their culture is one of barely structured anarchy and chaos. Each ogre strives to be the biggest by devouring as much as possible, and the bigger an ogre gets, to stay together, albeit fractiously, for increased opportunities for mating and foraging. Should an ogre become badly injured in one of their many scraps, it will typically have the sense of mind to leave the group, for even a lone, wounded ogre is more than capable of dealing with most threats the world can throw at it (though they have a healthy fear of trolls, whose natural weaponry rivals their own, and bugbears, who specialize in bringing down big game as a team). However, travelers should not assume that a lone ogre is necessarily nursing a wound - an ogre may have many reasons to find itself alone, including if it was by far the strongest of the mob and has slaughtered its erstwhile companions.

Although chilling reports exist of those taken alive by ogres, it is unclear whether ogres truly relish the torture they inflict on their victims, or whether these horrors are the result of unthinking and uncaring gluttony. Regardless, tales of captives being ripped quite literally limb from limb, or body parts fought over and devoured in front of their still-living owners are enough to give anyone pause.

of settlements, even empires of ogres. These ogres, it is claimed, spoke and traded with other folk and built cavernous stone temples to ever-hungry gods. That intelligent ogres existed is possible, but most scholars agree that such creatures vanished long ago. These persistent myths may be nothing more than an attempt to explain themysteriousruinsthatdottheland, remnantsofvaststructures seemingly constructed for a race far larger than our own. Ж-'. - .

To call ogres nomadic is to give them too much credit; ogres simply wander aimlessly, cutting a meandering swathe of destruction through anything that gets in their way. Where they choose to settle for the night quickly becomes a squalid mudhole (‘mud’ is putting it charitably) churned up by their near-constant in the retinue of a goblin king.

Should a mob happen upon the scent of civilization, carnage is sure to follow. Ogres prize villages and hamlets as a supply of food that will last the mob weeks. Some ogres will rush in with wild abandon, killing all they can lay their hands on and stowing the bodies for later consumption. Others, gifted with unusual forethought, may use tree trunks or rubble to construct makeshift corrals, penning in surviving villagers for an easy supply of fresh meat.

The trails an ogre mob has taken can be identified by the lack of any creatures not small enough to escape notice, with perhaps a few blood splashes remaining of larger quarry. The exception being the populations of frighteningly large boars, known as scrofa, which trail the mob, feeding off their leavings. The scrofa are wily enough to evade the ogres’ notice much of the time, and tough enough to compete with adolescents for scraps and stand a chance at escaping should an adult take interest. This, and the lingering

ROLEPLAYING OGRES

Ogres have roughly the intellect of a fairly stupid dog, so interactions are quite limited. Whilst the general rule is that the simpler a creature is, the easier it is to magically charm it, the opposite appears to be true of ogres; they have so little mental capacity that they are resistant to such attempts. Non-magical manipulation may prove more effective, but any agreements negotiated are sure to be soon forgotten and the would-be- manipulator smashed repeatedly with a blunt object.

Ogres are unable to feel full, and their constant, ravenous hunger is the central theme of most of their interactions with other races. This goes beyond simple greed (which cannot be entirely discounted, due to the positive correlation between size and power) but is in fact a strange and unexplained biological anomaly. As no amount of food is ever enough, and violence is the quickest way of obtaining it, ogres will strike first and not consider asking questions, even if they were in possession of the wits required.

LANGUAGE AND COMMON NAMES

Ogre language is, as one might expect, a simple one. There are few words, and each conveys a few different concepts, for example the word meaning ‘food’ also means ‘small’, as anything smaller than the ogre is normally viewed as a potential food source; beings smaller than the ogre but too difficult or dangerous to eat, such as a well-equipped adventurer, are sometimes called ‘big-smalls’, which seems to be the only way for an ogre to mentally process this dilemma.

Ogres tend not to have names. Their society and sense of self is limited enough that they can get by with pointing and grunting at who they are addressing, and it is rare that a conversation would be complex enough to refer to a party that is not present. In these rare cases, referring to others as “big” and “small” (in relation to the speaker) usually gets the point across.

COMBAT TACTICS

Ogres fight in order to feed, and whatever tactics they display serve that purpose. They will attack seemingly at random, with no preference for those lightly or heavily armored. The only commonality to their attack patterns is a marked preference for halflings, who they seem to view as easily portable snacks.

Ogres typically do not have the sense to flee unless larger individuals do so, or are killed. A lone ogre will almost invariably fight to the death. This means fights against ogres are prolonged, bloody affairs, typically resulting in heavy losses even if the ogres are slain.

OGRE WARBANDS

Use these tables to generate an ogre encounter quickly and easily, either by rolling a d8 or selecting an appropriate **Challenge** rating.

CR 5-8

|  |  |  |
| --- | --- | --- |
| d4 | CR | Group Members |
| 1 | 5 | 8 scrofa, 6 adolescent ogres |
| 2 | 6 | 1 ogre hurler, 2 scrofa old boars |
| 3 | 7 | 1 scrofa old boar, 1 ogre charger |
| 4 | 8 | 2 scrofa, 5 adolescent ogres, 1 ogre charger |

CR 9-12

|  |  |  |
| --- | --- | --- |
| d4 | CR | Group Members |
| 1 | 9 | 1 scrofa old boar, 1 ogre berserker |
| 2 | 10 | 4 scrofa, 2 scrofa old boars, 1 ogre charger |
| 3 | 11 | 2 ogre hurlers, 1 ogre berserker |
| 4 | 12 | 1 scrofa old boar, 2 ogre chargers |

CR 13-16

|  |  |  |  |
| --- | --- | --- | --- |
| d4 | CR | Group Members |  |
| 1 | 13 | 1 ogre hurler, 1 ogre charger, 1 ogre berserker |  |
| 2 | 14 | 2 adolescent ogres, 1 ogre | collector |
| 3 | 15 | 3 ogre chargers |  |
| 4 | 16 | 4 scrofa, 1 scrofa old boar, 1 ogre collector |  |

CR 17-20

|  |  |  |
| --- | --- | --- |
| d4 | CR | Group Members |
| 1 | 17 | 4 scrofa, 1 ogre master |
| 2 | 18 | 8 scrofa, 1 scrofa old boar, 2 ogre berserkers |
| 3 | 19 | collectors |
| 4 | 20 | 2 scrofa old boars, 1 ogre master |

adolescent ogre

**Armor Class** 15

**Hit Points** 37 (5d8 + 15)

**Speed** 30 ft.

STR DEX CON INT WIS CHA 14 (+2) 14 (+2) 16 (+3) 5 (-3) 6 (-2) 7 (-2)

**Skills** Stealth +4

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Common, Giant

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

Monumental Stupidity. The adolescent ogre has advantage on **Saving Throws** against being charmed.

Scrappy. As a bonus action, the adolescent ogre can make a melee attack with disadvantage.

Tough. The adolescent ogre adds its Constitution modifier to its **Armor Class**.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) slashing damage.

Rock. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 +2) bludgeoning damage.

WEAPONS, ARMOR & ITEMS

Roll a d12:

Adolescent ogres are far removed from the image usually conjured by the word ‘ogre’; small and skinny, they are always desperate to feed and made vicious and feral by their harsh existence.

|  |  |
| --- | --- |
| d12 | Item(s) |
| 1-6 | 1d4 days’ rations consisting of maggoty cheese and strange rotten meat |
| 7-9 | A trinket (p. 123) 10-11 A tattered coin purse containing 14 (4d6) cp |
| 12 | A potion of healing |

ogre hurler

**Armor Class** 15

**Hit Points** 66 (7d10 + 28)

**Speed** 40 ft.

STR DEX CON INT WIS CHA

20 (+5) 12 (+1) 18 (+4) 4 (-3) 5 (-3) 8 (-1)

**Skills** Athletics +7, Intimidation +1

**Senses** darkvision 60 ft., passive Perception 7

**Languages** Common, Giant

**Challenge** 2 (450 XP)

Bowler. The objects that the ogre hurler throws have so much momentum they travel an additional 15 feet in a straight line past their landing point. Each creature in the path of the thrown object must succeed on a DC 12 Dexterity saving throw or take 5 (1d10) bludgeoning damage.

WEAPONS, ARMOR & ITEMS

Roll a d12:

If there’s one thing ogres love, it’s hitting people with things.

Hurlers have mastered the art of hitting people with things from a great distance.

Monumental Stupidity. The ogre hurler has advantage on **Saving Throws** against being charmed.

Tough. The ogre hurler adds its Constitution modifier to its **Armor Class**.

Actions

Slam. Melee Weapon Attack: +7 to hit, range 5 ft., one target.

Hit: 12 (2d6 + 5) bludgeoning damage.

Boulder/Barrel/Sack. Ranged Weapon Attack: +7 to hit, range 30/90 ft., one target. Hit: 14 (2d10 + 5) bludgeoning damage, and the target must succeed on a DC 15 Dexterity saving throw or be knocked prone.

d12 Item(s)

1-6 1d4 days’ rations consisting of maggoty cheese and

strange rotten meat

7-9 A trinket (p. 123)

10-11 A tattered leather coin purse containing 21 (6d6) cp, and 7 (2d6) sp

12 A sack of 15 (3d6 + 2) gems, each worth 25 gp

ogre charger

**Armor Class** 15

**Hit Points** 105 (10d10 + 50)

**Speed** 40 ft.

STR DEX CON INT WIS CHA

22 (+6) 10 (+0) 20 (+5) 4 (-3) 5 (-3) 7 (-2)

**Skills** Athletics +9, Intimidation +1

**Senses** darkvision 60 ft., passive Perception 7

**Languages** Common, Giant

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

Monumental Stupidity. The ogre charger has advantage on **Saving Throws** against being charmed.

Tough. The ogre charger adds its Constitution modifier to its **Armor Class**.

WEAPONS, ARMOR & ITEMS Maul, and roll a d12:

Chargers use the surprising turn of **Speed** ogres can muster in combination with their huge size to smash through enemy defenses, and even structures.

Unstoppable. Once the ogre charger gets moving, it is difficult to stop. If it moves at least 20 feet on its turn, it can move through spaces occupied by Large or smaller creatures and smash through stone barriers up to 3 feet thick.

Actions

Maul. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 19 (4d6 + 5) bludgeoning damage.

Charge. The ogre charger moves up to 40 ft. in a straight line. All creatures in its path must make a DC 15 Dexterity saving throw or DC 20 Strength saving throw, taking 18 (3d8 + 5) bludgeoning damage on a failed save or half as much on a successful one. If a creature makes a successful Strength saving throw, the ogre charger stops moving in front of the creature.

|  |  |
| --- | --- |
| d12 | Item(s) |
| 1-6 | 1d4 days’ rations consisting of maggoty cheese and strange rotten meat |
| 7-9 | A trinket (p. 123) |
| 10-11 | A tattered coin purse containing 17 (5d6) sp, and 3 (1d6) gp |
| 12 | A collection of 7 (2d6) random potions both common and uncommon |

ogre berserker

**Armor Class** 15

**Hit Points** 168 (16d10 + 80)

**Speed** 40 ft.

STR DEX CON INT WIS CHA

22 (+6) 10 (+0) 20 (+5) 4 (-3) 5 (-3) 7 (-2)

**Skills** Athletics +9, Intimidation +1

**Senses** darkvision 60 ft., passive Perception 7

**Languages** Common, Giant

**Challenge** 7 (2,900 XP)

Blind Rage. If the ogre berserker has 84 **Hit Points** or fewer, it can choose to attack with disadvantage but add 7 (2d6) damage to each hit. If the ogre berserker has 42 or fewer **Hit Points**, it can choose to attack with disadvantage to add 14 (4d6) damage on a hit.

Immense Swing. The ogre berserker can hit up to 2 Medium or smaller targets within 10 feet of each other with each flail attack. A separate attack roll is made for each target.

Prodigies amongst their kind, collectors have worked out the benefits of wearing ‘armor’ to augment their natural toughness.

WEAPONS, ARMOR & ITEMS

Maul, improvised armor, and roll a d12:

|  |  |
| --- | --- |
| d12 | Item(s) |
| 1-6 | 1d4 days’ rations consisting of maggoty cheese and strange rotten meat |
| 7-9 | A trinket (p. 123) |
| 10-11 | A tattered coin purse containing 17 (5d6) pp |
| 12 | Two badly worn +1 shields, and one +1 sword |

Ogre Shaman

Large giant, chaotic evil

**Armor Class** 9

**Hit Points** 59 (7d10+21)

**Speed** 40 ft.

STR

16 (+3)

DEX

8 (-1)

CON

16 (+3)

INT

5 (-3)

WIS

8 (-1)

CHA

14 (+2)

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Giant

**Challenge** 2 (450 XP)

Thick Hide. The ogre has advantage on **Saving Throws** against spells and other magical effects.

Innate Spellcasting. The ogre’s innate spellcasting ability is Charisma (spell save DC 12). The ogre can innately cast the following spells, requiring no material components:

At will: light, mold earth, create bonfire

1/day each: earth tremor, enhance ability, fog cloud, color spray

Actions

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

Environments

Roles Melee | Ranged | Mage | Tank | Support | Ambush | Fly | Swim | Pushy | AoE | Multiatk

Джерело: <https://www.kassoon.com/dnd/monster-stat-block/196/ogre-shaman/>

Ogre Warchief

Large giant, chaotic evil

**Armor Class** 16 (chainmail)

**Hit Points** 76 (8d12+24)

**Speed** 40 ft.

STR

20 (+5)

DEX

8 (-1)

CON

17 (+3)

INT

9 (-1)

WIS

10 (+0)

CHA

8 (-1)

**Skills** Athletics +7, Intimidation +3

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Giant

**Challenge** 4 (1,100 XP)

Actions

Multiattack. The ogre makes two attacks with its greatmaul or with its javelin.

Greatmaul. Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit: 14 (2d8+5) bludgeoning damage.

Javelin. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 12 (2d6+5) piercing damage.

Punt. Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit: 23 (4d8+5) bludgeoning damage and the target must make a DC 15 Strength saving throw, being thrown 20 ft. and knocked prone on a failed save, or pushed 10 ft. and not knocked prone on a success.

War Drums (Recharge d6: 5-6). The warchief plays the drums of war. All other ogres within 120 ft. that can hear the drums may use their reaction to make a melee attack against an enemy in range.

Troll Shaman

Large giant, chaotic evil

**Armor Class** 15 (natural armor)

**Hit Points** 84 (8d10 + 40)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16(+3) 11 (+1) 20(+5) 7 (−2) 15(+2) 7 (−2)

**Skills** Perception +1

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Giant

**Challenge** 9 (5,000 XP)

Spellcasting. The troll shaman is an 4th-level

spellcaster. Its spellcasting ability is Wisdom (spell save

DC 12, +3 to hit with spell attacks). It regains expended

spell slots when it finishes a short or long rest. It knows

the following cleric spells:

Cantrips (at will): Guidance, Resistance, Sacred Flame,

Spare the Dying

1 st **Level** (4 slots): Cure Wounds, Healing Word, Inflict

Wounds, Shield of Faith

2nd **Level** (3 slots): Blindness/Deafness, Spiritual

Weapon

Keen Smell. The troll has advantage on Wisdom

(Perception) checks that rely on smell.

Regeneration. The troll regains 10 **Hit Points** at the

start of its turn. If the troll takes acid or fire damage,

this trait doesn’t function at the start of the troll’s next

turn. The troll dies only if it starts its turn with 0 hit

points and doesn’t regenerate.

Actions

Multiattack. The troll makes three attacks: one with its

bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one

target. Hit: 7 (1d6 + 4) piercing damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one

target. Hit: 11 (2d6 + 4) slashing damage.

Troll Warrior

Troll Warrior (Troll with Barbarian levels)

Large giant, chaotic evil

**Armor Class** 17 (natural armor)

**Hit Points** 141 (13d10 + 65)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

18(+4) 15(+2) 20(+5) 7 (−2) 9 (−1) 7 (−2)

**Skills** Perception +1

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Giant

**Challenge** 9 (5,000 XP)

Keen Smell. The troll has advantage on Wisdom

(Perception) checks that rely on smell.

Regeneration. The troll regains 10 **Hit Points** at the

start of its turn. If the troll takes acid or fire damage,

this trait doesn’t function at the start of the troll’s next

turn. The troll dies only if it starts its turn with 0 hit

points and doesn’t regenerate.

Rage. Three times, a troll warrior may enter a rage as

per the barbarian ability. The troll warrior regains all

spent uses of rage upon finishing a long rest.

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Unarmored Defense. The troll warrior’s **Armor Class**

equals 10 + its Dexterity modifier + its Constitution

modifier while it is not wearing any armor.

Reckless Attack. When making its first attack on its

turn, the troll warrior may attack recklessly. If it does, it

has advantage on melee weapon attack rolls using

Strength during this turn but attack rolls against it have

advantage until its next turn.

Danger Sense. The troll has advantage on Dexterity

**Saving Throws** against effects that it can see, such as

traps and spells, so long as it is not blinded, deafened,

or incapacitated.

Bear Totem. While raging, the troll warrior has

resistance to all damage except psychic damage.

Actions

Multiattack. The troll makes three attacks: one with its

bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one

target. Hit: 7 (1d6 + 4) piercing damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one

target. Hit: 11 (2d6 + 4) slashing damage.

CCC-ODFC01-03 - Elders' Eyes Upon You

OGRE MASTER

Huge giant, chaotic evil

**Armor Class** 19 (half plate)

**Hit Points** 230 (20d12 + 100)

**Speed** 45 ft.

STR DEX CON INT WIS CHA

24 (+7) 8 (-1) 20 (+5) 7 (-2) 8 (-1) 10 (+0)

**Skills** Athletics +12, Intimidation +5

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Giant

**Challenge** 16 (15,000 XP)

Colossal Swing. The ogre master can hit up to 2 Large targets, or 3 Medium or smaller targets within 5 feet of each other with each glaive attack. A separate attack roll is made for each target.

Monumental Stupidity. The ogre master has advantage on **Saving Throws** against being charmed.

Tough. The ogre master adds its Constitution modifier to its **Armor Class**.

Actions

Multiattack. The ogre master makes two attacks with its glaive.

Glaive. Melee Weapon Attack: +12 to hit, reach 15 ft., up to three targets no more than 5 ft. apart. Hit: 20 (3d10 + 7)

WEAPONS, ARMOR & ITEMS Glaive, half plate, and roll a d12:

1-6 1d4 days’ rations consisting of maggoty cheese and

strange rotten meat

10-11 A tattered coin purse containing 28 (8d6) pp

12 A sack containing several beautiful crystals including one ioun stone of strength

The strongest ogres are most able to defend their food. The most well-fed ogres grow stronger.

Masters are the result of a lifetime of good eating.

d12 Item(s)

7-9 A trinket

OGRE TRINKETS AND ANATOMY

An ogre might carry the following items, or display an anatomical quirk:

|  |  |
| --- | --- |
| d10 | Trinket |
| 1 | A large, perfectly clean thigh bone |
| 2 | A necklace of cracked skulls |
| 3 | A dented, tooth-marked breastplate, bent into a bracelet |
| 4 | Rocks of various sizes, all rolled perfectly smooth and round |
| 5 | A goad commonly used by goblins, serving as a toothpick |
| 6 | A belt made from an anchor chain |
| 7 | Several old arrowheads lodged in the skin |
| 8 | A huge scrofa tusk jutting from an old thigh wound |
| 9 | Scars from a troll’s claws, and a nose broken so badly it obscures one eye’s vision |
| 10 | Broken shackles around the wrists and ankles |

OGRE LAIR DETAILS

An area controlled by ogres might display the following:

d10 Lair Detail

1 A somewhat smelly depression in the ground where a large creature has slept

2 The splintered and gnawed bones of an adolescent ogre, being picked over by carrion birds

3 Long, heavy blunt objects, some embedded with chunks of bone, which have been used as clubs for a time before being

forgotten about

4 A drooping tree which once bore fruit, but which has now been stripped down to the bark

5 The hole of a burrowing creature which has been thoroughly excavated by huge, rough hands

6 The lingering smell of unwashed bodies, pigs, blood, and excrement

7 The partially eaten carcass of a cow, strung up in a tree where only the tallest ogre can reach it

8 The flattened remains of a goblin raiding party, some of whom were armed with harpoons and brands

9 A smashed cart, its valuables untouched but its food stores thoroughly emptied

10 Confused and chaotic foot and hoof prints circle each other where an ogre has clashed with a sounder of scrofa over a meal

Ogre Bolt Launcher

Large giant, chaotic evil

**Armor Class** 13 (hide armor)

**Hit Points** 59 (7d10+21))

**Speed** 40 ft.

STR

16 (+3)

DEX

12 (+1)

CON

16 (+3)

INT

5 (-3)

WIS

7 (-2)

CHA

7 (-2)

**Damage Immunities** poison

**Condition Immunities** blinded, deafened, frightened, paralyzed, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Common, Giant

**Challenge** 2 (450 XP)

Actions

Fist. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d4+4) bludgeoning damage.

Bolt Launcher. Ranged Weapon Attack: +3 to hit, range 120/480 ft., one target. Hit: 17 (3d10+1) piercing damage.

Джерело: <https://www.kassoon.com/dnd/monster-stat-block/462/ogre-bolt-launcher/>

Ice Spire Ogre

Ice Spire Ogre

Large giant, chaotic evil

**Armor Class** 16 (scale armor, shield)

**Hit Points** 95 (10d10 + 40)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

21(+5) 10(+0) 18(+4) 9 (-1) 12(+1) 8 (-1)

**Saving Throws** Con +6, Wis +3

**Skills** Perception +3

Special **Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Giant

**Challenge** 4 (1,100 XP)

Actions

Multiattack. The ogre makes two melee attacks.

Longsword. MeleeWeapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

Frozen Head. Ranged Weapon Attack: +8 to hit, range 30/60 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage. In addition, every creature within 10 feet of the target must succeed on a DC 14 Dexterity saving throw or take 7 (2d6) piercing damage. The ice spire ogre carries four frozen heads.

gre shamans use innate spellcasting to “move earth,

create pretty colors, and make ground clouds.” Their skin has

also become infused with magic, giving them additional

defenses against enemy spellcasters. They also still hit

absurdly hard. The warchief commands his fellow ogres by

playing the drums of war. They are also masters of rockball

and put those abilities to use by hurling enemies through the

air (and off cliffs) with powerful kicks.

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Ogre Shaman

Large giant, chaotic evil

Armor Class 9

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR DEX CON INT WIS CHA

16 (+3) 8 (-1) 16 (+3) 5 (-3) 8 (-1) 14 (+2)

Senses darkvision 60 ft., passive Perception 9

Languages Common, Giant

Challenge 2 (450 XP)

Thick Hide. The ogre has advantage on saving

throws against spells and other magical effects.

Innate Spellcasting. The ogre’s innate spellcasting

ability is Charisma (spell save DC 12). The ogre can

innately cast the following spells, requiring no

material components:

At will: light, mold earth, create bonfire

1/day each: earth tremor, enhance ability, fog

cloud, color spray

Actions

Club. Melee Weapon Attack: +5 to hit, reach 5ft.,

one target. Hit: 10 (2d6 + 3) bludgeoning damage.

Ogre Warchief

Large giant, chaotic evil

Armor Class 16 (chainmail)

Hit Points 76 (8d12 + 24)

Speed 40 ft.

STR DEX CON INT WIS CHA

20 (+5) 8 (-1) 17 (+3) 9 (-1) 10 (+0) 8 (-1)

Skills Athletics +7, Intimidation +3

Senses darkvision 60 ft., passive Perception 10

Languages Common, Giant

Challenge 4 (1,100 XP)

Actions

Multiattack. The ogre makes two attacks with its

greatmaul or with its javelin.

Greatmaul. Melee Weapon Attack: +7 to hit, reach

5ft., one target. Hit: 14 (2d8 + 5) bludgeoning

damage.

Javelin. Melee or Ranged Weapon Attack: +7 to hit,

reach 5 ft. or range 30/120 ft., one target., one

target. Hit: 12 (2d6 + 5) piercing damage.

Punt. Melee Weapon Attack: +7 to hit, reach 5ft.,

one target. Hit: 23 (4d8 + 5) bludgeoning damage

and the target must make a DC 15 Strength saving

throw, being thrown 20 ft. and knocked prone on a

failed save or pushed 10 ft. and not knocked prone

on a success.

War Drums (Recharge 5-6). The warchief play the

drums of war. All other ogres within 120 ft. that

can hear the drums may use their reaction to make

a melee attack against an enemy in range.

# 888 Clockwork and mechanisms

Clockwork Horror

Originally from somewhere else – perhaps some mad

modron's science project, or the servitors of a lost race

of tyrannical technomancers – clockworks horrors are

techno-magical constructs which resemble large

mechanical spiders.

Self-Replicating Machines. There is no question

that clockwork horrors are machines, and not living

creatures, though there has been no documented

successful attempt to communicate with them. They

are also unquestionably intelligent – given a pile of

scrap metal, a single copper horror can construct

another copper horror in a matter of hours. Each one

will then begin construction of another, and another,

and so on. Soon there is a colony that will grow as

quickly as the copper horrors can get access to new

building materials.

Hive Mind. Clockwork horrors communicate with

each other using some kind of coded ethereal signal,

which all other horrors within 1 mile can hear, but no

other being can understand. This allows them to

coordinate and plan as if they were one, directed by

the smartest horror present. Thus, the arrival or

construction of an electrum horror drastically

increases the deadliness of a clockwork horror hive.

Individuals have no sense of self or self-preservation,

and thus no fear other than concern for the hive.

However, each has an assigned role, and horrors that

aren't assigned to fight will try to escape rather than be

destroyed.

Tireless Conquerors. Although they've never sent

any kind of communication to signal their intent, there

can be little mistake that clockwork horrors have one

overriding goal: make more clockwork horrors, using

any and all metal available. This puts them at odds

with any creature who is using that metal for

something else, and such conflicts will always end in

violence – the coppers will keep trying to strip and

salvage all metal they can find, and the silvers will

attack any creature that tries to stop them. They are

ruthless, calculating, endlessly patient, and utterly

devoid of emotion or concern for any other creatures.

All clockwork horrors have the following

characteristics, in addition to those of other techno-

magical constructs (p. 82).

Coded Communications. Clockwork horrors

communicate with each other using an encrypted

ethereal signal that can't be perceived by any

creature whose perceptions don't extend to the

Ethereal Plane. Those that can perceive the signal

are aware only of a string of pulses, much like an

ethereal telegraph, but one that uses no known

language or code.

Magic Resistance. Clockwork horrors have

advantage on saving throws vs. spells and magical

effects to which they aren't completely immune. This

cancels the normal disadvantage on a Constitution

saving throw against the shatter spell, which horrors

make without advantage or disadvantage.

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Copper Horror

Copper Horror

The common worker horror looks like a squat

mechanical spider made of assorted scrap metal,

usually copper, tin, and steel. It's about the size of a

smallish dog, with four spider-like legs extending

from its abdomen, two stubby tool-arms below its

head, and a large multifaceted glass eye in front. It

ignores any creature that doesn't interfere with its

presently assigned task (by default, “find more metal

and build more horrors”), flees if attacked, and

generally only fights if cornered or commanded by a

superior horror.

Small construct (techno-magical), lawful evil

Armor Class 15 (natural armor)

Hit Points 18 (4d6+4)

Speed 20 ft., climb 20 ft.

STR DEX CON INT WIS CHA

12 (+1) 12 (+1) 12 (+1) 5 (-3) 10 (+0) 5 (-3)

Damage Resistances bludgeoning, slashing, and

piercing damage from non-magical weapons

Damage Immunities electricity, poison, psychic

Condition Immunities charmed, deafened,

exhaustion, frightened, paralyzed, petrified,

poisoned

Senses darkvision 60 ft., passive Perception 10

Languages can communicate with each other, and

understand but not speak Common

Challenge 1/2 (100 XP)

Tool Proficiency. All copper horrors are fitted with

some kind of tool, depending on their assigned task –

repairs, salvage, mining, and so on. These tools are

incidentally what the horror uses for defense, but they

are intended for the completion of the copper horror's

task.

Repair Clockwork Horrors. Regardless of the tools

they are outfitted with, all copper horrors have the

tools to repair themselves and other clockwork

horrors. If a copper horror is aware of a damaged

clockwork horror (including itself), it will focus on

repairing it, and continue until there are no damaged

horrors around. A functional copper horror can

restore itself or another clockwork horror to full hit

points with a short rest, or repair a broken horror with

a long rest.

Construct Clockwork Horrors. If given time and the

necessary materials – metal and sand, for the basic

models – a copper horror can construct additional

clockwork horrors. The constructed horrors depend

on the kind of metal available; “copper” and “silver”

horrors can be constructed from scrap metal, while

more advanced models require a source of precious

metals to build the techno-magical logic centers that

imbue them with greater intelligence. Construction

takes 2 hours per hit die of the horror being built;

each copper will usually work on a separate build,

though they can cut construction time by cooperating

– divide the time by the number of copper horrors

working together on a particular build. Typically, a

lone copper horror will begin by constructing

additional coppers, and each of the newly constructed

coppers will immediately set to work building copper

or silver horrors, about half and half. Once there are

enough silvers to defend the coppers, and secure a

source of precious metals, they will construct an

electrum horror to direct the new colony.

Actions

Actions

Tool. Melee Weapon Attack: +3 to hit, reach 5 ft., one

target. Hit: 4 (1d6+1) bludgeoning, piercing, or

slashing damage (depending on the type of tool).

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Electrum (Gilded) Horror

Electrum (Gilded) Horror

The leader of a small groups of horrors – new colony,

exploration or salvage party, etc. – is considerably

more intelligent than its common counterparts. Where

copper horrors will always try to keep working, and

silver horrors will always defend the coppers and the

hive, electrum horrors will make ruthless tactical

decisions when the group or mission is imperiled. And

all lesser horrors obey without question or hesitation.

An electrum horror isn't actually made of electrum,

but usually steel with golden runes inset, giving it a

silver-gold sheen. It otherwise resembles a silver

horror, with a few pressure valves and a slightly larger

abdomen to accommodate a small magical boiler, and

a steam-powered bolt caster in place of the silver's

spring-loaded one.

Small construct (techno-magical), lawful evil

Armor Class 17 (natural armor)

Hit Points 44 (8d6+16)

Speed 30 ft., climb 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 14 (+2) 12 (+1) 12 (+1) 12 (+1)

Damage Resistances fire; bludgeoning, slashing,

and piercing damage from non-magical weapons

Damage Immunities electricity, poison, psychic

Condition Immunities charmed, deafened,

exhaustion, frightened, paralyzed, petrified,

poisoned

Senses darkvision 60 ft., passive Perception 11

Languages can communicate with each other, and

understand but not speak Common

Challenge 4 (1,100 XP)

Scorching Body. An electrum horror's abdomen

contains a hot boiler, and touching its body with

natural or unarmed melee attacks, grappling, or

entering the horror's space causes 3 (1d6) fire

damage from contact with scorching hot metal.

Actions

Actions

Multiattack. The horror attacks twice, with any

combination of its built-in weaponry.

Buzz-Blade. Melee Weapon Attack: +4 to hit, reach 5

ft., one target. Hit: 9 (2d6+2) slashing damage.

Steam Caster. Ranged Weapon Attack: +4 to hit,

range 40/160, one target. Hit: 9 (2d6+2) piercing

damage plus 2 (1d4) fire damage.

Steam Blast (Recharge 5-6). The horror releases a

blast of steam from its bolt caster, creating a line 5

feet wide and 20 feet long. Any creature caught in the

blast takes 21 (6d6) fire damage, or half on a

successful DC 12 Dexterity saving throw.

Silver (Steel) Horror

Silver (Steel) Horror

Slightly larger than worker horrors (but still Small),

silvers are the warriors who defend the coppers as

they work. They resemble coppers in general form,

but the abdomen is lower and flatter, the legs slightly

longer, and the forearms are fitted with clearly lethal

weapons – a buzzing saw blade and a spring-loaded

bolt caster. Like “electrum” horrors, they aren't

actually made of solid precious metal; copper horrors

construct them from whatever metal is available,

preferring steel (giving them their silver appearance),

but using iron, brass, or even scrap metal.

Small construct (techno-magical), lawful evil

Armor Class 16 (natural armor)

Hit Points 33 (6d6+12)

Speed 30 ft., climb 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 14 (+2) 8 (-1) 12 (+1) 8 (-1)

Damage Resistances bludgeoning, slashing, and

piercing damage from non-magical weapons

Damage Immunities electricity, poison, psychic

Condition Immunities charmed, deafened,

exhaustion, frightened, paralyzed, petrified,

poisoned

Senses darkvision 60 ft., passive Perception 11

Languages can communicate with each other, and

understand but not speak Common

Challenge 2 (450 XP)

Actions

Actions

Multiattack. The horror attacks twice, with any

combination of its built-in weaponry.

Buzz-Blade. Melee Weapon Attack: +4 to hit, reach 5

ft., one target. Hit: 7 (2d4+2) slashing damage.

Spring Caster. Ranged Weapon Attack: +4 to hit,

range 30/120, one target. Hit: 7 (2d4+2) piercing

damage\

lockwork Servitors

These techno-magical constructs are built by an

engineer who specializes in the creation of such

mechanical servitors. They are most often encountered

in the service of their creators, or occasionally as

guards or muscle for the wealthy.

Mindless Automatons. Clockwork servitors are

machines, and have no self awareness or initiative of

any kind. Although they can see and hear their

surroundings, and understand commands from their

owner, they don't react to any attempt to communicate

by other creatures. They don't feel, opine, emote, or

speak, but simply execute their latest command to the

best of their ability.

Modifiable Machines. As machines, clockwork

servitors can be taken apart and rebuilt with slightly

different components. Each has a handful of options,

listed with the servitor's statistics below, that can be

switched out to optimize the construct of the task at

hand. Inventive engineers will no doubt come up with

additional modifications and variations.

Unthinking Loyalty. Clockwork servitors are

completely immune to being charmed, frightened,

intimidate, persuaded, otherwise convinced to act

against their orders or their creator. Short of taking

control over the construct's body with a spell like

control machine, nothing can cause them to attack the

creature that they are beholden to.

As techno-magical constructs, all clockwork

servitors have the following characteristics:

Eldritch Machine. Techno-magical constructs don't

require air, food, drink, or sleep. They are considered

to be objects rather than creatures, for the purposes

of magic (including technomancy) and other effects.

They are immune to any condition or effect that

targets a creature's metabolic or psychological

processes – charm, paralysis, poison, sleep, etc. – or

which requires any kind of saving throw other than

Strength or Dexterity (and certain Constitution saves;

see below). However, any effect that deprives them of

the mystical energy which animate them, including

entering a magic-dead area or antimagic field, causes

them to instantly lose power and become dormant

(effectively unconscious), until moved outside of the

effect.

Immutable Form. A techno-magical construct is

immune to any spell or effect that would alter its form.

Mechanical Constitution. Although normally

immune to physiological effects that require a

Constitution saving throw, constructs can be forced to

make Constitution saving throws against effects that

would interfere with their normal functioning. A dispel

magic spell or similar effect will cause a magical

construct to “power down,” effectively paralyzing it for

2 rounds per level of the spell slot used, if it fails a

Constitution saving throw. A shatter spell or similar

effect has the normal results on constructs caught in

the area, and a failure on the Constitution saving

throw blinds a construct that relies on a lens or similar

apparatus to see.

Unhealing. Constructs can't recover lost hit points by

resting, medical treatment, or magical healing, but

must be repaired (using the rules on p. 65). If the

engineer that created the construct conducts the

repairs, spare parts come from his gadget loadout,

and cost him nothing.

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Clockwork Familiar

Clockwork Familiar

Similar in form and function to a mage's familiar, but

mechanical. Popular bodies include cats, owls,

spiders, and miniature dragons. A clockwork familiar

is seldom encountered on its own, unless its on some

kind of errand for its master; otherwise, its most often

found in the company of a clockwork engineer. (At

the DM's option, a wizard who chooses the

Technomancy college can choose to summon a

clockwork familiar with the find familiar spell.)

Tiny construct (techno-magical), unaligned

Armor Class 13

Hit Points 13 (3d4+6)

Speed 30 ft.

STR DEX CON INT WIS CHA

8 (-1) 16 (+3) 14 (+2) 8 (-1) 10 (+0) 8 (-1)

Skills Stealth +4

Damage Resistances bullets, cold

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion,

frightened, paralyzed, petrified, poisoned

Senses passive Perception 10

Languages understands creator's language but can't

speak

Challenge 1/4 (50 XP)

Modular Abilities. The engineer that created the

familiar can make modifications during downtime,

swapping out components to give the construct

different capabilities.

A clockwork familiar can have one of the following

modes of movement at any given time:

• Amphibious (swim 30 ft.)

• Spider legs (climb 30 ft., broad jump 20 ft.)

• Wings (fly 60 ft.)

A clockwork familiar can have one of the following

tools or weapons at any given time:

• Blow torch (1d4 fire)

• Cutting tool (1d4 slashing)

• Tools (detective's, engineering, or thieves')

Assistant. A familiar fitted with the right kind of tools

can assist its master in crafting or repairs, adding

work equivalent to 2 gp value per day.

Thieves' Tools. A familiar fitted with thieves' tools

can attempt to open mechanical locks or disarm traps

that you know about. It rolls using its own Dexterity

modifier and your proficiency bonus.

Actions

Actions

Blow Torch. Melee Weapon Attack: +5 to hit, reach 5

ft., one target. Hit: 5 (1d4+3) fire damage.

Cutting Tool. Melee Weapon Attack: +5 to hit, reach

5 ft., one target. Hit: 5 (1d4+3) slashing damage.

Flee. The familiar can take a Dash, Disengage, or

Hide action as a bonus action on its turn.

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Mechanical Warrior

Mechanical Warrior

Also sometimes called a tin soldier – a human-sized

and shaped mechanical man with a gun (or two guns,

a sword, two swords, etc.) Clunky, loud, and

unmistakable artificial, it isn't capable of anything

much more complicated than combat or guard duty,

though it can be useful (and occasionally amusing) to

send it clanking down an unknown hallway, “looking”

for traps.

Medium construct (techno-magical), unaligned

Armor Class 12

Hit Points 52 (7d10+14)

Speed 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 14 (+2) 8 (-1) 10 (+0) 8 (-1)

Damage Resistances bullets, cold

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion,

frightened, paralyzed, petrified, poisoned

Senses passive Perception 10

Languages understands creator's language but can't

speak

Challenge 1 (200 XP)

Modular Armaments. A mechanical warrior's

armaments are mounted, so can't be disarmed, taken

away, or loaned out. The engineer that created the

warrior can make modifications during downtime,

swapping out weapons to give the construct different

capabilities. A mechanical warrior can have one of

the following weapon loadouts at a given time:

• Dual scimitars

• Dual light revolvers

• Heavy shotgun

• Longsword and Shield (+2 to AC)

• One light revolver, one scimitar

Bodyguard. A mechanical warrior can be

commanded to protect its owner or another creature

designated by the owner. In this case, it will stand

near the protected creature, and attack the nearest

creature attempting to attack the subject. If it has a

shield, it can use its reaction to impose disadvantage

on one attack against the subject per turn, per the

Protection fighting style (Player's Handbook, p. 72).

Actions

Actions

Dual-Weapon Attack. The warrior makes a dual

weapon attack with its revolvers and/or scimitars.

Longsword. Melee Weapon Attack: +4 to hit, reach 5

ft., one target. Hit: 6 (1d8+2) slashing damage.

Revolver. Ranged Weapon Attack: +4 to hit, range

80/240 ft., one target. Hit: 7 (2d6) piercing damage.

Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft.,

one target. Hit: 5 (1d6+2) slashing damage.

Shotgun. Ranged Weapon Attack: +4 to hit, range

100/200 ft., one target. Hit: 10 (4d4) piercing damage.

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### Animated Ballista

WDMM

p39

Large construct, unaligned

Armor Class 15

Hit Points 50

Speed 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 10 (+0) 10 (+0) 3 (-4) 3 (-4) 1 (-5)

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 2 (450 XP) Proficiency Bonus +2

Actions

Magic Bolt. Ranged Weapon Attack: +6 to hit, range 120 ft., one target. Hit: 16 (3d10) fire damage

### Animated Stove

WDMM

p186

Large construct, unaligned

Armor Class 17

Hit Points 50

Speed 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 10 (+0) 10 (+0) 3 (-4) 3 (-4) 1 (-5)

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 3 (700 XP) Proficiency Bonus +2

Actions

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) bludgeoning damage.

Belch Fire (Recharge 4–6). The stove belches fire in a 15-foot cone. Each creature in the area must make a DC 10 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

Elemental, Boiler

Elemental, Boiler

Elemental engines (p. 6) have brought several new or previously obscure kinds of elemental spirits into

common awareness and usage. Except where noted, these elementals follow all of the same rules as typical

elementals, and can be summoned or affected by the same kinds of magic, etc.

Smoke Elemental

Smoke Elemental

A smoke elemental is a hybrid air/fire element

(sometimes called a para-elemental), typically the

unintended byproduct of an elemental engine, often

due to a boiler explosion or some other calamity. As

such, they are seldom wanted by the creators, though

they can be summoned by spellcasters like other

elementals. While not evil per se, smoke elementals

share the capricious streak of fire elementals, smugly

watching rooms full of coughing creatures scramble

for the exits.

Large elemental, chaotic neutral

Armor Class 13

Hit Points 114 (12d10+48)

Speed 0 ft., fly 50 ft. (hover)

STR DEX CON INT WIS CHA

12 (+1) 16 (+3) 18 (+4) 6 (-2) 10 (+0) 10 (+0)

Damage Vulnerabilities cold

Damage Resistances fire, lightning, thunder;

bludgeoning, piercing, and slashing from

nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled,

paralyzed, petrified, poisoned, prone, restrained,

unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran, Ignan

Challenge 5 (1,800 XP)

Smoke Form. The elemental can move through a

space as narrow as 1 inch wide without squeezing,

and can enter a hostile creature's space and stop

there. A creature that begins its turn in the same

space as the elemental has its vision reduced to 10

feet, and must make a Constitution saving throw (DC

14) or be stricken blind and coughing (poisoned) until

the beginning of its next turn.

Wind Susceptibility. A gust of wind spell or similarly

strong blast of wind can disperse some of the

elemental's body. It has disadvantage on the Strength

saving throw against such an effect, and takes 4d6

force damage per turn it spends in the path of such a

wind (half on a successful save).

Actions

Actions

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft.,

one target. Hit: 10 (2d6+3) bludgeoning damage plus

3 (1d6) fire damage.

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Steam Elemental

Steam Elemental

The primary kind of elemental bound into an

elemental engine and/or pipework is a steam

elemental – a hybrid fire/water elemental that's

somewhat less capricious and destructive than a fire

elemental, but able to work more efficiently than a

water elemental. Steam elementals are still deadly to

be near, and an engineering accident may result in

injuries and deaths even if the steam elemental

remains entirely calm and cooperative.

Large elemental, lawful neutral

Armor Class 13

Hit Points 102 (12d10+36)

Speed 0 ft., fly 60 ft. (hover)

STR DEX CON INT WIS CHA

14 (+2) 17 (+3) 16 (+3) 6 (-2) 10 (+0) 6 (-2)

Damage Vulnerabilities cold

Damage Resistances acid, lightning, thunder;

bludgeoning, piercing, and slashing from

nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled,

paralyzed, petrified, poisoned, prone, restrained,

unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Ignan

Challenge 5 (1,800 XP)

Steam Form. The elemental can move through a

space as narrow as 1 inch wide without squeezing. A

creature that touches the elemental or hits it with a

melee attack while within 5 feet of it takes 5 (1d10)

fire damage. The elemental can also enter a hostile

creature's space and stop there; the first time the

elemental enters a creature's space in a turn, and

each time the elemental begins its turn in the same

space as another creature, that creature takes 5

(1d10) fire damage. This fire damage doesn't ignite

flammable materials.

Freeze. If the elemental takes cold damage, some of

the vapor that makes up its body freezes, and its

speed is reduced by 20 feet until the end of its next

turn.

Actions

Actions

Multiattack. The elemental makes two touch attacks.

Touch. Melee Weapon Attack: +6 to hit, reach 5 ft.,

one target. Hit: 12 (2d8+3) fire damage. This fire

damage doesn't ignite flammable materials.

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Ethereal Spider

Ethereal Spider

Phase spiders are only the most common (and least

deadly) of a variety of predatory ethereal spiders.

Some are roving hunters, stalking suitable prey from

the Ethereal Plane, while others construct giant webs

in the Border Ethereal, ensnaring unwary travelers.

Patient Predators. Ethereal spiders can go for

months between meals, living off of cocooned or

mummified leftovers, lurking motionlessly in wait for

a juicy creature to come close enough to pounce or

ensnare. Although they aren't malicious or evil per se,

they are apex predators and remorseless killers,

eagerly preying on any edible creature they can find.

Unseen Stalkers. When ethereal, these spiders are

invisible from the Material Plane to any creature that

can't see into the Ethereal Plane. They are fully aware

of this fact, and they use it to their advantage when

hunting.

Collectors of Souls. An ethereal spider's lair is

littered with the remains of their victims – cocooned

husks, sucked dry of their vitality. The souls of these

victims are often trapped within the lair as specters.

All ethereal spiders have the following

characteristics:

Ethereal Crawl. Once per turn, by using 20 feet of its

movement, an ethereal spider can magically shift

from the Ethereal Plane to the Material Plane, or vice

versa. This allows them to automatically gain surprise

when attacking material targets who can't detect

Ethereal creatures.

Spider Climb. Spiders can walk up walls, across

ceilings, and over difficult surfaces without an ability

check.

Web Walker. Spiders ignore movement restrictions

caused by webs.

Ethereal Recluse

Ethereal Recluse

A hunting spider that resembles a tiger-sized brown

recluse – gray-brown “fur” over its legs and body, and

a low, slender abdomen, marked with distinctive

absinthe-green patterns on its back. It has powerful

hind legs, capable of propelling the spider through

amazing leaps and deadly pounces.

Large monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 75 (10d10+20)

Speed 40 ft., climb 40 ft.

STR DEX CON INT WIS CHA

16 (+3) 16 (+3) 14 (+2) 6 (-2) 12 (+1) 6 (-2)

Skills Stealth +6, Perception +4

Senses darkvision 120 ft., passive Perception 14

Languages --

Challenge 5 (1,800 XP)

Jumping Spider. The recluse has a standing long

jump of 40 feet, and a standing high jump of 20 feet.

A running start has no effect on these numbers.

Actions

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one

target. Hit: 10 (2d6+3) piercing damage, and a living

victim must make a DC 13 Constitution saving throw.

Failure results in 18 (4d8) poison damage and a level

of exhaustion; success halves the damage and

escapes the exhaustion.

Pounce. The spider leaps at a victim, attempting to

knock it over for a killing bite. The spider must

complete a long jump of at least 20 feet, which ends

in the target's space, and make an ordinary melee

attack roll (+6 to hit, reach 5 ft., one target). The jump

can begin in the Ethereal Plane and end in the

Material Plane; if so, the spider has advantage on the

pounce's attack roll (but not on the attack roll for the

bonus bite). If it hits, the target takes 7 (1d8+3)

bludgeoning damage, and must make a DC 13

Strength saving throw; failure results in the creature

being knocked prone, and the spider making a bonus

bite attack against the unfortunate victim.

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Quaint & Curious - Æthereal Gaslight

Ethereal Widow

Ethereal Widow

A massive web spider the size of an elephant, with a

bulbous, glossy black abdomen, long spindly legs, and

a large blood red rune-like marking on its underside.

They build webs near places where the the borders

between worlds are thin, lurking in wait for suitable

prey.

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 114 (12d12+36)

Speed 40 ft., climb 40 ft.

STR DEX CON INT WIS CHA

20 (+5) 13 (+1) 16 (+3) 7 (-2) 12 (+1) 6 (-2)

Skills Stealth +4, Perception +4

Senses darkvision 120 ft., passive Perception 14

Languages --

Challenge 6 (2,300 XP)

Ethereal Web. The spider's web in the Border

Ethereal is much larger than the creature itself, and

can ensnare creatures or objects up to Gargantuan in

size. Material creatures or objects which become

entangled in the web can be pulled into the Ethereal

Plane. To do so, the spider must enter the space of a

creature or object which is restrained by its webbing,

and then use an action to phase both itself and the

victim into the Ethereal Plane. Once there, the victim

is trapped in the Border Ethereal until it can break

free of the webbing and find a way back to the

Material Plane. Leaping on the back of an ethereal

spider as it phases into the Material Plane requires a

successful grapple attack on the spider.

Actions

Actions

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one

target. Hit: 14 (2d8+5) piercing damage, and a living

victim must make a DC 14 Constitution saving throw.

Failure results in 27 (6d8) poison damage and a level

of exhaustion; success halves the damage and

escapes the exhaustion.

Web (Recharge 4-6). Ranged Weapon Attack: +4 to

hit, range 40/60 ft., one creature. Hit: The target is

restrained by webbing. As an action, a restrained

creature can attempt a DC 14 Strength check to burst

the webbing. The webbing can also be attacked (AC

10; hp 10; vulnerability to fire damage; immunity to

bludgeoning, piercing, poison, or psychic damage).

Golem, War

As fearsome war machines have taken over the battlefield – steam tanks, flying ironclads, etc. – the art of

golem-making has likewise advanced to create massive and deadly engines of destruction.

In addition to the properties common to all techno-magical constructs (see p. 82), war golems have the

following characteristics.

Immutable Form. War golems are immune to spells or effects that would alter their form.

Magic Resistance. All war golems have advantage on all saving throws against spells and magical effects.

Magic Weapons. A war golem's built-in weaponry is magical.

Siege Monster. War golems inflict double damage to objects (including vehicles) and structures.0

Dreadnaught Golem

Dreadnaught Golem

Towering over even the mighty iron golems of the

ancient world, the dreadnaught golem is the ultimate

giant killing machine. The golem's thick armored

body contains its ammunition stores and elemental

engine; one arm wields a massive iron hammer that

can bash open a steam tank, and the other mounts a

deadly cannon or other area weapon. A pair of squat

thick legs, driven by rows of powerful gears, crush

battlefield obstacles that get in its way as it plods

forward.

Huge construct (techno-magical), unaligned

Armor Class 20 (natural armor)

Hit Points 230 (20d12+100)

Speed 30 ft.

STR DEX CON INT WIS CHA

30 (+10) 9 (-1) 20 (+5) 3 (-4) 11 (+0) 1 (-5)

Damage Resistances cold, fire, lightning;

bludgeoning, piercing, and slashing attacks not

made with adamantine weapons

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion,

frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands creator's language but can't

speak

Challenge 16 (15,000 XP)

Weapon Mount. In addition to the siege hammer that

all dreadnaught golems are equipped with, each

golem has one of the following weapons mounted:

Alchemical Spray (capable of delivering one kind of

damage, acid, cold, fire, or poison); Cannon; or

Machine Gun.

Actions

Actions

Multiattack. The golem makes two melee attacks

with its siege hammer.

Alchemical Spray (Recharge 5-6). The golem uses

its built-in alchemical siphon to spray a damaging

alchemical substance in a 15-foot cone. All creatures

caught in the area take 45 (10d8) points of damage of

a type appropriate to the substance used (acid, cold,

fire, or poison); a creature who makes a successful

DC 18 Dexterity saving throw takes half damage.

Cannon (Recharge 5-6). The golem fires its built-in

cannon at a point within 200 feet of itself, inflicting 45

(10d8) points of bludgeoning damage on all creatures

within a 20-foot sphere centered on the impact point.

A creature who makes a successful DC 18 Dexterity

saving throw takes half damage.

Machine Gun (Recharge 3-6). The golem fires its

built-in machine gun in a 100-foot line that is 5 feet

wide, inflicting 22 (5d8) points of piercing damage on

all creatures caught in the line. A creature who makes

a successful DC 18 Dexterity saving throw takes half

damage.

Siege Hammer. Melee Weapon Attack: +15 to hit,

reach 10 ft., one target. Hit: 26 (3d10+10)

bludgeoning damage.

Trample. If the golem moves through a Medium or

smaller creature's space, that creature must make a

DC 18 Dexterity saving throw or take 32 (5d12)

bludgeoning damage as if from a collision (p. 61). The

tank takes no damage in the collision.

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Quaint & Curious - Æthereal Gaslight

Juggernaut Golem

Juggernaut Golem

“Only” the size of a sturdy war horse, a juggernaut

golem is relatively small by Æther Age war machine

standards. It's shaped somewhat like a short, thick

battering ram with arms and legs; its legs resemble

nothing so much as the chugging pistons of a

locomotive, as it hurtle headlong toward an enemy

vehicle or structure. For things that it can't ram into, it

has a massive flail mounted to one arm, and a spring-

loaded grenade launcher on the other.

Large construct (techno-magical), unaligned

Armor Class 18 (natural armor)

Hit Points 157 (15d10+75)

Speed 40 ft.

STR DEX CON INT WIS CHA

24 (+7) 9 (-1) 20 (+5) 3 (-4) 11 (+0) 1 (-5)

Damage Resistances cold, fire, lightning;

bludgeoning, piercing, and slashing attacks not

made with adamantine weapons

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion,

frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands creator's language but can't

speak

Challenge 11 (7,200 XP)

Unstoppable Force. The golem has advantage on

any Strength roll, contest, or saving throw made to

breaks free from grappling or restraints, avoid being

knocked prone, or otherwise overcome impediments

to its movement. It also has resistance to all damage

from collisions (p. 61).

Actions

Actions

Multiattack. The golem makes two melee attacks

with its flail.

Flail. Melee Weapon Attack: +11 to hit, reach 10 ft.,

one target. Hit: 20 (3d8+7) bludgeoning damage.

Grenade Launcher (Recharge 5-6). The golem fires

its built-in grenade launcher at a point within 120 feet

of itself, inflicting 36 (8d8) points of bludgeoning

damage on all creatures within a 20-foot sphere

centered on the impact point. A creature who makes

a successful DC 17 Dexterity saving throw takes half

damage.

Ram. When moving in a more or less straight line, the

golem can use the rules for ramming (p. 61) to collide

with any creature whose space it moves through. If it

takes any action other than a Dash, all collision

damage is halved during that turn.

# 888 Разные

WEARER OF PURPLE

The highest ranking members of the Cult of the Dragon are known as wearers of purple. These powerful necromancers conduct the rites to raise dracoliches, and as a result have the power to com¬mand these powerful immortal dragons.

AT THE TABLE

CULT FANATICS

Most low-level dragon cultists are simply cultists and cult fanatics. However, if you’d like to better repre¬sent their obsession with necromancy and dragons, consider the following spell substitutions for the fanatic:

Cantrips (at will): acid splash, chill touch, dancing lights

1st level (4 slots): command, false life, ray of sickness 2nd level (3 slots): blindness/deafness, ray of enfee- blement

WEARER OF PURPLE

Medium humanoid (any), neutral evil

Armor Class 16 (draconic majesty)

Hit Points 82 (15d8+15)

Speed 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 13 (+1) 13 (+1) 16 (+3) 16 (+3) 18 (+4)

Saving Throws CON +5, WIS +7

Skills Arcana +7, History +7, Insight +7, Intimidation +8, Persuasion +8, Religion +7

Damage Resistances Acid, Cold, Lightning, Poison;

Bludgeoning, Piercing, and Slashing from Nonmagical

Attacks

Damage Immunities Fire

Condition Immunities Charmed, Frightened, Poi¬soned

Senses Darkvision 60 ft., passive Perception 13

Languages Common, Draconic, Infernal

Challenge 10 (1,800 XP)

Draconic Majesty. The wearer of purple adds his Charisma bonus to his AC (included).

Spellcasting. The wearer of purple is a 15th-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). They have the following wizard spells prepared:

Cantrips (at will): acid splash, chill touch, dancing lights, mending

1st level (4 slots): command, false life, ray of sickness 2nd level (3 slots): blindness/deafness, ray of enfee- blement

3rd level (3 slots): animate dead, blindness/deafness, ray of enfeeblement

4th level (3 slots): arcane eye, blight, charm monster 5th level (1 slots): danse macabre\*, enervation\* 6th level (1 slot): circle of death, create undead, mag¬ic jar

7th level (1 slot): finger of death

8th level (1 slot): illusory dragon\*

ACTIONS

Multiattack. The wearer of purple makes three melee attacks with their dagger.

Dagger. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) slashing damage.

DRAEVEN CAPTAIN

Medium humanoid (any), chaotic neutral

Armor Class 14 (leather armor and shield) Hit Points 39 (6d8+12)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 12 (+1) 14 (+2) 8 (-1) 10 (+0) 10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Common

Challenge 1 (200 XP)

Pack Tactics. The marauder has advantage on an attack roll against a creature if at least one of the wolf’s allies is within 5 feet of the creature and the ally isn’t incapacitated.

ACTIONS

Multiattack. The captain makes two melee attacks.

Hooked Pike. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d8+3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

REACTIONS

Inspired Attack (3/day). When the captain or one creature it can see within 30 feet of it makes an attack roll, the captain grants a +4 (1d8) bonus to that roll.

Commoners conscripted during times of war are, more often than not, a sign of the magnitude of the conflict; nobles like to keep their peasants farming the land rather than fighting for it. However, militia can also form as a casual defensive force during peace time, or to take up the slack if most of the fighting force of a nation is deployed elsewhere.

Being mostly made up of those deemed too old, young, infirm, or unreliable for armed service, militia are not an ideal option for any military organization, except those in need of bodies to throw at a problem.

Militia are usually armed with whatever farming implements or household tools can be used as a weapon, and carry only these and a few personal effects as reminders of home:

D12 Item(s)

1-5 A coin purse with 1d4 cp

6-8 A coin purse with 1d6 cp, and 1d4 sp

9-10 A roughly-carved wooden figure on a necklace

11 1 gp in a concealed pocket, lining of a coat, or toe of a boot

12 Roll twice for this loot drop

MURGO BUMBLESTOUT

Small humanoid (halfling), neutral good

Armor Class 16 (studded leather)

Hit Points 63 (14d6 + 14)

Speed 25 ft.

STR DEX CON INT WIS CHA

8 (-1) 18 (+4) 12 (+1) 14 (+2) 10 (+0) 14 (+2)

Saving Throws Dex +7, Int +5

Skills Acrobatics +7, Deception +5, Investigation +8, Sleight of Hand +10

Senses passive Perception

Languages Common, Elvish, Halfling, Thieves’ Cant

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Cunning Action. As a bonus action, Murgo can take the Dash, Disen¬gage, or Hide action, or he can use his mage hand.

Evasion. If he is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Murgo instead takes no damage if he succeeds on the saving throw, and only half damage if he fails. He can’t use this trait if he’s incapacitated.

Reliable Talent. Whenever Murgo makes an ability check that lets him add his proficiency bonus, he can treat a d20 roll of 9 or lower as a 10. Blindsense. Murgo can sense the presence of any creature within 10 feet of him that is hidden or invisible, as long as he can hear.

Spellcasting. Murgo is a 14th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): light, mage hand, minor illusion, prestidigitation 1st level (4 slots): alarm, disguise self, color spray, magic missile, sleep 2nd level (3 slots): hold person, invisibility, suggestion 3rd level (2 slots): counterspell, major image

Mage Hand Legerdemain. When Murgo casts mage hand, the hand is invisible. In addition to its normal functions, he can use the hand to pick pockets, pick locks, disarm traps, make Dexterity (Sleight of Hand) checks, or give himself advantage on attack rolls against a creature within 5 feet of the hand until the end of the turn.

Actions

Rapier. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage. If Murgo doesn’t have disadvantage on the attack roll and does have Murgo has an ally within 5 feet of the target and that ally isn’t incapacitated, or if Murgo has advantage on the attack roll, he deals an additional 24 (7d6) piercing damage.

CONSCRIPTED FARMHAND

Medium humanoid (any race), any alignment

**Armor Class** 10

**Hit Points** 5 (1d8 + 1)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 10 (+0) 12 (+1) 10 (+0) 11 (+0) 8 (-1)

**Senses** passive Perception 10

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

**Challenge** 0 (10 XP)

ACTIONS

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

Cult Leader

Medium humanoid (any race), any non-good alignment

Armor Class 13 (leather armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 14 (+2) 14 (+2) 10 (+0) 16 (+3) 14 (+2)

Saving Throws Wis +6, Cha +5

Skills Deception +5, Persuasion +5, Religion +6

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 5 (1,800 XP) Proficiency Bonus +3

Dark Devotion. The cult leader has advantage on saving throws

against being charmed or frightened.

Legendary Resistance (1/Day). If the cult leader fails a saving throw,

it can choose to succeed instead.

Actions

Multiattack. The cult leader makes two melee attacks.

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.

Spellcasting. The cult leader is a 6th-level spellcaster. Its

spellcasting ability is Wisdom (save DC 14, +6 to hit with spell

attacks). The cult leader has the following cleric spells prepared: Cantrips (at will): light, sacred flame (2d8), thaumaturgy, toll the

dead (2d8 or 2d12)

1st level (4 slots): command, inflict wounds, shield of faith

2nd level (3 slots): blindness/deafness, hold person, spiritual

weapon

3rd level (3 slots): glyph of warding, motivational speech, spirit

guardians

Legendary Actions

The cult leader can take 3 legendary actions, choosing from the

options below. Only one legendary action option can be used at a

time and only at the end of another creature's turn. The cult leader

regains spent legendary actions at the start of its turn.

Move. The cult leader moves up to half its speed without provoking

opportunity attacks.

Beguile. The cult leader targets a creature it can see within 30 feet

of it. If the target can see or hear the cult leader, the target must

succeed on a DC 14 Wisdom saving throw or be charmed until the

end of its next turn.

Cantrip. The cult leader casts a cantrip.

Dark Exhortation (Costs 2 Actions). The cult leader targets one

ally it can see within 30 feet of it. If the target can see or hear the

cult leader, the target can use its reaction to move up to half its

speed and make one melee weapon attack with advantage on the

attack roll.

Reactions

Protective Thrall. When the cult leader is hit by an attack, one ally

within 5 feet of the cult leader must use its reaction to be hit by the

attack instead

QUICK-WITTED FISHER

Medium humanoid (any race), any alignment

**Armor Class** 12

**Hit Points** 9 (2d8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Athletics +2

**Senses** passive Perception 11

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

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

ACTIONS

Fishing Knife. Melee Weapon Attack: +4 to hit, reach 5 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.

Survivalist

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Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 17 (+3) 14 (+2) 10 (+0) 16 (+3) 14 (+2)

Saving Throws Dex +5, Wis +5

Skills Acrobatics +5, Animal Handling +5, Medicine +5, Nature +7, Perception +7, Stealth +7, Survival +7

Senses darkvision 60 ft., passive Perception 17

Languages any two languages

Challenge 3 (700 XP) Proficiency Bonus +2

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the survivalist is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the survivalist instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Natural Explorer. While the survivalist isn't incapacitated and is in a natural or untamed environment, it and any group it is with has advantage on checks made to avoid getting lost, to detect hidden threats while traveling, to track other creatures, or to find food or other natural resources.

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

Actions

Multiattack. The survivalist makes two attacks with its shortswords.

Whirlwind Attack. The survivalist makes a melee attack against any number of creatures within 5 feet of it, with a separate attack roll for each target.

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

Reactions

Uncanny Dodge. The survivalist halves the damage that it takes from an attack that hits it. The survivalist must be able to see the attacker.

Source: BMG, page 68

DEMAGOGUE PRIEST

Medium humanoid (any race), any alignment

**Armor Class** 12

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 15 (+2) 14 (+2) 10 (+0) 11 (+0) 16 (+3)

**Saving Throws** Con +4, Cha +5

**Senses** passive Perception 15

**Languages** any two **Languages**

**Challenge** 2 (450 XP)

**Skills** Intimidation +5, Performance +5, Religion +4

Reckless Attack. At the start of their turn, the demagogue priest can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against them have advantage until the start of their next turn.

Zealous Wrath (1/day). As a bonus action, the demagogue priest can enter a state of ecstatic wrath. While in this state, the demagogue priest gains a +2 bonus on melee weapon damage rolls and resistance to bludgeoning, piercing and slashing damage. This state lasts for 1 minute and ends early if the demagogue priest is knocked unconscious or ends their turn without having attacked or taken damage since their previous turn.

ACTIONS

Multiattack. The demagogue priest makes two melee attacks.

Maul. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage or 11 (2d6 + 5) bludgeoning damage during zealous wrath.

MASTER HUNTER

Medium humanoid (any race), any alignment

**Armor Class** 14 (leather armor)

**Hit Points** 49 (9d8 + 9)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 16 (+3) 12 (+1) 14 (+2) 16 (+3) 11 (+0)

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

**Skills** Nature +4, Perception +5, Stealth +7, Survival +7

**Senses** passive Perception 10

**Languages** any two **Languages**

**Challenge** 3 (700 XP)

Archer’s Precision. The master hunter gains a +2 bonus on attack rolls made with ranged weapons (included in the attack).

Colossus Slayer (1/turn). When the master hunter hits a creature with a weapon attack, the creature takes an extra 4 (1d8) damage if it’s below its hit point maximum.

ACTIONS

Multiattack. The master hunter makes two attacks.

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

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

Hireling, Inexperienced

XP 10 (CR 0)

Unaligned Medium humanoid (any race)

Initiative: +0

DEFENSE

AC: 11 (leather) hp: 5 (1d8 + 1)

OFFENSE

**Speed**:30 ft.

Melee Attack—Club: +2 to hit, reach 5 ft., one target.

Hit: 2 (1d4) bludgeoning damage.

STATISTICS

Str 11 (+0) Dex 11 (+0) Con 12 (+1)

Int 8 (-1) Wis 8 (-1) Cha 10 (+0)

**Languages**: Common

**Senses**: passive Perception 9

TRAITS

Defensive: When the hireling takes the Dodge action, their AC becomes at least 13 + Dex modifier.

Monk

Medium humanoid (gith), lawful neutral

**Armor Class** 15

**Hit Points** 38 (7d8+7)

**Speed** 30ft.

STR DEX CON INT WIS CHA

12 (+1) 16 (+3) 12 (+1) 13 (+1) 14 (+2) 10 (+0)

**Saving Throws** Str +3, Dex +4, Int +3, Wis +4

**Skills** Insight +4, Perception +4

**Senses** passive Perception 14

**Languages** Gith

**Challenge** 2 (450 XP)

Psychic Defense. While the monk is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The monk makes two unarmed strikes.

Unarmed Strike. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8+3) bludgeoning damage. This is a magic weapon attack.

Rugged Marksman [1]

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)

**Senses** passive Perception 12

**Saving Throws** Str +4, Dex +5

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

**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 dam

Ghald

Large humanoid (sahuagin), lawful evil

Armor Class 15 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 30 ft., swim 50 ft.

STR DEX CON INT WIS CHA

19 (+4) 17 (+3) 16 (+3) 14 (+2) 13 (+1) 17 (+3)

Saving Throws Dex +6, Con +6, Int +5, Wis +4

Skills Insight +4, Perception +7

Senses darkvision 120 ft., passive Perception 17

Languages Common, Sahuagin

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

Assassinate. During its first turn, Ghald has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Ghald scores against a surprised creature is a critical hit.

Limited Amphibiousness. Ghald can breathe air and water, but he needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. Ghald can magically command any shark within 120 feet of him, using a limited telepathy.

Sneak Attack. Ghald deals an extra 14 (4d6) damage when he 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 Ghald's that isn't incapacitated and Ghald doesn't have disadvantage on the attack roll.

Actions

Multiattack. Ghald makes three attacks, one with his bite and two with his shortswords.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 9 (2d4 + 4) piercing damage.

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 4) piercing damage.

Garrote. Melee Weapon Attack: +7 to hit, reach 5 ft., one Medium or Small creature against which Ghald has advantage on the attack roll. Hit: 9 (2d4 + 4) bludgeoning damage, and the target is grappled (escape DC 15). Until the grapple ends, the target can't breathe, and Ghald has advantage on attack rolls against it.

Shadow Monk

Medium humanoid (human), lawful evil

**Armor Class** 15

**Hit Points** 32 (5d8+10)

**Speed** 40ft.

STR DEX CON INT WIS CHA

14 (+2) 16 (+3) 15 (+2) 14 (+2) 15 (+2) 11 (+0)

**Skills** Acrobatics +5, Athletics +4, Stealth +5

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common

**Challenge** 2 (450 XP)

Spellcasting. The Shadow Monk is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): minor illusion, prestidigitation, true strike

1st level (3 slots): charm person, disguise self, expeditious retreat, silent image

Unarmored Defense. While the Shadow Monk is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The Shadow Monk makes four attacks, each of which can be an unarmed strike or a dart attack. It can also use Shadow Jaunt once, either before or after one of the attacks.

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

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

Shadow Jaunt. The Shadow Monk magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. Both the space it is leaving and its destination must be in dim light or darkness.

Source: VGM, page 162

Hurricane

Medium humanoid (human), lawful evil

**Armor Class** 14

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

**Speed** 45ft.

STR DEX CON INT WIS CHA

12 (+1) 16 (+3) 13 (+1) 10 (+0) 12 (+1) 10 (+0)

**Skills** Acrobatics +5

**Senses** passive Perception 11

**Languages** Auran, Common

**Challenge** 2 (450 XP)

Spellcasting. The hurricane is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). It knows the following sorcerer spells:

Cantrips (at will): blade ward, gust, light, prestidigitation

1st level (4 slots): feather fall, jump, thunderwave

2nd level (2 slots): gust of wind

Unarmored Defense. While the hurricane is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Unarmored Movement. While the hurricane is wearing no armor and wielding no shield, its walking **Speed** increases by 15 feet (included in its **Speed**).

Actions

Multiattack. The hurricane makes two melee attacks.

Unarmed Strike. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) bludgeoning damage.

Reactions

Deflect Missiles. When the hurricane is hit by a ranged weapon attack, it reduces the damage from the attack by 1d10+9. If the damage is reduced to 0, the hurricane can catch the missile if it is small enough to hold in one hand and the hurricane has at least one hand free.

Source: PotA, page 191

Unarmed fighter

Medium humanoid (human), lawful evil

**Armor Class** 14

**Hit Points** 22 (4d8+4)

**Speed** 40ft.

STR DEX CON INT WIS CHA

13 (+1) 15 (+2) 12 (+1) 10 (+0) 14 (+2) 9 (-1)

**Skills** Acrobatics +4, Athletics +3, Perception +4

**Senses** tremorsense 10 ft., passive Perception 14

**Languages** Common

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

Unarmored Defense. While the Unarmed fighter is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Unarmored Movement. While the Unarmed fighter is wearing no armor and wielding no shield, its walking **Speed** increases by 10 feet (included in its **Speed**).

Actions

Multiattack. The Unarmed fighter makes two melee attacks.

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

Reactions

Parry. The Unarmed fighter adds 2 to its AC against one melee or ranged weapon attack that would hit it. To do so, the Unarmed fighter must see the attacker.

Master of Martial Arts

Medium humanoid (human), lawful evil

**Armor Class** 16

**Hit Points** 78 (12d8+24)

**Speed** 30ft.

STR DEX CON INT WIS CHA

13 (+1) 18 (+4) 14 (+2) 10 (+0) 15 (+2) 13 (+1)

**Skills** Acrobatics +7, Athletics +4, Insight +5, Perception +5

**Damage Immunities** poison

**Condition Immunities** blinded, poisoned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 15

**Languages** Common, Terran

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

Evasion. If Master of Martial Arts is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Stunning Strike (Recharge 5—6). When Master of Martial Arts hits a target with a melee weapon attack, the target must succeed on a DC 13 Constitution saving throw or be stunned until the end of Master of Martial Arts's next turn.

Unarmored Defense. While Master of Martial Arts is wearing no armor and wielding no shield, her AC includes her Wisdom modifier.

Unarmored Movement. While Master of Martial Arts is wearing no armor and wielding no shield, her **Speed** increases by 20 feet (included in her **Speed**).

Actions

Multiattack. Master of Martial Arts makes three melee attacks.

Unarmed Strike. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d10+4) bludgeoning damage.

Reactions

Parry and Counter. Master of Martial Arts adds 3 to her AC against one melee or ranged weapon attack that would hit her. To do so, she must be able to sense the attacker with her blindsight. If the attack misses, Master of Martial Arts can make one melee attack against the attacker if it is within her reach.

Hireling, Seasoned

XP 50 (CR %)

Unaligned Medium humanoid (any race)

Initiative: +1

DEFENSE

AC: 12 (leather)

hp: 22 (5d8 + 5)

**Saving Throws**: Dexterity +3

OFFENSE

**Speed**: 30 ft.

Melee Attack—Club: +2 to hit, reach 5 ft., one target.

Hit: 2 (1d4) bludgeoning damage.

STATISTICS

Str 11 (+0) Dex 12 (+1) Con 12 (+1)

Int 9 (-1) Wis 10 (+0) Cha 10 (+0)

**Languages**: Common

**Senses**: passive Perception 10

TRAITS

Defensive: When the hireling takes the Dodge action, their AC becomes at least 13 + Dex modifier.

Hardy: While dying, in place of a death saving throw the hireling can choose to become stable. Once used, this trait can’t be used again until after a long rest.

Hireling, Expert

XP 200 (CR 1)

Unaligned Medium humanoid (any race)

Initiative: +1

DEFENSE

AC: 12 (leather) hp: 65 (10d8 + 20)

**Saving Throws**: Dexterity +3, Wisdom +3

OFFENSE

**Speed**: 30ft.

Melee Attack—Club: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

STATISTICS

Str 11 (+0) Dex 13 (+1) Con 14 (+2)

Int 10 (+0) Wis 12 (+1) Cha 10 (+0)

**Languages**: Common

**Senses**: passive Perception 11

TRAITS

Defensive: When the hireling takes the Dodge action, their AC becomes at least 13 + Dex modifier.

Evasive: When the hireling attempts a Dexterity saving throw against an effect that deals damage, the hire­ling takes no damage on a success, and half damage on a failure.

Hardy: While dying, in place of a death saving throw the hireling can choose to become stable. Once used, this trait can’t be used again until after a long rest.

ARMED BLACKSMITH

Medium humanoid (any race), any alignment

**Armor Class** 11 (leather armor)

**Hit Points** 19 (3d8 + 6)

**Speed** 30 II.

STR DEX CON INT WIS CHA

16 (+3) 11 (+0) 14 (+2) 10 (+0) 13 (+1) 10 (+0)

**Skills** Perception +3, Stealth +2, Survival +3; Tools smith’s tools

**Senses** passive Perception 13

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

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

ACTIONS

Multiattack. The blacksmith makes two attacks: one with their blacksmith’s hammer and one with their handaxe.

Handaxe. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft.

or range 20/60 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Blacksmith’s Hammer. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

Courtier

Medium humanoid (any race), any alignment

**Armor Class** 11

**Hit Points** 9 (2d8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** History +3, Insight +4, Persuasion +6

**Senses** passive Perception 10

**Languages** any two **Languages**

**Challenge** 1/8 (25 XP) **Proficiency bonus** +2

Actions

Multiattack. The courtier uses its rally, if it can. It can then either make a melee weapon attack or take the Dodge action.

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

Rally (Recharges After a Short or Long Rest). The courtier chooses up to 3 friendly creatures within 30 feet that can see and hear it. Each target gains 5 (1d6 + 2) temporary **Hit Points**.

Minstrel

Medium humanoid (any race), any alignment

**Armor Class** 12

**Hit Points** 22 (5d8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 15 (+2) 11 (+0) 14 (+2) 12 (+1) 16 (+3)

**Skills** Perception +3, Performance +7, Persuasion +5, Stealth +4

**Senses** passive Perception 13

**Languages** Common plus any two **Languages**

**Challenge** 1/4 (50 XP) **Proficiency bonus** +2

Inspire (1/Day). While taking a short rest, the minstrel can spend 1 minute singing, playing an instrument, telling a story, or reciting a poem to soothe and inspire creatures other than itself. Up to five creatures of the minstrel‘s choice that can see and hear its performance gain 8 temporary **Hit Points** at the end of the minstrel’s short rest.

Actions

Multiattack. The minstrel makes two weapon attacks.

Dart. Ranged Weapon Attack: +4 to hit, range 20/ 60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

The Keeper of the Flame

Medium humanoid (dwarf), lawful evil

**Armor Class** 16 (scale mail, shield)

**Hit Points** 26 (4d8 + 4)

**Speed** 25 ft.

STR DEX CON INT WIS CHA

14 (+2) 11 (+0) 14 (+2) 11 (+0) 10 (+0) 9 (-1)

**Damage Resistances** poison

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Dwarvish, Undercommon

**Challenge** 2 (450 XP) **Proficiency bonus** +2

Duergar Resilience. The duergar has advantage on **Saving Throws** against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Innate Spellcasting (Psionics). The Keeper of the Flame's innate spellcasting ability is Wisdom (spell save DC 12.) It can innately cast the following spells, requiring no components:

At will: friends, message

1/day each: command

Spellcasting. The Keeper of the Flame is a 3rd-**Level** spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The Keeper of the Flame has the following cleric spells prepared:

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

1st **Level** (4 slots): bane, inflict wounds, shield of faith

2nd **Level** (2 slots): enhance ability, spiritual weapon

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Enlarge (1/SR). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength **Saving Throws** with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

War Pick. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

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, or 9 (2d6 + 2) piercing damage while enlarged.

Invisibility (1/SR). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Amateur Bounty Hunter

Medium humanoid (any race), any non-good alignment

**Armor Class** 11 (leather armor)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 11 (+0) 14 (+2) 10 (+0) 10 (+0) 11 (+0)

**Skills** Intimidation +2

**Senses** passive Perception 10

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

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

Pack Tactics. Amateur bounty hunters have advantage on an attack roll against a creature if at least one ally of the bounty hunter is within 5 feet of the creature and the ally isn't incapacitated

Actions

Multiattack. The thug makes two melee attacks.

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

Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

Ammunition: You can use a weapon that has the ammunition

Aristocrat

Medium humanoid (any race), any alignment

**Armor Class** 11

**Hit Points** 9 (2d8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** History +2, Persuasion +4

**Senses** passive Perception 10

**Languages** Any one language (usually Common)

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

Actions

Walking Stick. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

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 gentry and courtiers who represent the upper portion of the social order, aristocrats generally lack the martial training of nobles, though they may be skilled in other arts. Some are decadent and corrupt indeed, while others might have genuinely lofty ideals befitting their station. Both types might be willing to bankroll adventurers to undertake jobs on their behalf—provided they don’t come calling at the front door, of course.

SINGER

Often they heard nearby Elvish voices singing, and knew that they were making songs of lamentation for his fall, for they caught his name among the sweet sad words they could

All folk in Middle-earth delight in singing. A singer might make merry in an inn, leading the company in a lively dance or drinking-song, or sing a lament for the fallen, or beat the drum on a march to war, or recall long-lost memories and forgotten secrets that have been preserved in old lays. Songs have power and meaning in Middle¬earth; Loremasters might use singers and their songs to foreshadow events to come or to underline the importance of a place or concept.

Motivation: Entertain and earn a coin or two.

Expectations:

• To raise spirits. +2 if the Player-heroes are inspired or especially interested in the song.

• To have an attentive and appreciative audience. +1 if the Player-heroes appreciate the song.

SINGER

Medium Human

—

STR DEX CON INT WIS CHA

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

Armour Class 11

**Hit Points** 9 (2d8)

**Speed** 30 ft

**Skills** Traditions +3, Lore +3, Performance +3

**Senses** passive Perception 13

**Languages** Westron, Dalish, a little Sindarin

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

Special Traits

Inspiring Song: Once per combat, the singer may grant a Singer’s Inspiration die (d6) to one ally. That ally may roll that d6 and add the result to an attack roll or saving throw.

Actions

Dagger: Melee Weapon Attack: +2 to hit, reach 5 ft, one target. Hit: 2 (1 d4) slashing damage.

SPECIALIST

Medium humanoid (any race), any alignment

**Armor Class** 13 (leather jerkin)

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

**Speed** 30 ft.

•

STR DEX CON INT WIS CHA

13 (+1) 14 (+2) 12 (+1) 16 (+3) 16 (+3) 9 ( l)

•

**Skills** any three Intelligence or Wisdom **Skills** +5 **Senses** passive Perception 13

**Languages** any one language (usually the Truth) **Challenge** 1/2 (100 XP)

Cypher Surprise. For up to 10 minutes, the specialist can use the effect of a single cypher to deal an extra 7 (2d6) damage to a creature it hits with a weapon attack.

ACTIONS.

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

Specialists are people with a singular focus on knowledge and wisdom who have made a particular set of **Skills** their life's work.

Ranger

Medium humanoid (any race), any alignment

**Armor Class** 15 (chain shirt)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Saving Throws** Wis +3

**Skills** Nature +2, Perception +3, Stealth +4, Survival +3

**Senses** passive Perception 13

**Languages** Common, Dwarvish

**Challenge** 1 (200 XP)

Natural Explorer (forest)… When in forest, ranger double his **Proficiency bonus** to all Intelligence and Wisdom based **Skills** in cases related to forest terrain. Also in forest Ranger can move on fast travel and still be sneaky if he is solo.

Spellcasting. Ranger is a 5th-**Level** spellcaster. Ranger’s spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). Ranger has the following ranger spells prepared:

1st **Level** (4 slots): hunter’s mark, cure wounds, longstrider

2nd **Level** (2 slots): healing spirit

Horde Breaker. One time on his turn Ranger can attack one target who is 5 ft near other target, already attacked by ranger in this turn.

Actions

Multiattack. Ranger makes two weapon attacks.

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

STEWARD

Medium humanoid (any race), any alignment

**Armor Class** 12 (leather armor)

**Hit Points** 9 (2d8)

**Speed** 30 ft.

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STR DEX CON INT WIS CHA

11 (+0) 12 (+1) 10 (+0) 12 (+1) 11 (+0) 10 (+0) •

**Skills** Persuasion +2, History +3

**Senses** passive Perception 10

**Languages** any one language (usually the Truth) **Challenge** 1/8 (25 XP)

Hard to Sway. The steward has advantage on **Saving Throws** against being charmed or frightened.

ACTIONS

Dagger. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) piercing damage.

Stewards are not skilled combatants, but they often have a community that supports them, including those with far more **Skills** in combat to defend them.

Aristocrat

Medium humanoid (any race), any alignment

**Armor Class** 13 (leather)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Deception +4, Persuasion +4, History +2

**Senses** passive Perception 11

**Languages** any one or two **Languages**

**Challenge** 2 (450 XP)

Hard to Sway. The aristocrat has advantage on **Saving Throws** against being charmed or frightened.

Actions

Multiattack. The aristocrat makes two longsword attacks, or uses a defensive magic item (such as a potion).

Longsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) slashing damage.

Dictate (Recharges After a Long Rest). As their action, the aristocrat speaks a one-word command to a creature they can see within 30 feet. If the target understands and fails a DC 12 Charisma saving throw, it follows the command on its next turn.

Stillness (Recharges After a Long Rest). As their action, the aristocrat speaks a one-word command to a creature they can see within 30 feet. If the target understands and fails a DC 12 Wisdom saving throw, it is paralyzed for one minute. At the end of each of its turns, the target can make another Wisdom saving throw to end the effect.

Aristocrats are born of privilege, and as such have had far more access to schooling, training, and other advantages that ordinary people lack. Sometimes aristocrats are groomed for (or actually hold) positions of power. Others merely while away their time on personal pursuits.

Artisan

Medium humanoid (any race), any alignment

**Armor Class** 13 (leather)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Persuasion +3, History +2, Insight +4 (relating to their area of knowledge), any one Intelligence skill +4 or Wisdom skill +3

**Senses** passive Perception 11

**Languages** any one or two **Languages**

**Challenge** 2 (450 XP)

Hard to Sway. The artisan has advantage on **Saving Throws** against being charmed or frightened.

Actions

Light Hammer. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) bludgeoning damage.

Crafty Maneuver (Recharges 5-6). As their action, the artisan makes an attack with some tool or material relating to their specialty against a creature within 10 feet. Depending on the nature of this attack, it can blind, poison, restrain, or stun the creature if it fails a DC 12 saving throw (usually Dexterity or Constitution). For example, a blacksmith might throw a pan of hot ashes in an opponent’s face, an actor might release a stage weight or curtain to drop on an opponent, or a tanner might splash a foe with acrid chemicals.

An artisan is a person with advanced skill in a particular trade; they are very good at their profession. An artisan might craft physical items like clothing or armor; be a well-known singer, playwright, or actor; or simply be really good at running an inn or restaurant. They are generally respected in their community and have friends who will defend them—as well as rivals interested in seeing them fail.

Barovian Scout

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) 11 (+0) 13 (+1) 11 (+0)

**Skills** Nature +4, Perception +5, Stealth +6, Survival +5

**Senses** passive Perception 15

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

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

Light Crossbows. Ranged Weapon Attack: +4 to hit, ranged 80/320 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Battlehammer Dwarf

Medium humanoid (dwarf), lawful good

**Armor Class** 13 (leather armor)

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

**Speed** 25 ft.

STR DEX CON INT WIS CHA

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

**Skills** Nature +4, Perception +5, Stealth +6, Survival +5

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Dwarvish

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

Dwarven Resilience. The dwarf has advantage on **Saving Throws** against poison and resistance against poison damage.

Keen Hearing and Sight. The dwarf has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The dwarf makes two melee attacks or two ranged attacks.

Handaxe. Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d6 + 0) piercing damage.

Light Crossbow. Ranged Weapon Attack: +4 to hit, ranged 80/320 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

River Reaver

Medium humanoid (human), neutral evil

**Armor Class** 14 (shield)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 14 (+2) 13 (+1) 10 (+0) 11 (+0) 8 (-1)

**Skills** Athletics +4, Stealth +4

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

Actions

Sharktoothed 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. Against a target is wearing no armor, the reaver deals an extra die of damage with this sword.

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.

DEFENDER

Medium humanoid (any race), any alignment

**Armor Class** 16 (chain mail)

**Hit Points** 67 (9d8 + 27)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

17 (+3) 12 (+1) 17 (+3) 11 (+0) 14 (+2) 9 (-1)

**Senses** passive Perception 12 **Languages** any one language **Challenge** 2 (450 XP)

Dutybound. At the start of their turn, the defender can gain advantage on all melee weapon attack rolls during that turn if they are guarding someone or something they have sworn to protect, but doing so gives advantage to attack rolls against them until the start of their next turn.

Actions

Multiattack. The defender makes two longsword attacks.

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

Defenders are a cut above average guards and putdutybeforetheirownwell-being.

DISCIPLE

Medium humanoid (any race), any lawful alignment

**Armor Class** 14

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

**Speed** 40 ft.

STR DEX CON INT WIS CHA

13 (+1) 17 (+3) 12 (+1) 11 (+0) 13 (+1) 11 (+0)

**Saving Throws** Str +3, Dex +5

**Skills** Acrobatics +5, Athletics +3

**Senses** passive Perception 11

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

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

Actions

Multiattack. The disciple makes two Monk Weapon attacks.

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

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

REACTIONS

Deflect Missiles. A disciple can use their reaction to deflect or catch the missile when they are hit by a ranged weapon attack, reducing the damage of the attack by Id 10 + 6.

Disciples channel the ki energy of their bodies into phenomenal physical actions.

Defender

Medium humanoid (any race), any alignment

**Armor Class** 20 (plate armor, shield)

**Hit Points** 26 (4d8 + 8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 12 (+1) 14 (+2) 10 (+0) 10 (+0) 10 (+0)

**Senses** passive Perception 10

**Languages** any one language

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Actions

Multiattack. The defender makes one melee weapon attack. If the attack misses, the defender can immediately use its shield bash against the same target.

Spear. Melee or Ranged Weapon Attack: +4 to hit, range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Shield Bash. The defender bashes its shield against a creature within 5 feet of it. The target makes a DC 12 Strength saving throw. On a failed save, the target is pushed 5 feet away.

Reactions

Protection. When a creature the defender can see attacks a target other than itself that is within 5 feet of its position, it can use its reaction to impose disadvantage on the attack roll.

Dragonclaw

Medium humanoid (human), lawful evil

**Armor Class** 14 (leather armor)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

9 (-1) 16 (+3) 13 (+1) 11 (+0) 10 (+0) 12 (+1)

**Saving Throws** Wis +2

**Skills** Deception +3, Stealth +5

**Senses** passive Perception 10

**Languages** Common, Draconic

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Dragon Fanatic. The dragonclaw has advantage on **Saving Throws** against being charmed or frightened. While the dragonclaw can see a dragon or higher-ranking Cult of the Dragon cultist friendly to it, the dragonclaw ignores the effects of being charmed or frightened.

Fanatic Advantage. Once per turn, if the dragonclaw makes a weapon attack with advantage on the attack roll and hits, it deals an extra 7 (2d6) damage.

Pack Tactics. The dragonclaw has advantage on an attack roll against a creature if at least one of the dragonclaw's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The dragonclaw attacks twice with its scimitar.

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

Dragonfang

Medium humanoid (human), neutral evil

**Armor Class** 15 (studded leather armor)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 16 (+3) 14 (+2) 12 (+1) 12 (+1) 14 (+2)

**Saving Throws** Wis +4

**Skills** Deception +5, Stealth +6

**Damage Resistances** one of the following: acid, cold, fire, lightning, and poison

**Senses** passive Perception 11

**Languages** Common, Draconic, Infernal

**Challenge** 5 (1,800 XP) **Proficiency bonus** +3

Dragon Fanatic. The dragonfang has advantage on **Saving Throws** against being charmed or frightened. While the dragonfang can see a dragon or higher-ranking Cult of the Dragon cultist friendly to it, the dragonfang ignores the effects of being charmed or frightened.

Fanatic Advantage. Once per turn, if the dragonfang makes a weapon attack with advantage on the attack roll and hits, the target takes an extra 10 (3d6) damage.

Limited Flight. The dragonfang can use a bonus action to gain a flying **Speed** of 30 feet until the end of its turn.

Pack Tactics. The dragonfang has advantage on an attack roll against a creature if at least one of the dragonfang's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The Dragonfang attacks twice with its shortsword.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage plus 7 (2d6) damage of the type to which the dragonfang has resistance.

Orb of Dragon's Breath (2/Day). Ranged Spell Attack: +5 to hit, range 50 ft., one target. Hit: 22 (5d8) damage of the type to which the dragonfang has damage resistance.

Dragonwing

Medium humanoid (human), lawful evil

**Armor Class** 14 (leather armor)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 16 (+3) 13 (+1) 11 (+0) 11 (+0) 13 (+1)

**Saving Throws** Wis +2

**Skills** Deception +3, Stealth +5

**Damage Resistances** one of the following: acid, cold, fire, lightning, and poison

**Senses** passive Perception 10

**Languages** Common, Draconic

**Challenge** 2 (450 XP) **Proficiency bonus** +2

**Dragon Fanatic.** The dragonwing has advantage on **Saving Throws** against being charmed or frightened. While the dragonwing can see a dragon or higher-ranking Cult of the Dragon cultist friendly to it, the dragonwing ignores the effects of being charmed or frightened.

**Fanatic Advantage**. Once per turn, if the dragonwing makes a weapon attack with advantage on the attack roll and hits, the target takes an extra 7 (2d6) damage.

**Limited Flight.** The dragonwing can use a bonus action to gain a flying **Speed** of 30 feet until the end of its turn.

**Pack Tactics**. The dragonwing has advantage on an attack roll against a creature if at least one of the dragonwing's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

**Multiattack.** The dragonwing attacks twice with its scimitar.

Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage plus 3 (1d6) damage of the type to which the cultist has resistance.

Drow House Captain

Medium humanoid (elf), neutral evil

**Armor Class** 16 (chain mail)

**Hit Points** 162 (25d8 + 50)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 19 (+4) 15 (+2) 12 (+1) 14 (+2) 13 (+1)

**Saving Throws** Dex +8, Con +6, Wis +6

**Skills** Perception +6, Stealth +8

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Elvish, Undercommon

**Challenge** 9 (5,000 XP) **Proficiency bonus** +4

Battle Command. As a bonus action, the drow targets one ally he can see within 30 feet of him. If the target can see or hear the drow, the target can use its reaction to make one melee attack or to take the Dodge or Hide action.

Fey Ancestry. The drow has advantage on **Saving Throws** against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's innate spellcasting ability is Charisma (spell save DC 13). He can innately cast the following spells, requiring no material components:

At will: dancing lights

1/day each: darkness, faerie fire, levitate (self only)

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The drow makes three attacks: two with his scimitar and one with his whip or his hand crossbow.

Scimitar. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage plus 14 (4d6) poison damage.

Whip. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 6 (1d4 + 4) slashing damage. If the target is an ally, it has advantage on attack rolls until the end of its next turn.

Hand Crossbow. Ranged Weapon Attack: +8 to hit, range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target regains consciousness if it takes damage or if another creature takes an action to shake it.

Reactions

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

Environment: Underdark

EXPLORER

Medium humanoid (any race), any alignment

**Armor Class** 16 (chain mail)

**Hit Points** 58 (gd8 + 18)

**Speed** 30 ft., fly 60 ft. (for 1 hour; cypher)

STR DEX CON INT WIS CHA

17 (+3) 10 (+0) 15 (+2) 12 (+1) 15 (+2) 11 (+0)

**Saving Throws** Dex +2, Con +4, Wis +2, Cha +4 **Skills** Perception +4, Stealth +2

**Senses** darkvision 60 ft., passive Perception 14 **Languages** any one language (usually the Truth) **Challenge** 3 (700 XP)

ACTIONS

Greatsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage plus 3 (1d6) force damage.

Force Blast (Recharge 5-6). The explorer uses iron flesh to generate force in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 22 (4d10) force damage on a failed save, or half as much damage on a successful one.

Drow Scout

Medium humanoid (elf), 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) 11 (+0) 13 (+1) 11 (+0)

**Skills** Nature +4, Perception +5, Stealth +6, Survival +5

**Senses** darkvision 120 ft., passive Perception 15

**Languages** any one language (usually Common), Elvish

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

Fey Ancestry. The drow scout has advantage on **Saving Throws** against being charmed, and magic can't put the drow scout to sleep.

Innate Spellcasting. The drow scout's innate spellcasting ability is Charisma (spell save DC 10). The drow scout can innately cast the following spells, requiring no material components:

At will: dancing lights

1/day each: darkness, faerie fire

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Sunlight Sensitivity. While in sunlight, the drow scout has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

Longbow. Ranged Weapon Attack: +4 to hit, ranged 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Duelist

Medium humanoid (any race), any alignment

**Armor Class** 15 (chain shirt)

**Hit Points**22 (4d8 + 4)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 16 (+3) 12 (+1) 12 (+1) 12(+1) 14 (+2)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** any one language

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Duelist. The duelist has a +2 bonus to damage rolls with melee weapons it wields with one hand, (included in the attack). It does not benefit from this trait if it is holding an item or wielding a weapon in its other hand.

Suave Defense. While the duelist is wearing light armor or no armor and is not wielding a shield, its AC includes its Charisma modifier.

Actions

Multiattack. The duelist makes two melee weapon attacks.

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

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

Reactions

Parry. The duelist adds 2 to its AC against one melee attack that would hit it. To do so, the duelist must see the attacker and be wielding a melee weapon.

Duelist

MME2

Medium humanoid (any), any alignment

Armor Class 17 (+1 studded leather armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 18 (+4) 14 (+2) 12 (+1) 10 (+0) 14 (+2)

Saving Throws Dex +7, Con +5, Int +4

Skills Deception +5, Intimidation +5, Perception +3, Stealth +7

Senses passive Perception 13

Languages any two languages (usually Common)

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

Cunning Action. On each of its turns, the duelist can use a bonus action to take the Dash, Disengage, or Hide action.

Dual Wielder. When the duelist is wielding a separate melee weapon in each hand, it gains a +1 bonus to its AC (included in AC). In addition, it can draw or stow two one-handed weapons.

Fancy Footwork. When the duelist makes a melee attack at a creature, that creature can't make opportunity attacks against the duelist until the end of the turn.

Feinting Attack. As a bonus action, the duelist can choose one creature within 5 feet of it. It has advantage on its next attack roll against the target.

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

Toujours l'Audace. The duelist adds its Charisma modifer to its initiative rolls. In addition, it can use Sneak Attack with any melee attack made against a target that has none of its allies adjacent to it.

Two-Weapon Fighter. The duelist can use a bonus action to make one melee or ranged weapon attack with its dagger.

Actions

Multiattack. The duelist makes two rapier attacks.

+1 Rapier. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

+1 Dagger. Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d4 + 5) piercing damage

Reactions

Riposte. When a creature misses the duelist with a melee attack, the duelist can make one melee weapon attack against it.

Source: MME2

Experienced Monk [3]

Medium humanoid (any race), any lawful alignment

**Armor Class** 15

**Hit Points** 58 (9d8 + 18)

**Speed** 45 ft.

STR DEX CON INT WIS CHA

13 (+1) 17 (+3) 14 (+2) 11 (+0) 15 (+2) 13 (+1)

**Saving Throws** Str +3, Dex +5

**Skills** Acrobatics +5, Athletics +3

**Senses** passive Perception 12

**Languages** any one language (usually Common) **Challenge** 3 (700 XP)

Advanced Training. The experienced monk has advantage on **Saving Throws** against area effects and effects that charm or frighten.

Magic Weapons. The experienced monk’s Monk Weapon attacks are magical.

Actions

Multiattack. The experienced monk makes two Monk Weapon attacks.

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

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

Throw Missile. Ranged Weapon Atta.ck: +5 to hit, range 20/60 ft., one target. Hit: 6 (1d6 + 3) bludgeoning or piercing damage.

Stunning Strike (Recharge 4-6): The experienced monk uses their bonus action to attempt to stun a creature they just hit with a monk weapon. The target must succeed at a DC 13 Constitution saving throw or be stunned until the end of the experienced monk’s next turn.

Wholeness of Body (1/LR): The experienced monk uses their action to heal themselves of 30 points of damage.

REACTIONS

Deflect Missiles. A experienced monk can use their reaction to deflect or catch the missile when they are hit by a ranged weapon attack, reducing the damage of the attack by 1d10 + 12. If this reduces the damage to 0, the experienced monk catches the missile and throws it as part of their reaction.

Experienced monks are advanced practitioners of mystical martial arts. They are often in charge of a monastery and have disciple followers who study their methods.

EXPERT

Medium humanoid (any race), any alignment

**Armor Class** 12 (leather)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** any one Intelligence skill +4 or Wisdom skill +2

**Senses** passive Perception 10 **Languages** any one language **Challenge** 1/8 (25 XP)

Enhanced Expertise. The expert has advantage on ability checks that involve its specialization skill or tool.

Widely Learned. The expert has +1 on all Intelligence or Wisdom checks that don’t already include its **Proficiency bonus**.

Actions

Dagger- Melee Weapon Atta.ck: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage.

An expert is usually someone skilled at a particular trade, such as a blacksmith, merchant, or scholar, but can also be someone who is passionate about a hobby requiring a certain set of **Skills**.

Experts are specialists in some particular profession or realm of knowledge, over which they’ve attained a rare **Level** of mastery. They may be master artisans, crafters, historians, sages, or other paragons of learning in their particular field. Experts make good mentors and patrons for adventurers, and finding a particular expert may be an adventuring goal in itself.

Feathergale Knight [1]

Medium humanoid (human), lawful evil

**Armor Class** 16 (scale mail)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Animal Handling +2, History +2

**Senses** passive Perception 10

**Languages** Auran, Common

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Spellcasting. The knight is a 1st-**Level** spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It knows the following sorcerer spell:

Cantrips (at will): gust, light, message, ray of frost

1st **Level** (2 slots): expeditious retreat, feather fall

Actions

Multiattack. The knight makes two melee attacks.

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.

Spear. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Herbalist [1]

Medium humanoid (any race), any alignment

**Armor Class** 14 (hide armor)

**Hit Points** 66 (12d8 + 12)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 14 (+2) 12 (+1) 11 (+0) 17 (+3) 11 (+0)

**Skills** Nature +4, Perception +5, Survival +7

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** passive Perception 15

**Languages** Druidic plus any one language

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Disarming Attack (1/Turn). When the herbalist hits a creature with an attack from its shortsword or shortbow, it can choose to force the target to succeed on a DC 12 Strength saving throw or take an additional 3 (1d6) piercing damage from the attack and drop an object it is holding of the herbalist's choice. The object lands at its feet.

Poultice (3/Day). The herbalist spends 1 minute to apply a poultice to a wounded creature. That creature regains 14 (4d6) **Hit Points**. Alternatively, it can use this ability to cure the creature of one poison afflicting it.

Actions

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage plus 7 (2d6) poison damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage plus 7 (2d6) poison damage.

HIGH PRIEST [10]

Medium humanoid (any race), any alignment

**Armor Class** 16 (chain mail) **Hit Points** 97 (15d8 + 30) **Speed** 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 10 (+0) 14 (+2) 13 (+1) 18 (+4) 16 (+3)

**Skills** Medicine +8, Persuasion +7, Religion +7

**Senses** passive Perception 16

**Languages** any two **Languages**

**Challenge** 10 (5,900 XP)

Divine Eminence. As a bonus action, the high priest can expend a spell slot to cause their melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the high 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 15th-**Level** spellcaster. Their spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The high priest has the following cleric spells prepared:

Cantrips (at will): guidance, light, sacred flame, spare the dying, thaumaturgy

1st **Level** (4 slots): cure wounds, guiding bolt, sanctuary

2nd **Level** (3 slots): hold person, lesser restoration, spiritual weapon

3rd **Level** (3 slots): dispel magic, protection from energy, spirit guardians

4th **Level** (3 slots): death ward, guardian of faith 5th **Level** (2 slots): flame strike, greater restoration

6th **Level** (1 slot): heal, heroes’ feast

7th **Level** (1 slot): conjure celestial, divine word, regenerate

8th **Level** (1 slot): holy aura

Actions

Mace. Melee Weapon Atta.ck: +4 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

High priests are the most powerful clerics of a temple, comparable to archmages. In a large city, major temples are run by a high priest with the aid of one or more ecclesiastics and various other priests.

HOLY CHAMPION

Medium humanoid (any race), lawful good

**Armor Class** 17 (splint) or 18 (plate) **Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

17 (+3) 10 (+0) 15 (+2) 10 (+0) 15 (+2) 12 (+1)

**Saving Throws** Dex +2, Con +4, Wis +2, Cha +5 **Skills** Medicine +4, Perception +4, Religion +2 **Damage Resistances** fire, radiant **Senses** passive Perception 14 **Languages** any one language **Challenge** 3 (700 XP)

Actions

Greatsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage plus 3 (1d6) radiant damage.

Lay on Hands. The holy champion can heal themselves or another living creature by touch, up to a total of 45 **Hit Points** per day. This amount replenishes after the champion takes a long rest.

Holy Smite (1/SR).The holy champion deals an additional 13 (3d8) radiant damage with a successful melee attack.

Holy champions are tough agents of good and law. They seek out and slay evil creatures, especially fiends and undead. They may use magical weapons or armor.

HOLY PARAGON

Medium humanoid (any race), lawful good

**Armor Class** 18 (plate mail) **Hit Points** 142 (19d8 + 57) **Speed** 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 10 (+0) 17 (+3) 10 (+0) 15 (+2) 14 (+2)

**Saving Throws** Dex +4, Con +7, Wis +6, Cha +6

**Skills** Medicine +8, Perception +6, Religion +4

**Damage Immunities** fire, radiant

**Condition Immunities** charmed

**Senses** passive Perception 14

**Languages** any one language

**Challenge** 12 (8,400 XP)

Protection From Evil. Aberrations, celestials, elementals, fey, fiends, and undead have disadvantage on attack rolls against the holy paragon, and they cannot frighten or possess it.

Actions

Multiattack. The holy paragon makes two greatsword attacks.

Greatsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage plus 7 (2d6) radiant damage.

Divine Sense (Recharge 6). The holy paragon can spend an action to detect all celestials, fiends, and undead within 60 feet. This sense remains active until the end of the paragon’s next turn.

Lay on Hands. The holy paragon can heal themselves or another living creature by touch, up to a total of 100 **Hit Points** per day. This amount replenishes after the holy paragon takes a long rest.

Holy Smite (Recharges After a Short or Long

Rest). The holy paragon deals an additional 22 (5d8) radiant damage with a successful melee attack.

Holy paragons are the greatest heroes of good and law. They are often leaders of knighthoods or holy armies set against fiends, undead, and other wicked foes, with holy champions as their lieutenants. They may use magical weapons or armor.

MERCHANT

Medium humanoid (any race), any alignment

**Armor Class** 10

**Hit Points** 9 (2d8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Insight +3, Persuasion +6

**Senses** passive Perception 11

**Languages** Any one language (usually Common)

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

Appraisal Expertise. The merchant has advantage on any Intelligence (Investigation), Intelligence (History), or Wisdom (Perception) check to evaluate, appraise, or recall information about a type of goods in which it commonly trades.

Actions

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

Traders, innkeepers, proprietors of taverns and shops, caravan-masters and hawkers of dubious wares—wherever there are goods to sell, there are merchants to sell them. They can be found at every **Level** of the social order; the junk peddler, the tavern-master, the courtesan, and the fine art dealer are all merchants, however much their income and clientele may vary.

VARIANT: ARTISAN

Some of the folk engaged in the mercantile trades are specialized more in making goods than selling them—though they still need enough commercial savvy to make a living with their work. For an artisan, use the merchant stat block with the following modifications:

Ability Scores Increase Wisdom by 2 to 14 (+2) and reduce Charisma by 2 to 12 (+1).

**Skills** Insight +4, Persuasion +3, and any one set of artisan’s tools at +4

Peebles

Small humanoid (gnome), any alignment

**Armor Class** 12

**Hit Points** 27 (6d8)

**Speed** 20 ft.

STR DEX CON INT WIS CHA

10 (+0) 15 (+2) 10 (+0) 12 (+1) 14 (+2) 16 (+3)

**Skills** Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

**Senses** darkvision 120 ft., passive Perception 16

**Languages** any two **Languages**, Gnomish, Terran, Undercommon

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Cunning Action. On each of its turns, Peebles can use a bonus action to take the Dash, Disengage, or Hide action.

Gnome Cunning. The peebles has advantage on all Intelligence, Wisdom, and Charisma **Saving Throws** against magic.

Innate Spellcasting. The peebles's innate spellcasting ability is Intelligence (spell save DC 11). The peebles can innately cast the following spells, requiring no material components:

At will: nondetection (self only)

1/day each: blindness/deafness, blur, disguise self

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

Actions

Multiattack. Peebles makes two melee attacks.

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

Hand Crossbow. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

PERFORMER

Medium humanoid (any race), any alignment

**Armor Class** 15 (chain shirt)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 14 (+2) 12 (+1) 13 (+1) 10 (+0) 16 (+3)

**Skills** Investigation +3, Persuasion +4, Performance +4

**Senses** passive Perception 11 **Languages** any three **Languages** **Challenge** 2 (450 XP)

Jack of All Trades. The performer adds +1 to any ability check they make (other than for the **Skills** listed above).

Spellcasting. The performer is a 5th-**Level** spellcaster. Their spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The performer knows the following bard spells: Cantrips (at will): blade ward, dancing lights, minor illusion

1st **Level** (4 slots): cure wounds, disguise self, sleep, thunderwave

2nd **Level** (3 slots): calm emotions, hold person, see invisibility

3rd **Level** (2 slots): sending

Actions

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

Performers are actors, bards, storytellers, troubadours, or other people who wield the power of lore and music.

Relentless Fighter [1]

Medium humanoid

**Armor Class** 16 (chain shirt, shield)

**Hit Points** 37 (5d8 + 15)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 13 (+1) 16 (+3) 10 (+0) 11 (+0) 10 (+0)

**Saving Throws** Con +5

**Skills** Athletics +4

**Senses** passive Perception 10

**Languages** any one language (usually common)

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Warrior's Fortitude. If damage reduces the relentless fighter to O **Hit Points**, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is from a critical hit. On a success, the relentless fighter drops to 1 hit point instead.

Actions

Multiattack. The fighter makes two weapon attacks.

Battleaxe. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) slashing damage, or 7 ( 1 dl O + 2) slashing damage if used with two hands to make a melee attack.

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

Selfaril Uoumdolphin

Medium humanoid (human), lawful evil

**Armor Class** 18 (plate)

**Hit Points** 112 (15d8 + 45)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

18(+4) 15(+2) 16(+3) 10(+0) 12(+1) 17(+3)

**Saving Throws** Str +7, Dex +5, Con +6

**Skills** Athletics +10, Deception +6, History +3, Intimidation +6,

Persuasion +6

**Senses** passive Perception 11

**Languages** Common

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

Brave. Selfaril has advantage on **Saving Throws** against being frightened.

Actions

Multiattack. Selfaril makes three melee attacks.

+3 Longsword. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 11 (1d8 + 7) slashing damage, or 12 (1d10 + 7) slashing damage if used with two hands to make a melee attack.

Bonus Actions

Second Wind (Recharged after a Short or Long Rest): Selfaril regains 1d10 + 6 **Hit Points**.

Reactions

Parry. Selfaril adds 2 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

Shade Assassin [12]

Medium humanoid, neutral evil

**Armor Class** 17 (studded leather)

**Hit Points** 135 (18d8 + 54)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 18 (+4) 15 (+2) 12 (+1) 11 (+0) 13 (+1)

**Saving Throws** Dex +8, Int +5

**Skills** Acrobatics +9, Athletics +5, Sleight of Hand +9, Stealth +9

**Senses** passive Perception 15

**Languages** Any one language

**Challenge** 12 (8,400 XP)

Special Traits

Assassinate. The shadow assassin has advantage on attack rolls against any creature that hasn’t taken a turn in combat yet. In addition, any hit it scores against a creature that is surprised is a critical hit.

Cunning Action. On each of its turns, the shadow assassin can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the shadow assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/turn). The shadow assassin deals an extra 24 (7d6) 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 it that isn’t incapacitated and it doesn’t have disadvantage on the attack roll.

Actions

Multiattack. The shadow assassin makes two attacks with its rapier.

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

Light Crossbow. Ranged Weapon Attack: +9 to hit, reach 80/320 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

Reactions

Shadowy Dodge. The shadow assassin cloaks itself in a shadowy essence. Roll a d100, on 40 and below the damage is negated. If the roll is above 40 it takes half damage.

The shadow spawned are recently deceased creatures who have found their souls trapped on the way to their resting place. As they are trapped, their essence stagnates and warps due to a mix of the dark energy from the realm in which they are held and Umbrial’s interference. For many of these souls this process destroys them entirely, leaving nothing behind.

Souls withstanding the process are driven mad and stripped of any reminder of who they once were, leaving behind nothing more than a shadow of their previous selves. Those who withstand the transformation are sent back to the Material Realm by Umbrial to wreak havoc and destruction.

These creatures can be found in the darkest parts of dungeons and hidden deep within forgotten forests.

Travelers moving across the countryside spread tales of shadows moving along the trails at night, though these tales are scoffed at, perceived as nothing more than stories concocted by those with overactive imaginations.

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Shade Paladin [14]

Medium humanoid, neutral evil

**Armor Class** 18 (plate)

**Hit Points** 153 (18d8 + 72)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 11 (+0) 18 (+4) 11 (+0) 14 (+2) 5 (+2)

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

**Skills** Athletics +8, Deception +7, Intimidation +7

**Condition Immunities** charmed

**Senses** passive Perception 14

**Languages** Any one language

**Challenge** 14 (11,500 XP)

Special Traits

Powerful Aura. The shade paladin’s aura has the following properties:

The shade paladin and any creatures allied with it within 10 feet adds its Charisma modifier to all **Saving Throws** and cannot be subject to charm spells.

Any enemy within 10 feet of the shade paladin has disadvantage on **Saving Throws** against being frightened.

Judging Smite. Whenever the shade paladin hits a creature with a melee weapon, the creature takes an extra 1d8 necrotic damage. This has already been factored into its attacks. It can also expend a 1st-**Level** spell slot to deal an added 2d8 necrotic damage, plus 1d8 for each spell slot higher than 1st expended.

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

1st **Level** (4 slots): command, protection from evil and good, thunderous smite

2nd **Level** (3 slots): branding smite, find steed

3rd **Level** (3 slots): blinding smite, dispel magic

Actions

Multi Attack. The shade paladin makes three attacks with its longsword or two with its crossbow.

Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: single-handed 8 (1d8 + 4) or two-handed 11 (1d10 + 6) plus 4 (1d8) necrotic damage.

Crossbow. Ranged Weapon Attack: +4 to hit, reach 80/320 ft., one target. Hit: 6 (1d8 + 2).

Dreadful Aspect (1/SR).The Shade Paladin exudes a magical menace. Each enemy within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the shade paladin, the target can repeat the saving throw, ending the effect on itself on a success.

About

The shadow spawned are recently deceased creatures who have found their souls trapped on the way to their resting place. As they are trapped, their essence stagnates and warps due to a mix of the dark energy from the realm in which they are held and Umbrial’s interference. For many of these souls this process destroys them entirely, leaving nothing behind.

Souls withstanding the process are driven mad and stripped of any reminder of who they once were, leaving behind nothing more than a shadow of their previous selves. Those who withstand the transformation are sent back to the Material Realm by Umbrial to wreak havoc and destruction.

These creatures can be found in the darkest parts of dungeons and hidden deep within forgotten forests.

Travelers moving across the countryside spread tales of shadows moving along the trails at night, though these tales are scoffed at, perceived as nothing more than stories concocted by those with overactive imaginations.

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SMITH [1]

Medium humanoid (any race), any alignment

**Armor Class** 12 (leather armor)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 12 (+1) 13 (+1) 11 (+0) 12 (+1) 9 (-1)

**Skills** Insight +3; smith’s tools +4

**Senses** passive Perception 11

**Languages** Any one language (usually Common)

**Challenge** 1 (200 XP)

Will of Iron. The smith has advantage on **Saving Throws** against being charmed or frightened.

Actions

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

In some towns and hamlets, the village smith is the closest thing the locals will ever see to a worker of real magic—the master artisan who knows the right processes and proportions of earth, air, water, and fire to craft the tools that make any kind of civilized life possible. Nor is that view entirely wrong, as the primal alchemies that smiths command tend to infuse their character with something of the nature of the metal they shape.

STEWARD

Medium humanoid (any race), any alignment

**Armor Class** 12 (leather)

**Hit Points** 9 (2d8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 12 (+1) 10 (+0) 12 (+1) 11 (+0) 10 (+0)

**Skills** Persuasion +2, History +3

**Senses** passive Perception 10

**Languages** any one language

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

Hard to Sway. The steward has advantage on **Saving Throws** against being charmed or frightened.

Actions

Dagger- Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) piercing damage.

S

tewards are not skilled combatants, but they often have a community that supports them, including those with far more **Skills** in combat to defend them.

SUPERIOR MONK [5]

Medium humanoid (any race), any lawful alignment

**Armor Class** 15

**Hit Points** 112 (15d8 + 45)

**Speed** 55 ft.

STR DEX CON INT WIS CHA

15 (+2) 18 (+4) 16 (+3) 12 (+1) 17 (+3) 13 (+1)

**Saving Throws** Str +4, Dex +6

**Skills** Acrobatics +6, Athletics +5

**Damage Immunities** poison

**Condition Immunities** diseased, poisoned

**Senses** passive Perception 14

**Languages** speaks all **Languages**

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

Magic Weapons. The superior monk’s Monk Weapon attacks are magical.

Perfect Soul (Recharge After a Short Rest). If the superior monk fails a saving throw, they can choose to succeed instead.

Superior Training. The superior monk has advantage on all **Saving Throws**.

Actions

Multiattack. The superior monk makes three Monk Weapon attacks.

Monk Weapon. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

Heavy Crossbow. Ranged Weapon Attack: +7 to hit, range 100/400 ft., one target. Hit: 9 (1d10 + 4) piercing damage.

Throw Missile. Ranged Weapon Attack: +7 to hit, range 20/60 ft., one target. Hit: 8 (1d8 + 4) bludgeoning or piercing damage.

Stunning Strike (Recharge 3-6): The superior monk uses their bonus action to attempt to stun a creature they just hit with a monk weapon. The target must succeed at a DC 15 Constitution saving throw or be stunned until the end of the superior monk’s next turn.

Wholeness of Body (Recharge After a Long Rest): The superior monk uses their action to heal themselves of 50 points of damage.

REACTIONS

Deflect Missiles. A superior monk can use their reaction to deflect or catch the missile when they are hit by a ranged weapon attack, reducing the damage of the attack by 1d10 + 12. If this reduces the damage to 0, the superior monk catches the missile and throws it as part of their reaction.

Superior monks have mastered at least one style of mystical martial arts. They often supervise one or more monasteries, instructing experienced monks and talented disciple students.

Tracker [1/2]

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) 11 (+0) 13 (+1) 11 (+0)

**Skills** Nature +4, Perception +5, Stealth +6, Survival +5

**Senses** passive Perception 15

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

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

Keen Hearing and Sight. The tracker has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

WEARER OF PURPLE

Medium humanoid (any), neutral evil

**Armor Class** 16 (draconic majesty) **Hit Points** 82 (15d8+15)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 13 (+1) 13 (+1) 16 (+3) 16 (+3) 18(+4)

**Saving Throws** CON +5, WIS +7

**Skills** Arcana +7, History +7, Insight +7, Intimidation +8, Persuasion +8, Religion +7

**Damage Resistances** Acid, Cold, Lightning, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Immunities** Fire

**Condition Immunities** Charmed, Frightened, Poi¬soned

**Senses** Darkvision 60 ft., passive Perception 13 **Languages** Common, Draconic, Infernal

**Challenge** 10 (1,800 XP)

Draconic Majesty. The wearer of purple adds his Charisma bonus to his AC (included).

Spellcasting. The wearer of purple is a 15th-**Level** spellcaster. Their spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). They have the following wizard spells prepared:

Cantrips (at will): acid splash, chill touch, dancing lights, mending

1st **Level** (4 slots): command, false life, ray of sickness 2nd **Level** (3 slots): blindness/deafness, ray of enfee- blement

3rd **Level** (3 slots): animate dead, blindness/deafness, ray of enfeeblement

4th **Level** (3 slots): arcane eye, blight, charm monster 5th **Level** (1 slots): danse macabre\*, enervation\* 6th **Level** (1 slot): circle of death, create undead, mag¬ic jar

7th **Level** (1 slot): finger of death

8th **Level** (1 slot): illusory dragon\*

Actions

Multiattack. The wearer of purple makes three melee attacks with their dagger.

Dagger. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) slashing damage.

\*Xanathar's Guide to Everything.

Faction ELITE COVERT AGENT [6]

Medium humanoid (any), any non-good alignment

Armour Class 17

**Hit Points** 84 (13d8 + 26)

**Speed** 40 ft.

STR DEX CON INT WIS CHA

12 (+1) 18 (+4) 14 (+2) 13 (+1) 17 (+3) 16 (+3)

**Saving Throws** Dex +7, Wis +6, Cha +6

**Skills** Acrobatics +7, Deception +6, Insight +6,

Investigation +4, Perception +6, Persuasion +6,

Sleight of Hand +7, Stealth +7

**Senses** passive Perception 16

**Languages** any three **Languages** (one usually Common) **Challenge** 6 (2 300 XP)

**Evasion.** If the agent is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the agent instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Light-footed.** The agent can use a bonus action to take the Dash or Disengage action.

**Shadow Stealth.** While in dim light or darkness, the agent can take the Hide action as a bonus action.

Unarmoured Defence. While the agent is wearing no armour and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The agent makes two weapon attacks.

Shortsword. Melee Weapon Attack. +7 to hit, reach 5 ft., one target. Hit. 7 (1d6 + 4) piercing damage and 10 (3d6) poison damage.

Dart. Ranged Weapon Attack +7 to hit, range 20/60 ft., one target. Hit. 6 (1d4 + 4) piercing damage and 10 (3d6) poison damage.

Smoke Bomb (1/Day). The agent throws a smoke bomb at a point up to 60 feet away. The area within a 5-foot radius of the impact immediately becomes heavily obscured for 1 minute. A moderate wind (at least 10 miles per hour) disperses the smoke in 2 rounds; a strong wind (20 or more mph) does so in 1 round.

Reactions

Deflect Missile. In response to being hit by a ranged weapon attack the agent deflects the missile. The damage it takes from the attack is reduced by 1d10 + 4. If the damage is reduced to 0, the agent catches the missile if it's small enough to hold in one hand and the agent has a hand free.

Faction SPY [5]

Medium humanoid (any), any non-good alignment

Armour Class 1 5 (mithral chain shirt, 20 with shield)

**Hit Points** 5 8 (9d8 + 18)

**Speed** 3 0 ft.

STR DEX CON INT WIS CHA

8 (-1) 14 (+2) 14 (+2) 12 (+1) 10 (+0) 16 (+3)

**Skills** Deception +8, Perception +3, Persuasion +6, Sleight of Hand +5, Stealth +7

**Senses** passive Perception 1 3

**Languages** any two **Languages** (one usually Common), thieves' cant

**Challenge** 5 (1 800 XP)

**Alert** The spy can't be surprised while it isn't incapacitated. Additionally, other creatures don't gain advantage on attack rolls against the spy as a result of being hidden from the spy.

**Cunning Action.** The spy can take the Dash, Disengage or Hide action as a bonus action on each of its turns.

**Illusions Weaver. Illusion** spells cast by the spy have spell save DC equal to 1 6.

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

Special Equipment The spy has a wand of magic missile (7 charges), and one scroll of each of the following spells: expeditious retreat, blur, levitate, dispel magic, fireball.

Actions

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

Light Crossbow. Ranged Weapon Attack +5 to hit, range 80/320 ft., one target. Hit. 6 (1d8 + 2) piercing damage.

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SHADOW KNIGHT

Medium humanoid (any race), any alignment

**Armor Class** 17 (chain shirt, shield)

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

**Speed** 30 ft.

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STR DEX CON INT WIS CHA

16 (+3) 15 (+2) 14 (+2) 11 (+0) 16 (+3) 11 (+0)

**Skills** Intimidation +2, Stealth +6

**Senses** darkvision 60 ft., passive Perception 13 **Languages** any one language (usually the Truth) **Challenge** 3 (700 XP)

Ignores Impediments. The shadow knight has advantage on **Saving Throws** against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Shadow Assassin. A melee weapon deals one extra die of its damage when the shadow knight hits with it (included in the attack).

Surprise Attack. If the shadow knight surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS.

Multiattack. The shadow knight makes two melee attacks.

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage.

Crossbow. Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Shadow knights are often part of secret groups trained to sneak, deceive, and fight in the shadows. Sometimes spying, other times serving as assassins, shadow knights often have an outsize reputation.

Frontier commoner

Silver Marches Commoner

Medium humanoid (any race), any alignment

**Armor Class** 10

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 12 (+1) 12 (+1) 10 (+0) 10 (+0) 10 (+0)

**Skills** Survival +2

**Senses** passive Perception 10

**Languages** Common

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

Martial Training. Silver Marches Commoner is proficient with two martial weapons of his choice. Usually it is battleaxe and longbow.

Also Silver Marches Commoner is proficient with leather, studded leather and hide armor.

STEWARD

Medium humanoid (any race), any alignment

**Armor Class** 12 (leather armor)

**Hit Points** 9 (2d8)

**Speed** 30 ft.

•

STR DEX CON INT WIS CHA

11 (+0) 12 (+1) 10 (+0) 12 (+1) 11 (+0) 10 (+0) •

**Skills** Persuasion +2, History +3

**Senses** passive Perception 10

**Languages** any one language (usually the Truth) **Challenge** 1/8 (25 XP)

Hard to Sway. The steward has advantage on **Saving Throws** against being charmed or frightened.

ACTIONS

Dagger. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) piercing damage.

Stewards are not skilled combatants, but they often have a community that supports them, including those with far more **Skills** in combat to defend them.

Aristocrat

Medium humanoid (any race), any alignment

**Armor Class** 13 (leather)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Deception +4, Persuasion +4, History +2

**Senses** passive Perception 11

**Languages** any one or two **Languages**

**Challenge** 2 (450 XP)

Hard to Sway. The aristocrat has advantage on **Saving Throws** against being charmed or frightened.

Actions

Multiattack. The aristocrat makes two longsword attacks, or uses a defensive magic item (such as a potion).

Longsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) slashing damage.

Dictate (Recharges After a Long Rest). As their action, the aristocrat speaks a one-word command to a creature they can see within 30 feet. If the target understands and fails a DC 12 Charisma saving throw, it follows the command on its next turn.

Stillness (Recharges After a Long Rest). As their action, the aristocrat speaks a one-word command to a creature they can see within 30 feet. If the target understands and fails a DC 12 Wisdom saving throw, it is paralyzed for one minute. At the end of each of its turns, the target can make another Wisdom saving throw to end the effect.

Aristocrats are born of privilege, and as such have had far more access to schooling, training, and other advantages that ordinary people lack. Sometimes aristocrats are groomed for (or actually hold) positions of power. Others merely while away their time on personal pursuits.

Artisan

Medium humanoid (any race), any alignment

**Armor Class** 13 (leather)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

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

**Skills** Persuasion +3, History +2, Insight +4 (relating to their area of knowledge), any one Intelligence skill +4 or Wisdom skill +3

**Senses** passive Perception 11

**Languages** any one or two **Languages**

**Challenge** 2 (450 XP)

Hard to Sway. The artisan has advantage on **Saving Throws** against being charmed or frightened.

Actions

Light Hammer. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) bludgeoning damage.

Crafty Maneuver (Recharges 5-6). As their action, the artisan makes an attack with some tool or material relating to their specialty against a creature within 10 feet. Depending on the nature of this attack, it can blind, poison, restrain, or stun the creature if it fails a DC 12 saving throw (usually Dexterity or Constitution). For example, a blacksmith might throw a pan of hot ashes in an opponent’s face, an actor might release a stage weight or curtain to drop on an opponent, or a tanner might splash a foe with acrid chemicals.

An artisan is a person with advanced skill in a particular trade; they are very good at their profession. An artisan might craft physical items like clothing or armor; be a well-known singer, playwright, or actor; or simply be really good at running an inn or restaurant. They are generally respected in their community and have friends who will defend them—as well as rivals interested in seeing them fail.

Deadly WARRIOR

Medium humanoid (any race), any alignment

**Armor Class** 18 (plate)

**Hit Points** 161 (19d8 + 76)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 16 (+3) 18 (+4) 14 (+2) 14 (+2) 18 (+4)

**Saving Throws** Dex +7, Con +8, Wis +6, Cha +8

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** passive Perception 12

**Languages** any one language

**Challenge** 12 (8,400 XP)

Enhanced Weapons. The deadly warrior’s weapon attacks are treated as if magical and deal an extra 14 (4d6) lightning damage on a hit (included in the attacks).

Resistance. The deadly warrior has advantage on saves against magical attacks.

Actions

Multiattack. The deadly warrior makes four longsword or longbow attacks.

Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 14 (4d6) lightning damage.

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 14 (4d6) lightning damage.

REACTIONS

Parry. The deadly warrior adds 4 to their AC against one melee attack that would hit them. To do so, they must see the attacker and be wielding a melee weapon.

The deadly warrior is an elite combatant who wields greater skill than most other fighters. Although deadly warriors might command others, that is not their forte. They focus on personal combat and skill with their own blade, and use magical armor, weapons, and miscellaneous items to further heighten their effectiveness.

Barovian Scout

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) 11 (+0) 13 (+1) 11 (+0)

**Skills** Nature +4, Perception +5, Stealth +6, Survival +5

**Senses** passive Perception 15

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

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

Light Crossbows. Ranged Weapon Attack: +4 to hit, ranged 80/320 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Battlehammer Dwarf

Medium humanoid (dwarf), lawful good

**Armor Class** 13 (leather armor)

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

**Speed** 25 ft.

STR DEX CON INT WIS CHA

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

**Skills** Nature +4, Perception +5, Stealth +6, Survival +5

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Dwarvish

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

Dwarven Resilience. The dwarf has advantage on **Saving Throws** against poison and resistance against poison damage.

Keen Hearing and Sight. The dwarf has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The dwarf makes two melee attacks or two ranged attacks.

Handaxe. Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d6 + 0) piercing damage.

Light Crossbow. Ranged Weapon Attack: +4 to hit, ranged 80/320 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

River Pirate

Medium humanoid (human), neutral evil

**Armor Class** 14 (shield)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 14 (+2) 13 (+1) 10 (+0) 11 (+0) 8 (-1)

**Skills** Athletics +4, Stealth +4

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

Actions

Sharktoothed 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. Against a target is wearing no armor, the reaver deals an extra die of damage with this sword.

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.

DEFENDER

Medium humanoid (any race), any alignment

**Armor Class** 16 (chain mail)

**Hit Points** 67 (9d8 + 27)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

17 (+3) 12 (+1) 17 (+3) 11 (+0) 14 (+2) 9 (-1)

**Senses** passive Perception 12 **Languages** any one language **Challenge** 2 (450 XP)

Dutybound. At the start of their turn, the defender can gain advantage on all melee weapon attack rolls during that turn if they are guarding someone or something they have sworn to protect, but doing so gives advantage to attack rolls against them until the start of their next turn.

Actions

Multiattack. The defender makes two longsword attacks.

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

Defenders are a cut above average guards and putdutybeforetheirownwell-being.

[Monk] Disciple [1/2]

Medium humanoid (any race), any lawful alignment

**Armor Class** 14

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

**Speed** 40 ft.

STR DEX CON INT WIS CHA

13 (+1) 17 (+3) 12 (+1) 11 (+0) 13 (+1) 11 (+0)

**Saving Throws** Str +3, Dex +5

**Skills** Acrobatics +5, Athletics +3

**Senses** passive Perception 11

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

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

Actions

Multiattack. The disciple makes two Monk Weapon attacks.

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

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

REACTIONS

Deflect Missiles. A disciple can use their reaction to deflect or catch the missile when they are hit by a ranged weapon attack, reducing the damage of the attack by Id 10 + 6.

Disciples channel the ki energy of their bodies into phenomenal physical actions.

Defender

Medium humanoid (any race), any alignment

**Armor Class** 20 (plate armor, shield)

**Hit Points** 26 (4d8 + 8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 12 (+1) 14 (+2) 10 (+0) 10 (+0) 10 (+0)

**Senses** passive Perception 10

**Languages** any one language

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Actions

Multiattack. The defender makes one melee weapon attack. If the attack misses, the defender can immediately use its shield bash against the same target.

Spear. Melee or Ranged Weapon Attack: +4 to hit, range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Shield Bash. The defender bashes its shield against a creature within 5 feet of it. The target makes a DC 12 Strength saving throw. On a failed save, the target is pushed 5 feet away.

Reactions

Protection. When a creature the defender can see attacks a target other than itself that is within 5 feet of its position, it can use its reaction to impose disadvantage on the attack roll.

Dragonclaw

Medium humanoid (human), lawful evil

**Armor Class** 14 (leather armor)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

9 (-1) 16 (+3) 13 (+1) 11 (+0) 10 (+0) 12 (+1)

**Saving Throws** Wis +2

**Skills** Deception +3, Stealth +5

**Senses** passive Perception 10

**Languages** Common, Draconic

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Dragon Fanatic. The dragonclaw has advantage on **Saving Throws** against being charmed or frightened. While the dragonclaw can see a dragon or higher-ranking Cult of the Dragon cultist friendly to it, the dragonclaw ignores the effects of being charmed or frightened.

Fanatic Advantage. Once per turn, if the dragonclaw makes a weapon attack with advantage on the attack roll and hits, it deals an extra 7 (2d6) damage.

Pack Tactics. The dragonclaw has advantage on an attack roll against a creature if at least one of the dragonclaw's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The dragonclaw attacks twice with its scimitar.

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

Dragonfang

Medium humanoid (human), neutral evil

**Armor Class** 15 (studded leather armor)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 16 (+3) 14 (+2) 12 (+1) 12 (+1) 14 (+2)

**Saving Throws** Wis +4

**Skills** Deception +5, Stealth +6

**Damage Resistances** one of the following: acid, cold, fire, lightning, and poison

**Senses** passive Perception 11

**Languages** Common, Draconic, Infernal

**Challenge** 5 (1,800 XP) **Proficiency bonus** +3

Dragon Fanatic. The dragonfang has advantage on **Saving Throws** against being charmed or frightened. While the dragonfang can see a dragon or higher-ranking Cult of the Dragon cultist friendly to it, the dragonfang ignores the effects of being charmed or frightened.

Fanatic Advantage. Once per turn, if the dragonfang makes a weapon attack with advantage on the attack roll and hits, the target takes an extra 10 (3d6) damage.

Limited Flight. The dragonfang can use a bonus action to gain a flying **Speed** of 30 feet until the end of its turn.

Pack Tactics. The dragonfang has advantage on an attack roll against a creature if at least one of the dragonfang's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The Dragonfang attacks twice with its shortsword.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage plus 7 (2d6) damage of the type to which the dragonfang has resistance.

Orb of Dragon's Breath (2/Day). Ranged Spell Attack: +5 to hit, range 50 ft., one target. Hit: 22 (5d8) damage of the type to which the dragonfang has damage resistance.

Dragonwing

Medium humanoid (human), lawful evil

**Armor Class** 14 (leather armor)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 16 (+3) 13 (+1) 11 (+0) 11 (+0) 13 (+1)

**Saving Throws** Wis +2

**Skills** Deception +3, Stealth +5

**Damage Resistances** one of the following: acid, cold, fire, lightning, and poison

**Senses** passive Perception 10

**Languages** Common, Draconic

**Challenge** 2 (450 XP) **Proficiency bonus** +2

Dragon Fanatic. The dragonwing has advantage on **Saving Throws** against being charmed or frightened. While the dragonwing can see a dragon or higher-ranking Cult of the Dragon cultist friendly to it, the dragonwing ignores the effects of being charmed or frightened.

Fanatic Advantage. Once per turn, if the dragonwing makes a weapon attack with advantage on the attack roll and hits, the target takes an extra 7 (2d6) damage.

Limited Flight. The dragonwing can use a bonus action to gain a flying **Speed** of 30 feet until the end of its turn.

Pack Tactics. The dragonwing has advantage on an attack roll against a creature if at least one of the dragonwing's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The dragonwing attacks twice with its scimitar.

Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage plus 3 (1d6) damage of the type to which the cultist has resistance.

Drow House Captain

Medium humanoid (elf), neutral evil

**Armor Class** 16 (chain mail)

**Hit Points** 162 (25d8 + 50)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 19 (+4) 15 (+2) 12 (+1) 14 (+2) 13 (+1)

**Saving Throws** Dex +8, Con +6, Wis +6

**Skills** Perception +6, Stealth +8

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Elvish, Undercommon

**Challenge** 9 (5,000 XP) **Proficiency bonus** +4

Battle Command. As a bonus action, the drow targets one ally he can see within 30 feet of him. If the target can see or hear the drow, the target can use its reaction to make one melee attack or to take the Dodge or Hide action.

Fey Ancestry. The drow has advantage on **Saving Throws** against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's innate spellcasting ability is Charisma (spell save DC 13). He can innately cast the following spells, requiring no material components:

At will: dancing lights

1/day each: darkness, faerie fire, levitate (self only)

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The drow makes three attacks: two with his scimitar and one with his whip or his hand crossbow.

Scimitar. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage plus 14 (4d6) poison damage.

Whip. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 6 (1d4 + 4) slashing damage. If the target is an ally, it has advantage on attack rolls until the end of its next turn.

Hand Crossbow. Ranged Weapon Attack: +8 to hit, range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target regains consciousness if it takes damage or if another creature takes an action to shake it.

Reactions

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

Environment: Underdark

EXPLORER

Medium humanoid (any race), any alignment

**Armor Class** 16 (chain mail)

**Hit Points** 58 (gd8 + 18)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

17 (+3) 10 (+0) 15 (+2) 12 (+1) 15 (+2) 11 (+0)

**Saving Throws** Dex +2, Con +4, Wis +2, Cha +4 **Skills** Perception +4, Stealth +2

**Senses** darkvision 60 ft., passive Perception 14

**Languages** any one language

**Challenge** 3 (700 XP)

ACTIONS

Greatsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage plus 3 (1d6) force damage.

Force Blast (Recharge 5-6). The explorer uses iron flesh to generate force in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 22 (4d10) force damage on a failed save, or half as much damage on a successful one.

Drow Scout

Medium humanoid (elf), 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) 11 (+0) 13 (+1) 11 (+0)

**Skills** Nature +4, Perception +5, Stealth +6, Survival +5

**Senses** darkvision 120 ft., passive Perception 15

**Languages** any one language (usually Common), Elvish

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

Fey Ancestry. The drow scout has advantage on **Saving Throws** against being charmed, and magic can't put the drow scout to sleep.

Innate Spellcasting. The drow scout's innate spellcasting ability is Charisma (spell save DC 10). The drow scout can innately cast the following spells, requiring no material components:

At will: dancing lights

1/day each: darkness, faerie fire

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Sunlight Sensitivity. While in sunlight, the drow scout has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

Longbow. Ranged Weapon Attack: +4 to hit, ranged 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Duelist

Medium humanoid (any race), any alignment

**Armor Class** 15 (chain shirt)

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

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11(+0) 15 (+2) 12 (+1) 12 (+1) 12 (+1) 14 (+2)

**Senses** passive Perception 10

**Languages** any one language

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Duelist. The duelist has a +2 bonus to damage rolls with melee weapons it wields with one hand, (included in the attack). It does not benefit from this trait if it is holding an item or wielding a weapon in its other hand.

Suave Defense. While the duelist is wearing light armor or no armor and is not wielding a shield, its AC includes its Charisma modifier.

Actions

Multiattack. The duelist makes two melee weapon attacks.

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

Hand Crossbow. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Reactions

Parry. The duelist adds 2 to its AC against one melee attack that would hit it. To do so, the duelist must see the attacker and be wielding a melee wea

[Monk] Experienced Monk [3]

Medium humanoid (any race), any lawful alignment

**Armor Class** 15

**Hit Points** 58 (9d8 + 18)

**Speed** 45 ft.

STR DEX CON INT WIS CHA

13 (+1) 17 (+3) 14 (+2) 11 (+0) 15 (+2) 13 (+1)

**Saving Throws** Str +3, Dex +5

**Skills** Acrobatics +5, Athletics +3

**Senses** passive Perception 12

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

**Challenge** 3 (700 XP)

Advanced Training. The experienced monk has advantage on **Saving Throws** against area effects and effects that charm or frighten.

Magic Weapons. The experienced monk’s Monk Weapon attacks are magical.

Actions

Multiattack. The experienced monk makes two Monk Weapon attacks.

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

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

Throw Missile. Ranged Weapon Atta.ck: +5 to hit, range 20/60 ft., one target. Hit: 6 (1d6 + 3) bludgeoning or piercing damage.

Stunning Strike (Recharge 4-6): The experienced monk uses their bonus action to attempt to stun a creature they just hit with a monk weapon. The target must succeed at a DC 13 Constitution saving throw or be stunned until the end of the experienced monk’s next turn.

Wholeness of Body (Recharge After a Long Rest): The experienced monk uses their action to heal themselves of 30 points of damage.

REACTIONS

Deflect Missiles. A experienced monk can use their reaction to deflect or catch the missile when they are hit by a ranged weapon attack, reducing the damage of the attack by 1d10 + 12. If this reduces the damage to 0, the experienced monk catches the missile and throws it as part of their reaction.

Experienced monks are advanced practitioners of mystical martial arts. They are often in charge of a monastery and have disciple followers who study their methods.

Expert

Medium humanoid (any race), any alignment

**Armor Class** 12 (leather)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 12 (+1) 12 (+1) 14 (+2) 10 (+0) 10 (+0)

**S Skills** Perception +4, Persuasion +2, and either one Intelligence skill at +8 or a tool proficiency at +6

**Senses** passive Perception 15

**Languages** Any two **Languages**

**Challenge** 1/8 (25 XP)

Enhanced Expertise. The expert has advantage on ability checks that involve its specialization skill or tool.

Widely Learned. The expert has +1 on all Intelligence or Wisdom checks that don’t already include its **Proficiency bonus**.

Actions

Dagger- Melee Weapon Atta.ck: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage.

Experts are specialists in some particular profession or realm of knowledge, over which they’ve attained a rare **Level** of mastery. They may be master artisans, crafters, historians, sages, or other paragons of learning in their particular field. Experts make good mentors and patrons for adventurers, and finding a particular expert may be an adventuring goal in itself.

An expert is usually someone skilled at a particular trade, such as a blacksmith, merchant, or scholar, but can also be someone who is passionate about a hobby requiring a certain set of **Skills**.

Air Squire

Medium humanoid (human), lawful evil

**Armor Class** 16 (scale mail)

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 12 (+1) 11 (+0) 10 (+0) 14 (+2)

**Skills** Animal Handling +2, History +2

**Senses** passive Perception 10

**Languages** Auran, Common

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Spellcasting. The Air Squire is a 1st-**Level** spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It knows the following sorcerer spell:

Cantrips (at will): gust, light, message, ray of frost

1st **Level** (2 slots): expeditious retreat, feather fall

Actions

Multiattack. The Air Squire makes two melee attacks.

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.

Spear. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Herbalist

Medium humanoid (any race), any alignment

**Armor Class** 14 (hide armor)

**Hit Points** 66 (12d8 + 12)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 14 (+2) 12 (+1) 11 (+0) 17 (+3) 11 (+0)

**Skills** Nature +4, Perception +5, Survival +7

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** passive Perception 15

**Languages** Druidic plus any one language

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Poultice (3/Day). The herbalist spends 1 minute to apply a poultice to a wounded creature. That creature regains 14 (4d6) **Hit Points**. Alternatively, it can use this ability to cure the creature of one poison afflicting it.

Actions

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage plus 7 (2d6) poison damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage plus 7 (2d6) poison damage.

Disarming Attack (1/Turn). When the herbalist hits a creature with an attack from its shortsword or shortbow, it can choose to force the target to succeed on a DC 12 Strength saving throw or take an additional 3 (1d6) piercing damage from the attack and drop an object it is holding of the herbalist's choice. The object lands at its feet.

MERCHANT

Medium humanoid (any race), any alignment

**Armor Class** 10

**Hit Points** 9 (2d8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 10 (+0) 10 (+0) 11 (+0) 12 (+1) 14 (+2)

**Skills** Insight +3, Persuasion +6

**Senses** passive Perception 11

**Languages** Any one language (usually Common)

**Challenge** 1/8 (25 XP)

Appraisal Expertise. The merchant has advantage on any Intelligence (Investigation), Intelligence (History), or Wisdom (Perception) check to evaluate, appraise, or recall information about a type of goods in which it commonly trades.

Actions

Dagger. Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 2 (1d4) type damage.

Traders, innkeepers, proprietors of taverns and shops, caravan-masters and hawkers of dubious wares—wherever there are goods to sell, there are merchants to sell them. They can be found at every **Level** of the social order; the junk peddler, the tavern-master, the courtesan, and the fine art dealer are all merchants, however much their income and clientele may vary.

VARIANT: ARTISAN

Some of the folk engaged in the mercantile trades are specialized more in making goods than selling them—though they still need enough commercial savvy to make a living with their work. For an artisan, use the merchant stat block with the following modifications:

Ability Scores Increase Wisdom by 2 to 14 (+2) and reduce Charisma by 2 to 12 (+1).

**Skills** Insight +4, Persuasion +3, and any one set of artisan’s tools at +4

Peebles

Small humanoid (gnome), any alignment

**Armor Class** 12

**Hit Points** 27 (6d8)

**Speed** 20 ft.

STR DEX CON INT WIS CHA

10 (+0) 15 (+2) 10 (+0) 12 (+1) 14 (+2) 16 (+3)

**Skills** Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

**Senses** darkvision 120 ft., passive Perception 16

**Languages** any two **Languages**, Gnomish, Terran, Undercommon

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Cunning Action. On each of its turns, Peebles can use a bonus action to take the Dash, Disengage, or Hide action.

Gnome Cunning. The peebles has advantage on all Intelligence, Wisdom, and Charisma **Saving Throws** against magic.

Innate Spellcasting. The peebles's innate spellcasting ability is Intelligence (spell save DC 11). The peebles can innately cast the following spells, requiring no material components:

At will: nondetection (self only)

1/day each: blindness/deafness, blur, disguise self

Sneak Attack (1/Turn). Peebles 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 Peebles that isn't incapacitated and Peebles doesn't have disadvantage on the attack roll.

Actions

Multiattack. Peebles makes two melee attacks.

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Hand Crossbow. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Performer

Medium humanoid (any race), any alignment

**Armor Class** 15 (chain shirt)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 14 (+2) 12 (+1) 13 (+1) 10 (+0) 16 (+3)

**Skills** Investigation +3, Persuasion +4, Performance +4

**Senses** passive Perception 11 **Languages** any three **Languages** **Challenge** 2 (450 XP)

Jack of All Trades. The performer adds +1 to any ability check they make (other than for the **Skills** listed above).

Spellcasting. The performer is a 5th-**Level** spellcaster. Their spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The performer knows the following bard spells: Cantrips (at will): blade ward, dancing lights, minor illusion

1st **Level** (4 slots): cure wounds, disguise self, sleep, thunderwave

2nd **Level** (3 slots): calm emotions, hold person, see invisibility

3rd **Level** (2 slots): sending

Actions

Rapier. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) piercing damage.

Performers are actors, bards, storytellers, troubadours, or other people who wield the power of lore and music.

Relentless Fighter

Medium humanoid

**Armor Class** 16 (chain shirt, shield)

**Hit Points** 37 (5d8 + 15)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 13 (+1) 16 (+3) 10 (+0) 11 (+0) 10 (+0)

**Saving Throws** Con +5

**Skills** Athletics +4

**Senses** passive Perception 10

**Languages** any one language (usually common)

**Challenge** 1 (200 XP) **Proficiency bonus** +2

Warrior's Fortitude. If damage reduces the relentless fighter to O **Hit Points**, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is from a critical hit. On a success, the relentless fighter drops to 1 hit point instead.

Actions

Multiattack. The fighter makes two weapon attacks.

Battleaxe. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) slashing damage, or 7 ( 1 dl O + 2) slashing damage if used with two hands to make a melee attack.

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one creature. Hit: 5 (1d6 + 2) piercing damage in melee, or 5 (1d6 + 2) piercing damage at range.

Selfaril Uoumdolphin

Medium humanoid (human), lawful evil

**Armor Class** 18 (plate)

**Hit Points** 112 (15d8 + 45)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

18(+4) 15(+2) 16(+3) 10(+0) 12(+1) 17(+3)

**Saving Throws** Str +7, Dex +5, Con +6

**Skills** Athletics +10, Deception +6, History +3, Intimidation +6,

Persuasion +6

**Senses** passive Perception 11

**Languages** Common

**Challenge** 6 (2,300 XP)

Brave. Selfaril has advantage on **Saving Throws** against being frightened.

Actions

Multiattack. Selfaril makes three melee attacks.+3 Longsword. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 11 (1d8 + 7) slashing damage, or 12 (1d10 + 7)slashing damage if used with two hands to make a melee attack.

Bonus Actions

Second Wind (Recharged after a Short or Long Rest): Selfaril regains 1d10 + 6 **Hit Points**.

Reactions

Parry. Selfaril adds 2 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

Shade Assassin

Medium humanoid, neutral evil

**Armor Class** 17 (studded leather)

**Hit Points** 135 (18d8 + 54)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 18 (+4) 15 (+2) 12 (+1) 11 (+0) 13 (+1)

**Saving Throws** Dex +8, Int +5

**Skills** Acrobatics +9, Athletics +5, Sleight of Hand +9, Stealth +9

**Senses** passive Perception 15

**Languages** Any one language

**Challenge** 12 (8,400 XP)

Special Traits

Assassinate. The shadow assassin has advantage on attack rolls against any creature that hasn’t taken a turn in combat yet. In addition, any hit it scores against a creature that is surprised is a critical hit.

Cunning Action. On each of its turns, the shadow assassin can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the shadow assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/turn). The shadow assassin deals an extra 24 (7d6) 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 it that isn’t incapacitated and it doesn’t have disadvantage on the attack roll.

Actions

Multiattack. The shadow assassin makes two attacks with its rapier.

Rapier. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

Light Crossbow. Ranged Weapon Attack: +9 to hit, reach 80/320 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

Reactions

Shadowy Dodge. The shadow assassin cloaks itself in a shadowy essence. Roll a d100, on 40 and below the damage is negated. If the roll is above 40 it takes half damage.

Judging Smite. Whenever the shade paladin hits a creature with a melee weapon, the creature takes an extra 1d8 necrotic damage. This has already been factored into its attacks. It can also expend a 1st-**Level** spell slot to deal an added 2d8 necrotic damage, plus 1d8 for each spell slot higher than 1st expended.

Spellcasting. The shade paladin is a 6th-**Level** spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The shade paladin has the following spells prepared:

1st **Level** (4 slots): command, protection from evil and good, thunderous smite

2nd **Level** (3 slots): branding smite, find steed

3rd **Level** (3 slots): blinding smite, dispel magic

Actions

Multi Attack. The shade paladin makes three attacks with its longsword or two with its crossbow.

Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: single-handed 8 (1d8 + 4) or two-handed 11 (1d10 + 6) plus 4 (1d8) necrotic damage.

Crossbow. Ranged Weapon Attack: +4 to hit, reach 80/320 ft., one target. Hit: 6 (1d8 + 2).

Dreadful Aspect (1/SR).The Shade Paladin exudes a magical menace. Each enemy within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the shade paladin, the target can repeat the saving throw, ending the effect on itself on a success.

The shadow spawned are recently deceased creatures who have found their souls trapped on the way to their resting place. As they are trapped, their essence stagnates and warps due to a mix of the dark energy from the realm in which they are held and Umbrial’s interference. For many of these souls this process destroys them entirely, leaving nothing behind.

Souls withstanding the process are driven mad and stripped of any reminder of who they once were, leaving behind nothing more than a shadow of their previous selves. Those who withstand the transformation are sent back to the Material Realm by Umbrial to wreak havoc and destruction.

These creatures can be found in the darkest parts of dungeons and hidden deep within forgotten forests.

Travelers moving across the countryside spread tales of shadows moving along the trails at night, though these tales are scoffed at, perceived as nothing more than stories concocted by those with overactive imaginations.

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Shade Paladin

Medium humanoid, neutral evil

**Armor Class** 18 (plate)

**Hit Points** 153 (18d8 + 72)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 11 (+0) 18 (+4) 11 (+0) 14 (+2) 5 (+2)

**Saving Throws** Dex +5, Wis +7

**Skills** Athletics +8, Deception +7, Intimidation +7

**Condition Immunities** charmed

**Senses** passive Perception 14

**Languages** Any one language

**Challenge** 14 (11,500 XP)

Special Traits

Powerful Aura. The shade paladin’s aura has the following properties:

The shade paladin and any creatures allied with it within 10 feet adds its Charisma modifier to all **Saving Throws** and cannot be subject to charm spells.

Any enemy within 10 feet of the shade paladin has disadvantage on **Saving Throws** against being frightened.

About

The shadow spawned are recently deceased creatures who have found their souls trapped on the way to their resting place. As they are trapped, their essence stagnates and warps due to a mix of the dark energy from the realm in which they are held and Umbrial’s interference. For many of these souls this process destroys them entirely, leaving nothing behind.

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SMITH

Medium humanoid (any race), any alignment

**Armor Class** 12 (leather armor)

**Hit Points** 33 (6d8+6)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 12 (+1) 13 (+1) 11 (+0) 12 (+1) 9 (-1)

**Skills** Insight +3; smith’s tools +4

**Senses** passive Perception 11

**Languages** Any one language (usually Common)

**Challenge** 1 (200 XP)

Will of Iron. The smith has advantage on **Saving Throws** against being charmed or frightened.

Actions

Hammer. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6+3) bludgeoning damage.

In some towns and hamlets, the village smith is the closest thing the locals will ever see to a worker of real magic—the master artisan who knows the right processes and proportions of earth, air, water, and fire to craft the tools that make any kind of civilized life possible. Nor is that view entirely wrong, as the primal alchemies that smiths command tend to infuse their character with something of the nature of the metal they shape.

STEWARD

Medium humanoid (any race), any alignment

**Armor Class** 12 (leather)

**Hit Points** 9 (2d8)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 12 (+1) 10 (+0) 12 (+1) 11 (+0) 10 (+0)

**Skills** Persuasion +2, History +3

**Senses** passive Perception 10

**Languages** any one language

**Challenge** 1/8 (25 XP)

Hard to Sway. The steward has advantage on **Saving Throws** against being charmed or frightened.

Actions

Dagger- Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) piercing damage.

Stewards are not skilled combatants, but they often have a community that supports them, including those with far more **Skills** in combat to defend them.

Superior Monk

Medium humanoid (any race), any lawful alignment

**Armor Class** 15

**Hit Points** 112 (15d8 + 45)

**Speed** 55 ft.

STR DEX CON INT WIS CHA

15 (+2) 18 (+4) 16 (+3) 12 (+1) 17 (+3) 13 (+1)

**Saving Throws** Str +4, Dex +6

**Skills** Acrobatics +6, Athletics +5

**Damage Immunities** poison

**Condition Immunities** diseased, poisoned

**Senses** passive Perception 14

**Languages** speaks all **Languages**

**Challenge** 5 (1,800 XP)

Magic Weapons. The superior monk’s Monk Weapon attacks are magical.

Perfect Soul (Recharge After a Short Rest). If the superior monk fails a saving throw, they can choose to succeed instead.

Superior Training. The superior monk has advantage on all **Saving Throws**.

Actions

Multiattack. The superior monk makes three Monk Weapon attacks.

Monk Weapon. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

Heavy Crossbow. Ranged Weapon Attack: +7 to hit, range 100/400 ft., one target. Hit: 9 (1d10 + 4) piercing damage.

Throw Missile. Ranged Weapon Attack: +7 to hit, range 20/60 ft., one target. Hit: 8 (1d8 + 4) bludgeoning or piercing damage.

Stunning Strike (Recharge 3-6): The superior monk uses their bonus action to attempt to stun a creature they just hit with a monk weapon. The target must succeed at a DC 15 Constitution saving throw or be stunned until the end of the superior monk’s next turn.

Wholeness of Body (Recharge After a Long Rest): The superior monk uses their action to heal themselves of 50 points of damage.

REACTIONS

Deflect Missiles. A superior monk can use their reaction to deflect or catch the missile when they are hit by a ranged weapon attack, reducing the damage of the attack by 1d10 + 12. If this reduces the damage to 0, the superior monk catches the missile and throws it as part of their reaction.

Superior monks have mastered at least one style of mystical martial arts. They often supervise one or more monasteries, instructing experienced monks and talented disciple students.

Tracker

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) 11 (+0) 13 (+1) 11 (+0)

**Skills** Nature +4, Perception +5, Stealth +6, Survival +5

**Senses** passive Perception 15

**Languages** any one language (usually Common)

**Challenge** 1/2 (100 XP) **Proficiency bonus** +2

Keen Hearing and Sight. The tracker has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

WEARER OF PURPLE

Medium humanoid (any), neutral evil

**Armor Class** 16 (draconic majesty) **Hit Points** 82 (15d8+15)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 13 (+1) 13 (+1) 16 (+3) 16 (+3) 18(+4)

**Saving Throws** CON +5, WIS +7

**Skills** Arcana +7, History +7, Insight +7, Intimidation +8, Persuasion +8, Religion +7

**Damage Resistances** Acid, Cold, Lightning, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Immunities** Fire

**Condition Immunities** Charmed, Frightened, Poi¬soned

**Senses** Darkvision 60 ft., passive Perception 13 **Languages** Common, Draconic, Infernal

**Challenge** 10 (1,800 XP)

Draconic Majesty. The wearer of purple adds his Charisma bonus to his AC (included).

Spellcasting. The wearer of purple is a 15th-**Level** spellcaster. Their spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). They have the following wizard spells prepared:

Cantrips (at will): acid splash, chill touch, dancing lights, mending

1st **Level** (4 slots): command, false life, ray of sickness 2nd **Level** (3 slots): blindness/deafness, ray of enfee- blement

3rd **Level** (3 slots): animate dead, blindness/deafness, ray of enfeeblement

4th **Level** (3 slots): arcane eye, blight, charm monster 5th **Level** (1 slots): danse macabre\*, enervation\* 6th **Level** (1 slot): circle of death, create undead, mag¬ic jar

7th **Level** (1 slot): finger of death

8th **Level** (1 slot): illusory dragon\*

Actions

Multiattack. The wearer of purple makes three melee attacks with their dagger.

Dagger. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) slashing damage.

\*Xanathar's Guide to Everything.

Faction ELITE COVERT AGENT

Medium humanoid (any), any non-good alignment

Armour Class 17

**Hit Points** 84 (13d8 + 26)

**Speed** 40 ft.

STR DEX CON INT WIS CHA

12 (+1) 18 (+4) 14 (+2) 13 (+1) 17 (+3) 16 (+3)

**Saving Throws** Dex +7, Wis +6, Cha +6

**Skills** Acrobatics +7, Deception +6, Insight +6,

Investigation +4, Perception +6, Persuasion +6,

Sleight of Hand +7, Stealth +7

**Senses** passive Perception 16

**Languages** any three **Languages** (one usually Common) **Challenge** 6 (2 300 XP)

Evasion. If the agent is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the agent instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Light-footed. The agent can use a bonus action to take the Dash or Disengage action.

Shadow Stealth. While in dim light or darkness, the agent can take the Hide action as a bonus action.

Unarmoured Defence. While the agent is wearing no armour and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The agent makes two weapon attacks.

Shortsword. Melee Weapon Attack. +7 to hit, reach 5 ft., one target. Hit. 7 (1d6 + 4) piercing damage and 10 (3d6) poison damage.

Dart. Ranged Weapon Attack +7 to hit, range 20/60 ft., one target. Hit. 6 (1d4 + 4) piercing damage and 10 (3d6) poison damage.

Smoke Bomb (1/Day). The agent throws a smoke bomb at a point up to 60 feet away. The area within a 5-foot radius of the impact immediately becomes heavily obscured for 1 minute. A moderate wind (at least 10 miles per hour) disperses the smoke in 2 rounds; a strong wind (20 or more mph) does so in 1 round.

Reactions

Deflect Missile. In response to being hit by a ranged weapon attack the agent deflects the missile. The damage it takes from the attack is reduced by 1d10 + 4. If the damage is reduced to 0, the agent catches the missile if it's small enough to hold in one hand and the agent has a hand free.

Faction SPY

Medium humanoid (any), any non-good alignment

Armour Class 1 5 (mithral chain shirt, 20 with shield) **Hit Points** 5 8 (9d8 + 18)

**Speed** 3 0 ft.

**Skills** Deception +8, Perception +3, Persuasion +6, Sleight of Hand +5, Stealth +7

**Senses** passive Perception 1 3

**Languages** any two **Languages** (one usually Common), thieves' cant

**Challenge** 5 (1 800 XP)

Alert The spy can't be surprised while it isn't incapacitated. Additionally, other creatures don't gain advantage on attack rolls against the spy as a result of being hidden from the spy.

Cunning Action. The spy can take the Dash, Disengage or Hide action as a bonus action on each of its turns.

Illusions Weaver. Illusion spells cast by the spy have spell save DC equal to 1 6.

Sneak Attack(1/Tum). The spy 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 spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

STR DEX CON INT WIS CHA

8 (-1) 14 (+2) 14 (+2) 12 (+1) 10 (+0) 16 (+3)

**Saving Throws** Int +4, Cha +6

Special Equipment The spy has a wand of magic missile (7 charges), and one scroll of each of the following spells: expeditious retreat, blur, levitate, dispel magic, fireball.

Spellcasting. The spy is a 7th-**Level** spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The spy has the following sorcerer spells prepared:

Cantrips (at will): detect magic, minor illusion, light, mage hand, ray of frost

1 st **Level** (4 slots): disguise self, charm person, colour spray, shield, silent image

2nd **Level** (3 slots): invisibility, Snilloc's snowball swarm 3rd **Level** (3 slots): lightning bolt, major image

4th **Level** (1 slots): confusion

Actions

Rapier. Melee Weapon Attack. +5 to hit, reach 5 ft., one target. Hit. 6 (1d8 + 2) piercing damage.

Light Crossbow. Ranged Weapon Attack +5 to hit, range 80/320 ft., one target. Hit. 6 (1d8 + 2) piercing damage.

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Credits: zuoan

Ranger

Medium humanoid (any race), any alignment

**Armor Class** 15 (chain shirt)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 12 (+1) 11 (+0) 13 (+1) 11 (+0)

**Saving Throws** Wis +3

**Skills** Nature +2, Perception +3, Stealth +4, Survival +3

**Senses** passive Perception 13

**Languages** Common, Dwarvish

**Challenge** 1 (200 XP)

Natural Explorer (forest)… When in forest, ranger double his **Proficiency bonus** to all Intelligence and Wisdom based **Skills** in cases related to forest terrain. Also in forest Ranger can move on fast travel and still be sneaky if he is solo.

Spellcasting. Ranger is a 5th-**Level** spellcaster. Ranger’s spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). Ranger has the following ranger spells prepared:

1st **Level** (4 slots): hunter’s markCon, cure wounds, longstrider

2nd **Level** (2 slots): healing spiritCon

Horde Breaker. One time on his turn Ranger can attack one target who is 5 ft near other target, already attacked by ranger in this turn.

Actions

Multiattack. Ranger makes two weapon attacks.

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Faction:

Possessions:

Climate/Terrain/Environment:

Ecology:

Organization:

Habitat/Society:

Standard names:

Example of Encounters:

SCHOLAR

Medium humanoid (any race), any alignment

**Armor Class** 12 (leather jerkin)

**Hit Points** 11 (2d8 + 2) **Speed** 30 ft.

•

STR DEX CON INT WIS CHA

11 (+0) 12 (+1) 12 (+1) 14 (+2) 10 (+0) 10 (+0)

**Skills** any one Intelligence skill +4

**Senses** passive Perception 10

**Languages** any one language (usually the Truth)

**Challenge** 1/8 (25 XP)

ACTIONS

Dagger. Melee Weapon Attack: +3 to hit, reach 5

ft., one target. Hit: 3 (1d4 + 1) slashing damage.

A scholar is usually someone pursuing a path to knowledge, a researcher working on behalf of someone paying them, or just someone with a couple of hobbies.

SHADOW KNIGHT

Medium humanoid (any race), any alignment

**Armor Class** 17 (chain shirt, shield)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 15 (+2) 14 (+2) 11 (+0) 16 (+3) 11 (+0)

**Skills** Intimidation +2, Stealth +6

**Senses** darkvision 60 ft., passive Perception 13

**Languages** any one language

**Challenge** 3 (700 XP)

Ignores Impediments. The shadow knight has advantage on **Saving Throws** against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Shadow Assassin. A melee weapon deals one extra die of its damage when the shadow knight hits with it (included in the attack).

Surprise Attack. If the shadow knight surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Multiattack. The shadow knight makes two melee attacks.

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage.

Crossbow. Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Shadow knights are often part of secret groups trained to sneak, deceive, and fight in the shadows. Sometimes spying, other times serving as assassins, shadow knights often have an outsize reputation.

Frontier commoner

Medium humanoid (any race), any alignment

**Armor Class** 10

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 12 (+1) 12 (+1) 10 (+0) 10 (+0) 10 (+0)

**Skills** Survival +2

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1/8 (25 XP)

Martial Training. Silver Marches Commoner is proficient with two martial weapons of his choice. Usually it is battleaxe and longbow.

Also Silver Marches Commoner is proficient with leather, studded leather and hide armor.

Blade Dancer [5]

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)

**Senses** passive Perception 10

**Saving Throws** Str +4, Con +7

**Skills** Acrobatics +8, History +6, Performance +11, Sleight of Hand +12

**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.

Action Surge (1/Short Rest). The dancer makes five scimitar 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.

Ninja [1]

Medium humanoid, lawful neutral

**Armor Class** 14 (leather armor)

**Hit Points** 22 (4d8+4)

**Speed** 30 ft., climb 20 ft.

STR DEX CON INT WIS CHA

10 (+0) 16 (+3) 12(+1) 10(+0) 12(+1) 10(+0)

**Skills** Stealth +7, Sleight of Hand +5, Perception +3

**Damage Resistances** poison

**Condition Immunities** poisoned

**Senses** blindsight 10 ft., passive Perception 13

**Languages** Common

**Challenge** 1 (200 XP)

Sneak Attack. Once per turn, whenever the ninja attacks, it can deal an extra 7 (2d6) damage to one creature hit with an attack if it had advantage on the attack roll or if it has an ally within 5 feet of its target that isn’t incapacitated.

Rigorous Training. The ninja can hold its breath for up to five minutes and cannot be poisoned.

Grappling Hook. The ninja is skilled in the use of a grappling hook, allowing it to scale structures with ease. The ninja gains a 20 ft. climb **Speed**.

Actions

Dagger. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 5 (1d4+3) piercing damage.

Throwing Star. Ranged Weapon Attack: +5 to hit, range 20/60 ft., one target. Hit: 5 (1d4+3) piercing damage.

Smoke Bomb. The ninja throws a smoke bomb at its feet. This creates a cloud of smoke in a 10-foot radius area that renders all creatures within it blind and heavily obscures the area to creatures outside of it. This cloud persists until the beginning of the ninja's next turn.

CHIEFTAIN

Medium Human

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STR DEX CON INT WIS CHA

13 (+1) 10 (+0) 12 ( + 1) 13 (+1) 14 (+2) 14 (+2)

Armour Class 13 (corselet of mail)

**Hit Points** 27 (6d8)

**Speed** 30 ft

**Skills** Insight +5, Riddle +4, Perception +5

**Senses** passive Perception 15

**Languages** Westron

| **Challenge** 1 (100 XP)

Special Traits

Commanding: Allies of the chieftain gain advantage on attack rolls against enemies engaged with the chieftain.

Actions

Broad sword: Melee Weapon Atack: +4 t

A king will have his way in his own hall, be it folly or wisdom.

The leader of a village or tribe of Men — one of Beorn’s followers, perhaps, or a Woodman chief, or the Master of one of the new settlements that have arisen around Dale. Is the chieftain old, or did they win the trust of their followers through great deeds? Do they rule wisely or foolishly? Is their reign marked by peace, or by trouble? In any case, they likely mistrust strangers from distant lands, but will welcome their kinsfolk or those known to them, and offer shelter from the wild.

Motivation: Preserve herpeople’sfortunes

Expectations:

• This land is ours; the bones of our ancestors are buried here. N one shall take it from us. +2 if the Player-heroes warn of a threat to the settlement.

• Strangers must show respect to our ways. +1 if the Player-heroes display respect.

Everyone just does what they must to survive. -1 if the Player-heroes confirm the chieftain’s natural mistrust and pessimism.

I reject your trickery! -2 if the chieftain discovers the Player-heroes are lying.

WARRIOR

Medium Human

STR DEX CON INT WIS CHA

14 (+2) 11 (+0) 14 (+2) 10 (+0) 11 (+0) 11 (+0)

Armour Class 14 (hide armour, shield)

**Hit Points** 26 (4d8 + 8)

**Speed** 30 ft

**Skills** Intimidation +2, Traditions +2

**Senses** passive Perception 12

**Languages** Westron

**Challenge** 1/2 (100 XP)

Special Traits

Warrior’s Charge: The warrior gains advantage on all attacks made in the first round of combat.

Actions

Multiattack: The warrior makes two melee attacks.

Axe: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1 d8 + 2) slashing damage.

Behind him marched proudly a dusty line of men, well¬armed and bearing great battle-a/es.

Though some fortunate lands have been left in peace for long years (or shielded from woe by the Rangers and other unseen friends), most of Middle-earth is a perilous place.

Orcs and worse things lurk in the mountains and the dark woods, and there are outlaws and cruel men aplenty. Sometimes, it is necessary to set axe to flesh instead of wood, and to take shelter behind a warrior’s shield. This particular warrior is typical of most warriors of the N orth, the sort that might be found in the Vales of Anduin or in the vanguard of the armies of Dale. Only a few warriors — those in the service of wealthy kings, or Dwarf-Lords — can afford heavy armour and weapons. Most make do with axes and lighter protection

RANGER

Medium humanoid (any race), any alignment

STR DEX CON INT WIS CHA

14 (+2) 13 (+1) 16 (+3) 12 (+1) 16 ( + 3) 11 (+0)

Armour Class 14 (leather corselet, Defence)

**Hit Points** 72 (16d8)

**Speed** 30 ft

**Saving Throws**: Strength +7, Constitution +8

**Skills** History +6, Survival +8, Stealth +6

**Senses** passive Perception 18 (23 in the wild)

**Languages** Westron, Sindarin, Quenya

**Challenge** 5 (1,800 XP)

Special Traits

Endurance of the Wilds: The Ranger may continue to act normally for one round after being reduced to 0 **Hit Points**.

Actions

Multiattack: The Ranger makes a sword and knife attack, or two bow attacks.

Long Sword: Melee Weapon Atack +7 to hit, reach 5 ft., one target. Hit: 6 (1 d8+2) slashing damage.

Knife: Melee Weapon Atack +7 to hit, reach 5 ft., one target. Hit: 4 (1 d4+2) slashing damage.

Bow: Ranged Weapon Atack +6 to hit, range 150/600 ft., one target. Hit: 4(1 d8) piercing damage.

**Eldritch Arrow:** Instead of making a normal bow attack, the Ranger may fire a Eldritch arrow. Ranged Weapon Atack: +6 to hit, range 150/600 ft., one target. Hit: 7 (1 d8 + 3) piercing damage, and the target has disadvantage on all attack rolls next turn.

g damage.

Stout men and lordly they are, and the Riders of Rohan look almost as boys beside them; for they are grim men of face, worn like weathered rocks for the most part.

The Rangers guard Rivendell and the North from the depredations of the Enemy, and patrol the boundaries of the vanished kingdom of Arnor. At times, too, they cross over the Misty Mountains to travel through Wilderland and the south. They disguise themselves and their lordly heritage, appearing as nothing more than weather-beaten nomads and vagabonds.

Motivation: Defend the Free People against the Enemy.

Expectations:

• The Rangers remember. +2 if the Player-heroes have visited Rivendell, include Rangers or High Elves among their number, or have the blessing of a Wizard.

Most people cannot understand the peril they are in; it would freeze their souls. Better they be kept ignorant. +1 if the Player-heroes avoid speaking openly of danger.

There is strength in secrecy; exposure to the Enemy brings peril. Do not speak openly of important matters. -1 if the Player-heroes blurt out secrets. Cowardice is giving in to the Enemy. -2 if the Player¬heroes advocate selfishness or undue caution, and do not act like heroes.

Outlaw

Medium Human

Armour Class 15 (Hide Armour, Shield)

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft

STR DEX CON INT WIS CHA

13 (+1) 13 (+1) 13 (+1) 10 (+0) 11 (+0) 11 (+0)

**Skills** Survival +4, Stealth +4, Perception +3

**Senses** passive Perception 13

**Languages** any one language (usually Common)

**Challenge** 2 (450 XP)

Special Traits

Ambush: During its first turn, the outlaw has advantage on attack rolls against any creature that hasn’t taken a turn. If the outlaw scores a melee critical hit on a target in this turn, that target is knocked prone.

Actions

Multiattack: The outlaw makes two spear attacks. Spear: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Bow: Ranged Weapon Attack: +4 to hit, range 80/320, one target. Hit: 3 (1 d6) piercing damage.

OUTLAW CHIEF

Medium Human

STR DEX CON INT WIS CHA

15 (+2) 13 (+1) 15 (+2) 13 (+1) 13 (+1) 14 (+2)

Armour Class 15 (Hide Armour, Shield)

**Hit Points** 65 (10d8+20)

**Speed** 30 ft

**Skills** Survival +5, Stealth +5, Intimidate +6 **Senses** passive Perception 15

**Languages** any one language (usually Common) **Challenge** 4 (450 XP)

Special Traits

Ambush: During their first turn, the outlaw chief has advantage on attack rolls against any creature that hasn’t taken a turn. If the outlaw chief scores a melee critical hit on a target in this turn, that target is knocked prone.

Actions

Multiattack: The outlaw chief makes two spear attacks.

Spear: Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1 d6+2) piercing damage.

Volley: The outlaw chief makes a bow attack, and any outlaws who make a bow attack this round have advantage on their attacks.

Bow: Ranged Weapon Attack: +6 to hit, range 80/320, one target. Hit: 3 (1 d6) piercing damage. Terrorise: The outlaw chief targets up to three intelligent creatures they can see within 30 feet. If there are more outlaws present than targets of this ability, then those targets must succeed on a DC 16 Wisdom saving throw or become frightened until the end of the outlaw chief’s next turn.

Blood Witch

Medium humanoid (any race), chaotic evil

Armor Class 12 (15 with mage armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 15 (+2) 13 (+1) 9 (-1) 19 (+4)

Saving Throws Wis +2, Cha +7

Skills Arcana +4, Intimidation +7, Perception +2, Stealth +5

Damage Resistances psychic

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal plus any one language (usually Common)

Challenge 7 (2,900 XP) Proficiency Bonus +3

Blood Witch Dance. The witch can use a bonus action to control the movement of one creature cursed by its hex spell that it can see within 30 feet of it. The creature must succeed on a DC 15 Charisma saving throw or use its reaction to move up to 30 feet in a direction of the witch's choice.

Devil's Sight. Magical darkness doesn't impede the witch's darkvision.

Innate Spellcasting. The witch's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The witch can innately cast the following spells, requiring no material components:

At will: alter self, detect magic, eldritch blast (at 11th level), false life, levitate (self only), mage armor (self only)

3/day each: hellish rebuke, hex, scorching ray (at 3rd level)

1/day each: circle of death, enthrall, suggestion

Actions

Multiattack. The witch makes two attacks: one with its longsword and one with its shortsword.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Warlock of the Dread Lord

Medium humanoid (any race), any alignment

Armor Class 17 (half plate)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 16 (+3) 13 (+1) 14 (+2) 17 (+3)

Saving Throws Wis +5, Cha +6

Skills Arcana +4, Athletics +6, Deception +6, Religion +4

Senses passive Perception 12

Languages any two languages

Challenge 6 (2,300 XP) Proficiency Bonus +3

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: disguise self, false life, hex

3/day each: animate dead, fear

1/day each: circle of death, create undead, soul cage

Invoke Dread (1/Turn). When the warlock hits a creature with a melee weapon attack, or when it targets a hostile creature within 30 feet of it with a spell of 1st level or higher, the creature must succeed on a DC 14 Wisdom saving throw or be frightened until the end of the warlock's next turn.

Spellcasting. The warlock is a 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): blade ward, chill touch, eldritch blast

1st-5th level (3 5th-level slots): armor of Agathys, blight, darkness, enervation, fly, negative energy flood, shadow of moil

Actions

Multiattack. The warlock makes two melee attacks.

Flail. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage plus 10 (3d6) necrotic damage.

Reactions

Feed on Weakness. When a creature within 30 feet of the warlock fails a saving throw, the warlock gains 10 temporary hit points.

Bard

Medium humanoid, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 14 (+2) 12 (+1) 11 (+0) 12 (+1) 17 (+3)

Skills Deception +7, Investigation +4, Performance +5, Persuasion +5

Senses passive Perception 11

Languages Abyssal, Common, Infernal, Thieves' cant

Challenge 2 (450 XP) Proficiency Bonus +2

Special Equipment. Garret wears a Ring of Warmth (included in his statistics) and wields a Gambler's Blade longsword.

Bardic Inspiration (3/Day). As a bonus action, Garret can give one chosen creature (other than him) a d6 inspiration die. The chosen creature must be within 60 feet of Garret and able to hear him. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can use the inspiration die after the roll is made but before the DM says whether it succeeds or fails. Once the inspiration die is rolled, it is lost. A creature can have only one inspiration die at a time.

Cunning Action. On each of his turns, Garret can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). Garret deals an extra 7 (2d6) damage when he 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 Garret that isn't incapacitated and Garret doesn't have disadvantage on the attack roll.

Spellcasting. Garret is a 2nd-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He has the following bard spells prepared:

Cantrips (at will): blade ward, vicious mockery

1st level (3 slots): charm person, detect magic, disguise self, identify, Tasha's hideous laughter

Actions

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Warlock

Medium humanoid (any race), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft., fly 30 ft.

STR DEX CON INT WIS CHA

9 (-1) 14 (+2) 15 (+2) 12 (+1) 12 (+1) 18 (+4)

Saving Throws Wis +4, Cha +7

Skills Arcana +4, History +4

Damage Resistances psychic

Senses darkvision 60 ft., passive Perception 11

Languages any two languages, telepathy 30 ft.

Challenge 6 (2,300 XP) Proficiency Bonus +3

Innate Spellcasting. Stolos's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: detect magic, jump, levitate, mage armor (self only), speak with dead

1/day each: arcane gate, true seeing

Spellcasting. Stolos is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): chill touch, eldritch blast, guidance, mage hand, minor illusion, prestidigitation, shocking grasp

1st-5th level (3 5th-level slots): armor of Agathys, arms of Hadar, crown of madness, clairvoyance, contact other plane, detect thoughts, dimension door, dissonant whispers, dominate beast, telekinesis, vampiric touch

Whispering Aura. At the start of each of Stolos's turns, each creature of its choice within 5 feet of it must succeed on a DC 15 Wisdom saving throw or take 10 (3d6) psychic damage, provided that Stolos isn't incapacitated.

Actions

Talons. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) slashing damage.

Bard

Medium humanoid (elf), neutral

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 15 (+2) 12 (+1) 11 (+0) 13 (+1) 16 (+3)

Skills Perception +3, Performance +5, Persuasion +5

Senses passive Perception 13

Languages Common, Elvish

Challenge 2 (450 XP) Proficiency Bonus +2

Fey Ancestry. Brahma has advantage on saving throws against being charmed, and magic can't put her to sleep.

Spellcasting. Brahma is a 4th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She has the following bard spells prepared:

Cantrips (at will): mage hand, message, vicious mockery

1st level (4 slots): charm person, heroism, illusory script, sleep, unseen servant

2nd level (3 slots): cloud of daggers, invisibility

Taunt (2/Day). Brahma can use a bonus action to target one creature she can see within 30 feet of her. If the target can hear Brahma, it must succeed on a DC 13 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of Brahma's next turn.

Actions

War Lute. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Song of Domination (3/Day). Brahma targets one creature that can see or hear her, which must succeed on a DC 13 Wisdom saving throw or be charmed by her for 1 minute. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success. It has disadvantage on these saves if being charmed by Brahma is something the target openly or secretly desires. For 1 hour after the charm effect ends, the target has disadvantage on Intelligence, Wisdom, or Charisma checks made as part of a contest with Brahma.

Ranger

Medium humanoid (elf), chaotic neutral

Armor Class 16 (studded leather armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 18 (+4) 12 (+1) 12 (+1) 14 (+2) 10 (+0)

Saving Throws Str +3, Dex +6

Skills Athletics +3, Insight +4, Nature +3, Perception +4, Stealth +6, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Dwarvish, Giant, Goblin

Challenge 4 (1,100 XP) Proficiency Bonus +2

Fey Ancestry. Môrgæn has advantage on saving throws against being charmed, and magic can't put her to sleep.

Innate Spellcasting. Môrgæn's spellcasting ability is Intelligence. She can innately cast the following spells, requiring no material components:

At will: mage hand

Spellcasting. Môrgæn is a 9th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following ranger spells prepared:

1st level (4 slots): alarm, animal friendship, hunter's mark

2nd level (3 slots): pass without trace, spike growth

3rd level (2 slots): conjure animals

Actions

Multiattack. Môrgæn makes three attacks with her scimitars or her longbow.

Scimitars. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

# 999 Животные

1:16

PERSONALIZING ANIMALS

Animals are much more than their stat blocks, class levels, and templates. Like player characters, each animal is unique. Players may particularly appreciate the nuances that separate animals from one another. The following options for characteristics and loyalty scores help animals achieve these differences.

CHARACTERISTICS

Characteristics are simple, short statements that summarize a creature’s personality, behavior, and other colorful aspects that might be informative as to its actions, demeanor, and appearance.

Animals only get characteristics if they are important or interesting enough to capture the players’ concern and be treated as pets or party members. The more animals the party keeps, the fewer characteristics each creature should have; portraying multiple animals requires too much of the DM’s time to parse so many characteristics.

Animal's Physical Oddity (Basic)

d8 Physical Oddity

1. Missing Toe. The creature is missing one of the digits on one of its limbs.

2. Scar. The animal bears the mark of a terrible wound

or of an abusive prior owner.

3 Lean. This creature has noticeably longer limbs and a leaner frame than others of its kind.

4 Squat. The animal has a broad, bulky frame and lower profile than others of its kind.

5 Colorful. This creature has a bit of plumage, tuft of fur, or cluster of scales that is bright and incongruous with its normal coloration.

6 Bright Eyes. The animal has eyes that are brightly colored, differently colored, or otherwise unique to such creatures.

7 Marked. This animal has a prominent birthmark, an odd (but remarkable) pattern of fur, or has coloration different from others.

8 Missing Eye. The creature has a missing eye, or one eye is less functional, deformed or ruined by scarring or cataracts.

9 Extra Feature. The animal has a natural feature that doesn't belong to creatures of that type, like fangs on a horse, antlers on a fox, or hooves on a hound.

10 Misshapen. Part of the creature's body is shaped oddly, perhaps resembling another creature, like a cat with humanoid ears on the sides of its head.

Animal's Behavioral Oddity (Basic)

d8 Behavioral Oddity

1 Gluttonous. The animal can't be left alone near sources of food, lest it consume so much as to become lethargic from consumption. It will even eat food that is very unhealthy for it.

2 Stubborn. The animal doesn't like to be told what to do and occasionally resists instruction. It often expects to be given treats or praise when it behaves as ordered.

3 Aggressive. The animal doesn't get along well with others, particularly other animals. It barks at strangers or nips at unwary persons nearby.

4 Single-Minded. The animal tends to focus on one thing to the exclusion of all else. Its attention is often hard to regain or switch to another focus.

5 Lazy. When not stressed, particularly after having eaten, the animal wants to sleep. Absent some danger, the creature is hard to wake or move.

6 Distracted. The animal can't stay on task for very long; it's easily distracted by interesting things nearby. The animal still works well under constant supervision.

7 Boundaryless. The animal likes to be in other creatures' spaces, leaning against them, getting underfoot, or otherwise being in firm contact.

8 Skittish. The animal fears things it shouldn't, either something particular like water, or the animal assumes threats to be greater than they are.

Animal's Personality Traits (Basic)

d8 Personality Trait

1 I am indomitable, unchained.

2 I fight for my allies, regardless of the threat.

3 Whenever I come to a new place, I must investigate every corner of it.

4 I am casually aloof, uninterested in socializing... until I demand attention.

5 I am ever vigilant as a gift to my allies.

6 I make my animal noises when my handlers are talking, as if to participate in conversation.

7 I like to pretend I'm less intelligent so I can gain an advantage.

8 I will work for my friends, tirelessly, far beyond the point of exhaustion.

9 I love affection and accept petting from anyone!

10 I like to toy with my food and I often leave a trail of

it through the camp.

Animal's Ideal (Advanced)

d8 Ideal

1. Curiosity. I value knowledge, no matter how simple or complex, and seek after it incessantly. (Neutral)

2. Friendship. I hold true my bonds of friendship, not merely for duty or honor. (Good)

3. Loyalty. I am loyal and obedient; the strength of my bond strengthens my master's protection of me. (Lawful)

4. Greed. I want wealth and luxury above all else. My allies help me acquire it. (Evil)

5. Freedom. I will not be yoked; I must run as free and as far as I want. (Chaotic)

6. Beauty. I delight in aesthetics: music, glorious, and the wonder of natural vistas. (Neutral)

7. Community. We are stronger together, united in community. (Lawful)

8. Might. I hunger for greater strength, to protect my allies and dominate my enemies. (Chaotic)

9. Cruelty. I am kind to my allies, but I delight in torturing and toying with my enemies. (Evil)

10. Heroism. I exist to right wrongs, stop the spread of evil, protect the weak, and ease suffering. (Good)

Animal's Bond (Advanced)

d8 Bond

1. I seek to protect and preserve others of my kind.

2. I would lay down my life for the people I travel with.

3. I cannot forget the cruelty visited upon me; revenge is what drives me.

4. I escaped from captors that were intent on selling me. Now I have found a good home.

5. I'm on the run from other creatures of my kind. I betrayed one of my pack; they know my smell as belonging to a traitor.

6. I will never forget how I was defeated in battle by a rival of my own kind.

7. I will always remember my first handler.

8. Nothing is more important than seeing that my allies are fed and safely sheltered.

The DM can select characteristics from these tables or determine them with die rolls. The entries on these tables are examples; the Dungeon Master should feel free to make up new characteristics or use those listed with the sample animals in appendix C.

Basic and Advanced characteristics

Basic characteristics tend to be appropriate to animals of all kinds regardless of their Intelligence ratings. Basic characteristics include personality traits, behavioral oddities, and physical oddities.

Advanced characteristics are reserved for creatures with Intelligence ratings of 5 and above. These are bonds and ideals, which require a degree of sentience and self­awareness not present in most animals.

VARIANT: LOYALTY RATING

The loyalty mechanics in this chapter are adapted to suit animals. These rules can help determine how far an animal will go to protect its handler or, in some cases, the other members of the party. An animal that is abused or ignored is likely to fail to perform when called upon and might even run away from the handler. Conversely, an animal that is treated well is far more likely to lay down its life for a handler than an intelligent humanoid ally would be.

This optional rule comes from the “NPC Party Members” section of the Dungeon Master’s Guide, altered to reflect systems appropriate to animal companions. Any creature with an Intelligence rating of 7 or higher instead uses the normal loyalty mechanics in the Dungeon Master’s Guide.

Whether or not your game uses the standard loyalty rules in the DMG, the DM may choose to include this animal-specific variation or ignore it and represent loyalty with roleplaying rather than numbers.

Loyalty Score

An animal's loyalty is represented by a numeric score that the Dungeon Master tracks secretly. It falls within a range of 0 to 20, with 0 being a total lack of loyalty and 20 representing peak devotion.

An animal has a maximum loyalty rating equal to its handler's Wisdom score. Because this score is relative to a handler, each animal can have multiple loyalty scores for the Dungeon Master to track.

A domestic animal's starting loyalty score when acquired is equal to half its maximum rating. A purchased domestic animal takes about seven days to come into this loyalty score as it gets accustomed to a new owner. A wild or feral animal has a loyalty score of 0 until acclimated, at which point its loyalty shifts to half its maximum rating.

In rare circumstances, an animal may have a loyalty score to the party or a group of handlers. This is more likely when the animal has pack instincts and sees party members as belonging to the handler's pack. It also occurs when a creature has received training from multiple handlers together. The Dungeon Master must be prepared to arbitrate any complications related to an animal having

group loyalty scores, particularly if the animal must choose a preference when commanded to perform oppositional tasks by different masters.

Gaining Loyalty

Unlike intelligent characters, an animal's loyalty score is not improved by specific incidents of assistance. Instead, an animal's loyalty score to its handler increases through lengthy bonding activities.

A “loyalty gaining event” increases the animal's loyalty rating by 1d4. Although an animal can have separate loyalty ratings to different individuals, no individual loyalty score can ever rise above its maximum. If the handler's Wisdom score is ever permanently reduced, an animal's loyalty score will drop accordingly if it would otherwise exceed that new maximum.

The two common methods of gaining an animal's loyalty include companionship and training.

Companionship. Animals very willingly become loyal to the handlers who coexist with them, requiring no special outlays of effort to achieve. They form instinctive social bonds and quickly come to consider even humanoids to be part of their packs or families. Roll to increase an animal's loyalty once for each 30-day period of shared proximity with the handler, until the animal reaches its maximum rating with that handler.

Training. A handler who trains an animal in a trick or role has time to play with an animal and interact continuously, triggering a loyalty­gaining roll. Even if the creature has reached its maximum number of tricks, 5 downtime days spent devoted to socializing with the animal in relative isolation also constitutes a loyalty gaining event.

Losing Loyalty

Animals lose loyalty in three ways, isolation, fearful encounters, and dramatic injury. A “loyalty losing event’ reduces the animal's loyalty rating by 1d4. An animal never rolls for loyalty loss more than once per day, regardless of the number of events that compel such rolls.

Isolation. If an animal is ever left alone or with

♦ ♦

Magical Loyalty

If your campaign uses these optional Loyalty rules for animals, an animal with the charmed condition gains a temporary loyalty score of 10 if it otherwise has no loyalty score relative to the spellcaster or if it has a lower loyalty score.

♦ ♦ caretakers for an extended period, it may lose loyalty to its handler, replacing it with instinctive self-sufficiency or loyalty to another handler. This is particularly true of animals with short memories.

For every full 30 days of separation, roll for a reduction of the animal's loyalty. Even a few hours of companionship between adventures is enough to restart the clock on this 30-day period.

Fear. Frightening circumstances can reduce an animal's loyalty, bringing to the fore its feralizing instincts for self­preservation. For example, forcing an animal to run through a burning building is likely to impact the animal's loyalty, particularly if there is prolonged exposure to a significant danger.

Fortunately for their handlers, many animals will be completely oblivious to danger. For example, a horse ridden on a narrow mountain ledge knows only that getting close to the edge may precipitate a dangerous fall; it doesn't know the roadway could also crumble away and that merely being on that ledge is dangerous.

Moreover, unless the horse gets a good look over the side, it may not even understand that the drop could be a deadly one.

Most animals can be calmed in naturally frightening circumstances. A successful

Wisdom (Animal Handling) check calms a domestic animal or trained mount, preventing it from suffering fear to a degree that would impact loyalty. Some animals can be easily blinkered or hooded to obscure the danger, like horses and hawks, giving advantage on this check.

At the Dungeon Master's discretion, this same check can calm an animal that suffers the frightened condition from magic. A result that equals or exceeds the saving throw for the effect that applied the condition won't remove it but attending to the animal this way will prevent a roll for reduced loyalty.

Injury. If a handler inflicts damage or severe pain on an animal, the handler will usually lose loyalty. Unfortunately, some animals are not smart enough to attribute the injury to the handler, depending on the circumstances.

Additionally, if an animal is brought to 0 **Hit Points**, its proximity to death will trigger its self-preservation instincts causing a loyalty loss.

Effects of Loyalty

A creature reduced to 0 loyalty will try to run away from the handler at its first opportunity, returning to a previous owner or trying to live wild. Animals will be completely uncooperative and Wisdom (Animal Handling) checks to affect the creature automatically fail. This state may also be reflected by adding the reluctant creature template found later in this chapter. If the handler insists on significant interactions, the animal with 0 loyalty may react violently, barking, biting, or kicking. A predator is more likely to be aggressive in this violence, attacking a former handler when it simply passes by.

To keep the animal, the handler must confine it somehow. Increasing the animal's loyalty is simply a matter of keeping the animal, feeding it, and providing it with proximate companionship until enough time passes for the animal's natural inclinations toward social bonding to take over. In game terms, this means re-acclimating the animal, a process that takes more time given the creature's state of captivity. Once re-acclimated, the animal returns to 1 loyalty and can be interacted with as normal. At the DM's discretion, spells can help handler and animal interact during this time, easing this period of tension.

An animal with a loyalty score of 10 or higher completely trusts its handler and needs little urging to perform even in dangerous circumstances. The animal will not typically perform suicidal acts, but it trusts the handler's commands if the danger is uncertain. Any Wisdom (Animal Handling) check to calm such a loyal animal or to coax it into dangerous circumstances is rolled with advantage. For example, a horse with 10 loyalty might run down a sheer mountainside or into a burning forest at its rider's command.

Additionally, at 10 or higher loyalty, an animal performs normal tasks with greater eagerness for its handler. This enhances the creature's attention span when ordered to perform a trick over a long period. This can manifest in simple things like sitting in place for longer after given a command to stay or hunting down a fleeing foe for longer before losing interest and returning to the party. The Dungeon Master will decide the exact effect and duration of this enhanced attention span on a case-by-case basis.

An animal with 10 loyalty may also fight to the death to defend its handler, even if not trained to do so with a trick. This usually applies to predator-type creatures like canines, not skittish creatures like horses or deer.

Кони и лошади

### Cormyte riding horse

Cormyte riding horses use the riding horse stat block, except that they have a movement speed of 70 ft and +2 Str. A Cormyte riding horse can be purchased from breeders in most large trade towns in the Western Heartlands for 200 gp.

### CORMYREAN DESTRIER

Perhaps the finest heavy warhorse in all of Faerun, the Cormyrean destrier was bred under the su-pervision of King Azoun I himself. Though it can be found throughout western Faerun, the best ranches are found outside Arabel and Waymoot. A mature stallion stands 17 hands (5 feet 8 inches) high at the withers and can weigh upwards of 2,000 pounds. It is often bay, brown, black, or gray and has wide-set eyes and a somewhat blunt, convex nose.

Cormyrean destriers use the stat block for the heavy warhorse, except that they have a +2 Strength and +2 Wisdom. In addition, they have the following special ability:

**Battle Trained.** If the destrier is frightened by an effect that allows a saving throw, it can repeat the save at the start of each of its turns.

Cormyrean destriers are hard to breed and train, and most are purchased by high ranking members of the Purple Dragons. They can be purchased for 2500 gp, though the wait is typically one month or more before one becomes available.

### FRAGILE HORSE

Large beast, unaligned

**Armor Class** 10 (natural armor)

**Hit Points** 11 (2d10)

**Speed** 60 ft.

STR DEX CON INT WIS CHA

14 (+2) 8 (-1) 11(+0) 2 (-4) 10 (+0) 5 (-3)

**Senses** passive Perception 13

**Languages** -

**Challenge** 1/8 (25 XP)

Unreliable. Apply disadvantage to any Wisdom (Handle Animal) checks made to control this mount in battle or to get it to perform tricks or difficult maneuvers.

Unstable . Add 1 exhaustion **Level** for each hour of a forced march; this is additional to any exhaustion gained for failing the Constitution check.

ACTIONS

Hooves. Melee Weapon Attack: +4to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage.

LIGHT WARHORSE

Large beast, unaligned

**Armor Class** 11 (natural armor)

**Hit Points** 19 (3d10+3)

**Speed** 60 ft.

STR DEX CON INT WIS CHA

16 (+3) 12 (+1) 12 (+1) 2 (-4) 12 (+1) 7 (-2)

**Saving Throws** Con +3

**Skills** Athletics +5, Perception +3

**Damage Resistances**

**Damage Immunities**

**Condition Immunities**

**Senses** passive Perception 13

**Languages** -

**Challenge** 1/2 (100 XP)

War mount. Light warhorse has advantage on **Saving Throws** against being charmed or frightened if it can see or hear the rider.

Basic Combat Training. Light warhorse is proficient with light, medium armor. In addition, a rider has an Advantage on all checks to maintain control and to remain in the saddle

Mobile Charge. After galloping for 20 feet or more, light warhorse does not provoke attacks of opportunity when moving in or out of range of any enemy.

Trampling Charge. If the light warhorse moves at least 20 feet straight toward a creature and then hits it with a hoof attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Endurance. A light warhorse makes Constitution saving throw against exhaustion with an advantage.

Run. A light warhorse can make a Dash as bonus action.

ACTIONS

Hooves. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

Heavy Warhorse

Large beast, unaligned

**Armor Class** 12 (natural armor)

**Hit Points** 30 (4d10+8)

**Speed** 60 ft.

STR DEX CON INT WIS CHA

19 (+4) 12 (+1) 14 (+2) 2 (-4) 12 (+1) 7 (-2)

**Saving Throws** Con +4

**Skills** Athletics +6, Perception +3

**Damage Resistances**

**Damage Immunities**

**Condition Immunities**

**Senses** passive Perception 13

**Languages** -

**Challenge** 1 (200 XP)

War mount. Heavy warhorse has advantage on **Saving Throws** against being charmed or frightened if it can see or hear the rider.

Advanced Combat Training. Heavy warhorse is proficient with light, medium and heavy armor. In addition, a rider has an Advantage on all checks to maintain control and to remain in the saddle

Mobile Charge. After galloping for 20 feet or more, heavy warhorse does not provoke attacks of opportunity when moving in or out of range of any enemy.

Trampling Charge. If the heavy warhorse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Endurance. A heavy warhorse makes Constitution saving throw against exhaustion with an advantage.

Run. A heavy warhorse can make a Dash as bonus action.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

POSSIBLE TRAITS OF WARHORSES

War mount. If rider is nearby, mount has advantage on **Saving Throws** against charmed and frightened condition.

Battle Trained. Mount has advantage on **Saving Throws** against fear and frightened condition.

Docile. The rider has advantage on all ability checks to control this mount.

Cold adapted. Mount has advantage on **Saving Throws** and ability checks made against cold weather effects.

Hot Adapted. Mount has advantage on **Saving Throws** and ability checks made against hot weather effects.

Fast. Mount has +10 ft bonus to base walking **Speed**

Slow. Mount has -10 ft penalty to base walking **Speed**

Advanced Combat Training. Heavy warhorse is proficient with light, medium and heavy armor. In addition, a rider has an Advantage on all checks to maintain control and to remain in the saddle

War mount. Light warhorse has advantage on **Saving Throws** against being charmed or frightened if it can see or hear the rider.

Basic Combat Training. Horse is proficient with light, medium armor. In addition, a rider has an Advantage on all checks to maintain control and to remain in the saddle

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC equal to (8+horse **Proficiency bonus**+Horse’s strength modifier) Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Mobile Charge. After galloping for 20 feet or more, this creature does not provoke attacks of opportunity when moving in or out of range of any enemy.

Endurance. A horse makes Constitution saving throw against exhaustion with an advantage.

Run. A horse can make a Dash as bonus action.

Fast learner. Time to teach this horse new tricks is halved

Athletic. Mount has proficiency in Athletics skill

Acrobatic. Mount has proficiency in Acrobatic skill.

Cormyrean Destrier

Cormyr is home to a diverse array of wildlife of all sizes. Some of these beasts have been domesticat¬ed by the humans who live there, while others are wild and present various degrees of danger to the people of Cormyr.

HORSES

Cormyreans are fond of horses, from the sturdy workhorses that pull their plows to the great steeds that bear their finest warriors to battle. heavy warhorse, except that they have a +2 Strength (j) • and +2 Wisdom. In addition, they have the following • special ability:

Battle Trained. If the destrier is frightened by an effect that allows a saving throw, it can repeat the save at the start of each of its turns.

Cormyrean destriers are hard to breed and train, and most are purchased by high ranking members of the Purple Dragons. They can be purchased for 2500 gp, though the wait is typically one month or more before one becomes available.

CORMYTE RIDING HORSE

The Farrowdale mouse is a variety of venomous

Commonly known outside of Cormyr as the Chion- thar horse, this is a popular breed of horse through¬out the Heartlands. It is bred primarily in Hluthvar, Iriaebor, Arabel, Waymoot, and Harrowdale, though many claim that those bred outside of Cormyr prop¬er are of inferior stock. It stands 16 hands (5 foot 4 inches) at the withers, and has a long neck with a dignified head and widely spaced eyes. Its coat can be bay, dark bay, chestnut, black, or gray and white markings on the face and legs are common. It is strong, swift, and easily trained making it particular popular among travelers and messengers.

Cormyte riding horses use the riding horse stat block, except that they have a movement **Speed** of 70 ft and +2 Str. A Cormyte riding horse can be purchased from breeders in most large trade towns in the Western Heartlands for 200 gp.

CORMYREAN DESTRIER

Perhaps the finest heavy warhorse in all of Faerûn, the Cormyrean destrier was bred under the su¬pervision of King Azoun I himself. Though it can be found throughout western Faerûn, the best ranches are found outside Arabel and Waymoot. A mature stallion stands 17 hands (5 feet 8 inches) high at the withers and can weigh upwards of 2,000 pounds. It is often bay, brown, black, or gray and has wide-set eyes and a somewhat blunt, convex nose.

Warhorse, light

### Псы и собаки

Wolfhound

Wolfhound 1/2

Medium beast, unaligned

**Armor Class**: 15

**Hit Points** 26 (4d8+8) max 40

**Speed**: 40 ft.

STR DEX CON INT WIS CHA

16(+3) 14(+2) 14(+2) 3(-4) 14(+2) 8(-1)

**Saving Throws** Wis +4, Cha +1

**Skills** Athletics +5, Perception +4, Stealth +4, Survival +4

**Senses** Passive Perception 14

**Languages** -

**Challenge** 1/2 (100 XP)

Keen Hearing and Smell. The wolfhound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolfhound has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

# 999 Прочие

## Monsters

### Owlbear

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR DEX CON INT WIS CHA

20 (+5) 12 (+1) 17 (+3) 3 (-4) 12 (+1) 7 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP) Proficiency Bonus +2

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 10 (1d10 + 5) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

Stunning Screech (1/Day). The owlbear emits a horrific screech. Each creature within 10 feet of the owlbear that can hear its screech must succeed on a DC 13 Constitution saving throw or be stunned until the end of the owlbear's next turn.

### Ogre

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR DEX CON INT WIS CHA

19 (+4) 8 (-1) 16 (+3) 5 (-3) 7 (-2) 7 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP) Proficiency Bonus +2

**Destroy.** As a bonus action, the ogre can make a melee attack against an object or structure.

**Powerful Blows.** When the ogre hits a Medium or smaller creature or object with a melee attack, the target must make a DC 14 Strength saving throw. On a failed save, the target is pushed up to 5 feet away from the ogre and is knocked prone.

Actions

Greatclub. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Improvised Attack. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

### Adult Red Dragon

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR DEX CON INT WIS CHA

27 (+8) 10 (+0) 25 (+7) 16 (+3) 13 (+1) 21 (+5)

Saving Throws Dex +6, Con +13, Wis +7, Cha +11

Skills Perception +13, Stealth +6

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 17 (18,000 XP) Proficiency Bonus +6

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws. Alternatively, it can make two flame blast attacks.

Bite. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

Claw. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

Flame Blast. Ranged Spell Attack: +11 to hit, range 90 ft., one target. Hit: 12 (2d6 + 5) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Inferno (Costs 2 Actions). The dragon creates a vortex of fire in a 30-foot-radius, 60-foot-high cylinder centered on itself. Each creature in the area must make a DC 21 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. On a failed save, a creature also can't benefit from resistance to fire damage until the end of the dragon's next turn.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

Magma erupts from a point on the ground the dragon can see within 120 feet of it, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

A tremor shakes the lair in a 60-foot radius around the dragon. Each creature other than the dragon on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.

Volcanic gases form a cloud in a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its turn. While poisoned in this way, a creature is incapacitated.

### Survivalist

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 17 (+3) 14 (+2) 10 (+0) 16 (+3) 14 (+2)

Saving Throws Dex +5, Wis +5

Skills Acrobatics +5, Animal Handling +5, Medicine +5, Nature +7, Perception +7, Stealth +7, Survival +7

Senses darkvision 60 ft., passive Perception 17

Languages any two languages

Challenge 3 (700 XP) Proficiency Bonus +2

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the survivalist is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the survivalist instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Natural Explorer. While the survivalist isn't incapacitated and is in a natural or untamed environment, it and any group it is with has advantage on checks made to avoid getting lost, to detect hidden threats while traveling, to track other creatures, or to find food or other natural resources.

Sneak Attack (1/Turn). The survivalist 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 survivalist that isn't incapacitated and the survivalist doesn't have disadvantage on the attack roll.

Actions

Multiattack. The survivalist makes two attacks with its shortswords.

Whirlwind Attack. The survivalist makes a melee attack against any number of creatures within 5 feet of it, with a separate attack roll for each target.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Reactions

Uncanny Dodge. The survivalist halves the damage that it takes from an attack that hits it. The survivalist must be able to see the attacker.

### Force Mage

Medium humanoid (any race), any alignment

Armor Class 15 (mage armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR DEX CON INT WIS CHA

9 (-1) 14 (+2) 12 (+1) 16 (+3) 14 (+2) 11 (+0)

Saving Throws Int +5, Wis +4

Skills Arcana +5, History +5

Senses passive Perception 12

Languages any three languages

Challenge 1 (200 XP) Proficiency Bonus +2

Spellcasting. The mage's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

At will: mage armor (self only), prestidigitation

3/day each: magic missile (3rd level), shield

1/day each: levitate, misty step

Actions

Arcane Bolts (Cantrip). Ranged Spell Attack: +5 to hit, range 120 ft., one or two targets. Hit: 12 (2d8 + 3) force 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.

Reactions

Force Shield (1st-Level Spell; 3/Day). If an ally the mage can see within 30 feet of it is hit by an attack, the mage can grant the ally a +2 bonus to AC, including against the triggering attack, until the start of the mage's next turn.

Rilsa Rael

Medium humanoid (human), neutral

Armor Class 15 (leather armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 18 (+4) 14 (+2) 10 (+0) 11 (+0) 15 (+2)

Saving Throws Dex +6, Wis +2

Skills Acrobatics +6, Athletics +4, Deception +4, Perception +2, Sleight of Hand +6, Stealth +6

Senses passive Perception 12

Languages Common, Thieves' cant

Challenge 3 (700 XP) Proficiency Bonus +2

Cunning Action. On each of her turns in combat, Rilsa can use a bonus action to take the Dash, Disengage, or Hide action.

Focus. If Rilsa damages a creature with a weapon attack, she gains advantage on attack rolls against that target until the end of her next turn.

Tactical Leadership. As a bonus action, Rilsa chooses one creature she can see within 30 feet of her. The creature doesn't provoke opportunity attacks until the end of its next turn, provided it can hear Rilsa's commands.

Actions

Multiattack. Rilsa makes three weapon attacks.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

Reckoner

Medium humanoid (any race), lawful neutral

Armor Class 18 (plate armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 12 (+1) 15 (+2) 15 (+2) 12 (+1) 10 (+0)

Skills Arcana +4, Intimidation +2, Perception +3

Senses passive Perception 13

Languages Common plus any one language

Challenge 4 (1,100 XP) Proficiency Bonus +2

First Strike. The reckoner has advantage on initiative rolls.

Spellcasting. The reckoner is a 5th-level Boros spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The reckoner has the following wizard spells prepared:

Cantrips (at will): blade ward, light, message, shocking grasp

1st level (4 slots): guiding bolt, shield, thunderwave, witch bolt

2nd level (3 slots): blur, levitate

3rd level (2 slots): lightning bolt

Actions

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Reactions

Lightning Backlash (Recharge 5–6). When a creature hits the reckoner with an attack, the attacker takes lightning damage equal to half the damage dealt by the attack.

Mercenary Envoy

Medium humanoid

Armor Class 15 (chain shirt)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 15 (+2) 15 (+2) 10 (+0) 12 (+1) 9 (-1)

Saving Throws Str +4, Con +4

Skills Athletics +4, Perception +3

Senses passive Perception 13

Languages Common

Challenge 1 (200 XP) Proficiency Bonus +2

Inspired Courage. The mercenary has advantage on savings throws against being charmed, frightened, grappled, or restrained while within 5 feet of at least one ally.

Martial Advantage. Once per turn, the mercenary can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the mercenary that isn't incapacitated.

Actions

Multiattack. The mercenary makes two longsword attacks.

Longsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

Heavy Crossbow. Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

These mercenaries stand for the Banner of Blades and the Iron Lions at Tyreus's fortress, but they might not be representative of those armies. These are rank-and-file warriors capable of demonstrating coordinated attacks and formations. They are neither the most capable lieutenants nor the rough-andtumble masses of these small armies.

For the purposes of their Inspired Courage feature, the mercenaries of both companies consider each other allies while at the fortress—unless the adventurers do something to drive them apart.

Max Rosewater

Medium humanoid (human), neutral

Armor Class 15 (leather armor)

Hit Points 19 (5d8 - 5) Class Rogue 5

Speed 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 18 (+4) 9 (-1) 15 (+2) 14 (+2) 13 (+1)

Saving Throws Dex +7, Int +5

Skills Acrobatics +7, Deception +4, Investigation +5, Perception +5, Sleight of Hand +7, Stealth +7, thieves' tools, trapmaker's tools

Senses passive Perception 15

Languages Common, Elvish

Challenge —

Cunning Action. Max can take a bonus action on each of his turns to take the Dash, Disengage, or Hide action.

Fast Hands. Max can use the bonus action granted by his Cunning Action to make a Sleight of Hand check, use his thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second Story Work. Climbing no longer costs Max extra movement and, when he makes a running jump, the distance he covers increases by 4 feet.

Sneak Attack (1/Turn). Max can deal an extra 10 (3d6) damage to one creature he hits with an attack with a finesse or ranged weapon, if he has advantage on the attack roll. He doesn't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Thieves' Cant. During his rogue training, Max learned thieves' cant, a secret mix of dialect, jargon, and code that allows him to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, Max understands a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous, in the territory of a thieves' guild, loot is nearby, the people in an area are easy marks, or whether they will provide a safe house for thieves on the run.

Actions

Dagger. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4+4) piercing damage.

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6+4) piercing damage.

Shortbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: 7 (1d6+4) piercing damage.

Reactions

Uncanny Dodge. When an attacker that Max can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

Background Trapsmith

Occupation Hireling

Overview

Max Rosewater is a 39-year-old human rogue with a focus on the detection, disarming and circumvention of non-magical traps. He's run into magical traps enough to know to look out for them, but he hasn't quite figured out good ways to deal with them. Though he may seem rough around the edges at first glance, he is actually quite the gentleman and highly respected in low places. He has a wiry build and wears his favorite leather armor which is tattered, but very comfortable.

Personality Traits

Max loves meeting new people and hearing about their lives. He's even got some tales of his own!

Ideals

Max is never too proud of anything. He'll work with anyone, so long as they do their part.

Bonds

Max once failed disarming a trap, which then got the entire team he was with killed. Max barely escaped, and has never fully been able to forgive himself.

Flaws

Max can be overly cautious, and sometimes take too long to do a thing. He gets irritated if he gets rushed.

Roleplaying Izzy

Max will take on almost any job he's offered. He is a sucker for tall tales and scintillating stories, and has plenty of his own to share. Despite this, he sometimes becomes melancholy while reflecting on his past. A tragedy killed many of his friends, and he holds himself to blame. This makes him extremely cautious while on the job.

“"Steady now. Don't rush me..."”

Equipment

A set of tough, rugged clothing, a set of trapmaker's tools, a small boot knife, string, a wooden hammer, box of 50 1-inch iron nails, a small envelope holding 15 hollow needles, a thimble, a round leather scroll case containing 10 pieces of parchment, 5 small pieces of writing charcoal, a spool of wire, a spool of thin braided rope, a spring, a pulley, and a pouch containing 5 gp.

Inquisitor of the Sword

Medium humanoid

Armor Class 16 (breastplate)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 14 (+2) 14 (+2) 15 (+2) 18 (+4) 16 (+3)

Saving Throws Int +5, Wis +7, Cha +6

Skills Acrobatics +5, Athletics +4, Insight +7, Perception +7

Condition Immunities charmed, frightened

Senses truesight 30 ft., passive Perception 17

Languages any two languages, telepathy 120 ft.

Challenge 8 (3,900 XP) Proficiency Bonus +3

Metabolic Control. At the start of each of its turns, the inquisitor regains 10 hit points and can end one condition on itself, provided the inquisitor has at least 1 hit point.

Actions

Multiattack. The inquisitor attacks twice with its Silver Longsword. After it hits or misses with an attack, the inquisitor can teleport up to 30 feet to an unoccupied space it can see.

Innate Spellcasting (Psionics). The inquisitor casts one of the following spells, requiring no components and using Wisdom as the spellcasting ability (spell save DC 15):

At will: detect magic, detect thoughts, dispel magic, sending

1/day each: dimension door, fly, greater invisibility

Silver Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) if used with two hands, plus 18 (4d8) force damage.

Bonus Actions

Blink Step. The inquisitor teleports up to 60 feet to an unoccupied space it can see.

Goliath Warrior

Medium humanoid (goliath), any alignment

Armor Class 12 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 11 (+0) 16 (+3) 10 (+0) 15 (+2) 10 (+0)

Skills Athletics +6, Perception +4, Survival +4

Damage Resistances cold

Senses passive Perception 14

Languages Common, Giant

Challenge 3 (700 XP) Proficiency Bonus +2

Mountain Born. The goliath is acclimated to high altitude, including elevations above 20,000 feet.

Powerful Build. The goliath counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

Actions

Multiattack. The goliath makes two attacks with its greataxe or hurls two javelins.

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) slashing damage.

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Reactions

Stone's Endurance (Recharges after a Short or Long Rest). When the goliath takes damage, it reduces the damage taken by 9 (1d12 + 3).

Frost Druid

Medium humanoid (human), any alignment

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 40 ft. (wolf form only), burrow 5 ft. (fox form only), climb 30 ft. (goat form only), fly 60 ft. (owl form only)

STR DEX CON INT WIS CHA

12 (+1) 13 (+1) 16 (+3) 10 (+0) 16 (+3) 9 (-1)

Saving Throws Int +3, Wis +6

Skills Nature +3, Perception +6, Survival +6

Damage Resistances cold

Senses darkvision 60ft. (beast form only), passive Perception 16

Languages Common, Druidic

Challenge 5 (1,800 XP) Proficiency Bonus +3

Spellcasting (Humanoid Form Only). The druid is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14; +6 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): druidcraft, guidance, resistance

1st level (4 slots): animal friendship, fog cloud, speak with animals

2nd level (3 slots): animal messenger, moonbeam, pass without trace

3rd level (3 slots): conjure animals, sleet storm, wind wall

4th level (3 slots): hallucinatory terrain, ice storm

5th level (1 slot): awaken

Actions

Multiattack. The druid makes two melee attacks.

Ice Sickle (Humanoid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage plus 5 (2d4) cold damage.

Maul (Beast Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Change Shape. The druid magically polymorphs into a beast form—fox, mountain goat, owl, or wolf—or back into its humanoid form. Any equipment it is wearing or carrying is absorbed or borne by the beast form (the druid's choice). It reverts to its humanoid form when it dies. The druid's statistics are the same in each form, except where noted in this stat block.

Frost druids are solitary defenders of nature and the natural enemies of civilization in the North. They seek to preserve the arctic wilderness by destroying outsiders who cross their path. Each patrols its territory in the guise of an arctic fox, a mountain goat, a snowy owl, or a wolf, reverting to human form only when it attacks. Clever ambushers, they use hallucinatory terrain spells to create illusory snowdrifts under which they can hide, or to obscure pools covered by thin ice through which others might fall.

Awakened Companions. A frost druid is often accompanied by one or more beasts, shrubs, or evergreen trees that it has made sentient using the awaken spell. These druids favor polar bears and reindeer (use the elk stat block in the Monster Manual) as companions, and such creatures typically share the druid's disposition.

Ice Sickle. A frost druid can carve a sickle out of ice, requiring a total of 24 hours for the work. Bitter cold courses through this weapon while it's in the druid's hands. If the druid dies, the ice sickle melts away. The weapon is otherwise identical to a normal sickle.

Akroan Hoplite

Medium humanoid, any alignment

Armor Class 18 (breastplate, shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 16 (+3) 14 (+2) 11 (+0) 14 (+2) 13 (+1)

Saving Throws Str +5, Dex +5

Senses passive Perception 12

Languages Common

Challenge 3 (700 XP) Proficiency Bonus +2

Hold the Line. While the hoplite is holding a spear, other creatures provoke an opportunity attack from the hoplite when they move within 5 feet of it. When the hoplite hits a creature with an opportunity attack using its spear, the creature takes an extra 4 (1d8) piercing damage, and the creature's speed becomes 0 for the rest of the turn.

Actions

Multiattack. The hoplite makes three melee attacks or two ranged attacks.

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft., or 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.

Shield Bash. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Akroan hoplites, also called stratians, number among the fiercest soldiers on Theros. They train relentlessly and possess unflinching resolve. In the annals of Akros, tales abound of squads of stratians that defended a key location against a much larger force or crept behind enemy lines and wreaked havoc in the opposing army.

Hoplites are highly trained warriors, versed not only in strategy and tactics but in the glorification of the warrior's spirit, the basis of an ethos that forges an unbreakable bond between members of a military unit. In combat, hoplites typically work in groups and use coordinated tactics to win victories.

The three Hoplite Unit Names tables present the sorts of titles used by hoplite contingents hailing from Theros's great poleis. Consider using these names for military forces characters encounter during their adventures or that they were once a part of.

Akroan Hoplite Unit Names

|  |  |
| --- | --- |
| D8 | Name |
| 1 | Spears of XXX |
| 2 | Iron Fangs |
| 3 | Arrows of XXX |
| 4 | The Unbroken |
| 5 | Anvil of XXX |
| 6 | Skewering Squad |
| 7 | Shield of XXX |
| 8 | XXX 's Heart |

Meletian Hoplite

Medium humanoid, any alignment

Armor Class 18 (breastplate, shield)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 12 (+1) 16 (+3) 13 (+1) 11 (+0)

Saving Throws Dex +4, Int +5

Skills Arcana +5, History +5, Perception +3

Senses passive Perception 13

Languages Common

Challenge 3 (700 XP) Proficiency Bonus +2

Spellcasting. The hoplite is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): mage hand, minor illusion, ray of frost (see "Actions" below)

1st level (4 slots): color spray, expeditious retreat, sleep

2nd level (2 slots): blur, cloud of daggers, invisibility

Actions

Multiattack. The hoplite makes three weapon attacks. It can replace one weapon attack with ray of frost.

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 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.

Shield Bash. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Ray of Frost (Cantrip). Ranged Spell Attack: +5 to hit, range 60 ft., one creature. Hit: 4 (1d8) cold damage, and the target's speed is reduced by 10 feet until the start of the hoplite's next turn.

Meletian hoplites use a combination of cunning, faith, and magic to defend their coastal home. Most of these skilled soldiers serve in the Reverent Army, the defenders of Meletis, which uses an array of proven strategies and flexible troop formations to gain the advantage over foes. Bolstered by trained griffon and pegasus steeds, they strike foes where they least expect.

Hoplites are highly trained warriors, versed not only in strategy and tactics but in the glorification of the warrior's spirit, the basis of an ethos that forges an unbreakable bond between members of a military unit. In combat, hoplites typically work in groups and use coordinated tactics to win victories.

The three Hoplite Unit Names tables present the sorts of titles used by hoplite contingents hailing from Theros's great poleis. Consider using these names for military forces characters encounter during their adventures or that they were once a part of.

Meletian Hoplite Unit Names

|  |  |
| --- | --- |
| D8 | Name |
| 1 | Kraken's Claw |
| 2 | Hands of Justice |
| 3 | XXX's Spear |
| 4 | XXX 's Shield |
| 5 | Kindred of the Deep |
| 6 | Riders of XXX |
| 7 | Keepers of XXX |

Setessan Hoplite

Medium humanoid, any alignment

Armor Class 16 (leather, shield)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 16 (+3) 14 (+2) 13 (+1) 16 (+3) 11 (+0)

Saving Throws Dex +5, Wis +5

Skills Acrobatics +5, Perception +5, Survival +5

Senses passive Perception 15

Languages Common

Challenge 4 (1,100 XP) Proficiency Bonus +2

Pack Tactics. The hoplite has advantage on an attack roll against a creature if at least one of the hoplite's allies is within 5 feet of the hoplite and the ally isn't incapacitated.

Actions

Multiattack. The hoplite makes two scimitar attacks or two longbow attacks.

Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage plus 10 (3d6) poison damage.

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 10 (3d6) poison damage.

Most Setessan hoplites begin their training as hunters, making them skilled in traversing the woods and adept at both guerrilla tactics and archery. Their strategies often emulate the favored servants of Nylea—especially wild beasts like wolves and lynxes. Typically a few soldiers harry an enemy while the rest capitalize on their foe's distraction.

Hoplites are highly trained warriors, versed not only in strategy and tactics but in the glorification of the warrior's spirit, the basis of an ethos that forges an unbreakable bond between members of a military unit. In combat, hoplites typically work in groups and use coordinated tactics to win victories.

The three Hoplite Unit Names tables present the sorts of titles used by hoplite contingents hailing from Theros's great poleis. Consider using these names for military forces characters encounter during their adventures or that they were once a part of.

Setessan Hoplite Unit Names

|  |  |
| --- | --- |
| d8 | Name |
| 1 | XXX 's Arrows |
| 2 | The Watchers |
| 3 | Fangs of XXX |
| 4 | The Swiftswords |
| 5 | XXX 's Wolves |
| 6 | Defenders of the Grove |
| 7 | Bronze Blades |
| 8 | The Jackals |

Clockwork Steed

Large construct, unaligned

Armor Class 11

Hit Points (3\*Artificer level)

Speed 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 10 (+0) 15 (+2) 4 (-3) 3 (-4) 6 (-2)

Saving Throws Str +4, Con +4

Skills Athletics +4

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses passive Perception 6

Languages —

Challenge 1 (200 XP) Proficiency Bonus +2

Antimagic Susceptibility. The armor is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Artificer Automaton Growth. This Creature is the work of an Artificer's Crafting work and Infusions, and as such its actual stats and atilites are subject of modifications and the artificer's level; the following are the features that are tied to its Artificer's proficiency bonus or Level.

Hitpoints: add 3x the Artificer level of its crafter

Attribute: Strength, Dexterity

Saving Throw: Strength, Consitution

Skills: Athletics

Constructed. Cure Wounds or similar spells do not heal this construct, the Artificier's Repair ability can however.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

Immutable Form. Spells or effect that transform its form automatically fail.

Pack Mule. can carry twice the suggested weight.

Actions

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (2d6) bludgeoning damage.

Trampling Charge. If the Steed moves at least 20ft straight forward a creature and then hits it with a hooves attack on the same turn, that target must Save vs Spell DC or be knocked prone. Prone targets can be attacked by the steed as a bonus action.

Dash. As a bonus action this creature may move up to its move speed again.

Clockwork Bomb

Tiny construct, unaligned

Armor Class 13

Hit Points (2\*Artificer level)

Speed 20 ft., climb 20 ft.

STR DEX CON INT WIS CHA

6 (-2) 12 (+1) 10 (+0) 2 (-4) 3 (-4) 1 (-5)

Saving Throws Str +0, Con +2

Skills Athletics +0

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses sight 60 ft., passive Perception 6

Languages —

Challenge 1 (200 XP) Proficiency Bonus +2

Artificer Automaton Growth. This Creature is the work of an Artificer's Crafting work and Infusions, and as such its actual stats and atilites are subject of modifications and the artificer's level; the following are the features that are tied to its Artificer's proficiency bonus or Level.

Hitpoints: add 2x the Artificer level of its crafter

Attribute: Dexterity

Saving Throw: Dexterity, Constitution

Additional abilities based off the Artificer's infusion investiment.

Constructed. Cure Wounds or similar spells do not heal this construct, the Artificier's Repair ability can however.

Immutable Form. Spells or effect that transform its form automatically fail.

Reactions

Explode. Radius 10 ft., takes 16 (2d8 fire and 2d8 thunder) damage. Dexterity Save for half damage. Construct explodes when its HP drops to 0.

Caltrop Swarm

Large swarm of large constructs, unaligned

Armor Class 12

Hit Points (5\*Artificer level)

Speed 20 ft.

STR DEX CON INT WIS CHA

1 (-5) 8 (-1) 15 (+2) 1 (-5) 3 (-4) 1 (-5)

Skills Acrobatics +2, Athletics +2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses Tremorsense 60 ft., passive Perception 6

Languages —

Challenge 1 (200 XP) Proficiency Bonus +2

Antimagic Susceptibility. The swarm is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the swarm must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Artificer Automaton Growth. This Creature is the work of an Artificer's Crafting work and Infusions, and as such its actual stats and atilites are subject of modifications and the artificer's level; the following are the features that are tied to its Artificer's proficiency bonus or Level.

Hitpoints: add 5x the Artificer level of its crafter

Attribute: Constitution

Constructed. Cure Wounds or similar spells do not heal this construct, the Artificier's Repair ability can however.

False Appearance. While the swarm remains motionless, it is indistinguishable from a normal caltrops armor.

Flowing Form. The Swarm can occupy another creature's space and vice versa, and the swarm can move through any open space that is at least 1 inch wide.

Immutable Form. Spells or effect that transform its form automatically fail.

Prone. The swarm is considered prone (Melee attacks against it are are advantage, ranged are at disadvantage) though it retains its movement.

Actions

Swarm. Any creature that enters or starts its turn in the same space as the swarm takes d4 Piercing damage and speed is reduced by 10 feet until healed. A creature can only be affected by the Swarm once per round.

Horde (Recharge 3–6). Melee Weapon Attack: -5 to hit, reach 10 ft., one target. Hit: 4 (2d4) piercing damage.

Shockerstomper

Gargantuan construct, unaligned

Armor Class 18

Hit Points 300

Speed 40 ft.

STR DEX CON INT WIS CHA

23 (+6) 10 (+0) 20 (+5) 1 (-5) 1 (-5) 1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 5

Languages —

Challenge 14 (11,500 XP) Proficiency Bonus +5

Control Module. A creature atop or above Shockerstomper's platform can locate its control module with a successful DC 15 Intelligence (Investigation) check or Wisdom (Perception) check. As an action, a character can try to open the control module's access panel, either by tearing it off with a successful DC 25 Strength (Athletics) check or by dislodging it with thieves' tools and a successful DC 25 Dexterity check. Behind the panel, embedded in the floor of the control module, is a 5-foot-diameter pulsating crystal hemisphere with AC 10, 25 hit points, and immunity to poison and psychic damage. Destroying the crystal hemisphere shuts down Shockerstomper.

Disable. When a leg drops to 0 hit points, it is disabled, and Shockerstomper can use a reaction to detach it from its main body. Whenever one of its legs is disabled, Shockerstomper's walking speed is reduced by 10 feet. The whole contraption topples over and shuts down if four of its seven legs are disabled.

Electrified Surface. A creature that ends its turn in contact with Shockerstomper's body (saucer or turrets) must make a DC 15 Constitution saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Immutable Form. Shockerstomper is immune to any spell or effect that would alter its form.

Lightning Turret. A character can try to plug the nozzle of a lightning turret with a 10-pound rock or similar object, doing so with a successful DC 15 Strength (Athletics) check. A plugged turret can't shoot lightning until a creature uses an action to try to clear the obstruction, which requires another successful DC 15 Strength (Athletics) check. Shockerstomper has no ability to clear an obstruction itself.

Actions

Multiattack. Shockerstomper makes three Lightning Turret attacks and two Stomp attacks.

Lightning Turret. The turret shoots a magical lightning bolt at one creature within 60 feet of Shockerstomper. The target must make a DC 15 Dexterity saving throw, taking 44 (8d10) lightning damage on a failed save, or half as much damage on a successful one.

Stomp. Melee Weapon Attack: +8 to hit, reach 10 ft., one creature. Hit: 22 (3d10 + 6) bludgeoning damage.

Animated Ballista

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Large construct, unaligned

Armor Class 15

Hit Points 50

Speed 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 10 (+0) 10 (+0) 3 (-4) 3 (-4) 1 (-5)

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 2 (450 XP) Proficiency Bonus +2

Actions

Magic Bolt. Ranged Weapon Attack: +6 to hit, range 120 ft., one target. Hit: 16 (3d10) fire damage

Animated Stove

Large construct, unaligned

Armor Class 17

Hit Points 50

Speed 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 10 (+0) 10 (+0) 3 (-4) 3 (-4) 1 (-5)

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 3 (700 XP) Proficiency Bonus +2

Actions

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) bludgeoning damage.

Belch Fire (Recharge 4–6). The stove belches fire in a 15-foot cone. Each creature in the area must make a DC 10 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

Loup Garou

Medium monstrosity (shapechanger)

Armor Class 16 (natural armor)

Hit Points 170 (20d8 + 80)

Speed 30 ft. (40 ft. in hybrid form, 50 ft. in dire wolf form)

STR DEX CON INT WIS CHA

18 (+4) 18 (+4) 18 (+4) 14 (+2) 16 (+3) 16 (+3)

Saving Throws Dex +9, Con +9, Cha +8

Skills Perception +13, Stealth +9

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 23

Languages Common (can't speak in wolf form)

Challenge 13 (10,000 XP) Proficiency Bonus +5

Blood Frenzy. The loup garou has advantage on attack rolls against a creature that doesn't have all its hit points.

Legendary Resistance (2/Day). When the loup garou fails a saving throw, it can choose to succeed instead.

Regeneration. The loup garou regains 10 hit points at the start of each of its turns. If the loup garou takes damage from a silver weapon, this trait doesn't function at the start of the loup garou's next turn. The loup garou dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The loup garou makes two attacks: two with its Longsword (humanoid form) or one with its Bite and one with its Claws (dire wolf or hybrid form).

Bite (Dire Wolf or Hybrid Form Only). Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage plus 14 (4d6) necrotic damage. If the target is a Humanoid, it must succeed on a DC 17 Constitution saving throw or be cursed with loup garou lycanthropy.

Claws (Dire Wolf or Hybrid Form Only). Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Longsword (Humanoid Form Only). Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) slashing damage if used with two hands.

Bonus Actions

Change Shape. The loup garou polymorphs into a Large wolf-humanoid hybrid or into a Large dire wolf, or back into its true form, which appears humanoid. Its statistics, other than its size and speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Legendary Actions

The loup garou can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The loup garou regains spent legendary actions at the start of its turn.

Swipe. The loup garou makes one Claws attack (dire wolf or hybrid form only) or one Longsword attack (humanoid form only).

Mauling Pounce (Costs 2 Actions). The loup garou moves up to its speed without provoking opportunity attacks, and it can make one Claws attack (dire wolf or hybrid form only) or one Longsword attack (humanoid form only) against each creature it moves past.

Bite (Costs 3 Actions). The loup garou changes into hybrid or dire wolf form and then makes one Bite attack.

Warden

Medium humanoid, any alignment

Armor Class 15 (chain shirt)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 12 (+1) 12 (+1) 14 (+2) 12 (+1)

Skills Insight +4, Perception +4

Senses passive Perception 14

Languages any one language (usually common)

Challenge 1 (200 XP) Proficiency Bonus +2

Actions

Multiattack. The warden makes two melee attacks or one hand crossbow attack.

Mace. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) bludgeoning damage.

Crossbow, hand. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one creature. Hit: 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or fall asleep for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This attack has no effect on constructs or undead.

Disarming Strike (1/Turn). Melee Weapon Attack: +4 to hit reach 5 ft., one creature. Hit: 5 (1d6 + 2) bludgeoning damage, and the, target must succeed on a DC 12 Strength saving throw or drop one item of the warden's choice, that the target is holding. The object lands at the target's feet.

Warchief

Medium humanoid, any alignment

Armor Class 14 (hide)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 16 (+3) 14 (+2) 16 (+3) 16 (+3)

Saving Throws Wis +6, Cha +6

Skills Insight +6, Perception +6

Senses passive Perception 16

Languages any two languages

Challenge 5 (1,800 XP) Proficiency Bonus +3

Brute. A melee weapon deals one extra die of its damage when the warchief hits with it.

Sweeping Attack (Recharge 5–6). When the warchief makes a greataxe attack, it can make an additional greataxe attack, as a bonus action, on a creature within reach and 5 feet of the original target.

Actions

Multiattack. The war chief makes two weapon attacks.

Battle Cry (1/Day). Each creature of the warchief's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls, until the start of the warchief's next turn. The warchief can then make one attack as a bonus action.

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 16 (2d12 + 3) slashing damage.

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one creature. Hit: 10 (2d6 + 3) piercing damage in melee, or 10 (2d6 + 3) piercing damage at range.

Clockwork Dragon

Medium construct, neutral

Armor Class 16 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., fly 60 ft.

STR DEX CON INT WIS CHA

14 (+2) 10 (+0) 12 (+1) 10 (+0) 11 (+0) 13 (+1)

Skills Acrobatics +2, Perception +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 14

Languages Common, Draconic

Challenge 1 (200 XP) Proficiency Bonus +2

False Appearance. While the clockwork dragon remains motionless, it is indistinguishable from a metal statue.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

Fire Breath (Recharge 5–6). The clockwork dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

These intricately crafted constructs are typically made to reflect the forms of the metallic dragons. Plated in brass, bronze, copper, or faux gold and silver, they are often taken for fine draconic statues at first glance. A clockwork dragon makes a formidable guardian or defender, with its advanced intellect allowing it to be programmed with a wide range of orders, as well as being capable of wholly independent reactions to potential threats.

Though most clockwork dragons have a breath weapon that deals fire damage, some might be constructed to deal acid, cold, or lightning damage, depending on their makers' whims.

### Duergar Hammerer

Medium construct, lawful evil

Armor Class 17 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 20 ft.

STR DEX CON INT WIS CHA

17 (+3) 7 (-2) 12 (+1) 5 (-3) 5 (-3) 5 (-3)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 7

Languages understands Dwarvish but can't speak

Challenge 2 (450 XP) Proficiency Bonus +2

Engine of Pain. Once per turn, a creature that attacks the hammerer can target the duergar trapped in it. The attacker has disadvantage on the attack roll. On a hit, the attack deals an extra 5 (1d10) damage to the hammerer, and the hammerer can respond by using its Multiattack with its reaction.

Siege Monster. The hammerer deals double damage to objects and structures.

Actions

Multiattack. The hammerer makes two attacks: one with its claw and one with its hammer.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

Hammer. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

Environment: Mountain, Underdark

### Hellfire Engine

Huge construct, lawful evil

Armor Class 18 (natural armor)

Hit Points 216 (16d12 + 112)

Speed 40 ft.

STR DEX CON INT WIS CHA

20 (+5) 16 (+3) 24 (+7) 2 (-4) 10 (+0) 1 (-5)

Saving Throws Dex +8, Wis +5, Cha +0

Damage Resistances cold, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, poisoned, unconscious

Senses darkvision 120 ft., passive Perception 10

Languages understands Infernal but can't speak

Challenge 16 (15,000 XP) Proficiency Bonus +5

Immutable Form. The hellfire engine is immune to any spell or effect that would alter its form.

Magic Resistance. The hellfire engine has advantage on saving throws against spells and other magical effects.

Actions

Flesh-Crushing Stride. The hellfire engine moves up to its speed in a straight line. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the hellfire engine enters must make a DC 18 Dexterity saving throw. On a successful save, the creature is pushed to the nearest space out of the hellfire engine's path. On a failed save, the creature falls prone and takes 28 (8d6) bludgeoning damage.

If the hellfire engine remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the hellfire engine. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 18 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the hellfire engine and is no longer restrained.

Hellfire Weapons. The hellfire engine uses one of the following options:

Bonemelt Sprayer The hellfire engine spews acidic flame in a 60-foot cone. Each creature in the cone must make a DC 20 Dexterity saving throw, taking 11 (2d10) fire damage plus 18 (4d8) acid damage on a failed save, or half as much damage on a successful one. Creatures that fail the saving throw are drenched in burning acid and take 5 (1d10) fire damage plus 9 (2d8) acid damage at the end of their turns. An affected creature or another creature within 5 feet of it can take an action to scrape off the burning fuel.

Lightning Flail Melee Weapon Attack: +11 to hit, reach 15 ft., one creature. Hit: 18 (3d8 + 5) bludgeoning damage plus 22 (5d8) lightning damage. Up to three other creatures of the hellfire engine's choice that it can see within 30 feet of the target must each make a DC 20 Dexterity saving throw, taking 22 (5d8) lightning damage on a failed save, or half as much damage on a successful one.

Thunder Cannon The hellfire engine targets a point within 120 feet of it that it can see. Each creature within 30 feet of that point must make a DC 20 Dexterity saving throw, taking 27 (5d10) bludgeoning damage plus 13 (2d12) thunder damage on a failed save, or half as much damage on a successful one.

Oaken Bolter. No ordinary ballista, an oaken bolter is a construct capable of striking at long distances. The bolts it launches can rend flesh, destroy armor, or drag enemies toward traps or melee-oriented clockworks—and at shorter ranges, burst with explosive force.

The gnomes' efforts to invent and tinker with magic and mechanical devices produce many failed constructs, but also result in genuine advances, such as clockworks. Since their discovery, the methods used to craft clockworks have passed from one community of gnomes to another and down the generations.

**Constructed Nature.** A clockwork doesn't require air, food, drink, or sleep.

### Individual Designs

A gnome artisan values an individualized clockwork more highly than a perfectly functioning one that copies too much from another creation. For that reason, even clockworks that fit established designs, such as those described here, are seldom identical.

A clockwork can be customized by adding one of the following enhancements and one potential malfunction to its stat block. You can select randomly or choose a pair of modifications that fit the temperament of the clockwork's builder.

Table Clockwork Enhancements

|  |  |
| --- | --- |
| d10 | Enhancement |
| 1 | Camouflaged. The clockwork gains proficiency in Stealth if it doesn't already have it. While motionless, it is indistinguishable from a stopped machine. |
| 2 | Sensors. The range of the clockwork's darkvision becomes 120 feet, unless it is higher, and it gains proficiency in Perception if it doesn't already have it. |
| 3 | Improved Armor. The clockwork's AC increases by 2. |
| 4 | Increased Speed. The clockwork's speed increases by 10 feet. |
| 5 | Reinforced Construction. The clockwork has resistance to force, lightning, and thunder damage. |
| 6 | Self-Repairing. If the clockwork starts its turn with at least 1 hit point, it regains 5 hit points. If it takes lightning damage, this ability doesn't function at the start of its next turn. |
| 7 | Sturdy Frame. The clockwork's hit point maximum increases by an amount equal to its number of Hit Dice. |
| 8 | Suction. The clockwork gains a climbing speed of 30 feet. |
| 9 | Vocal Resonator. The clockwork gains the ability to speak rudimentary Common or Gnomish (creator's choice). |
| 10 | Water Propulsion. The clockwork gains a swimming speed of 30 feet. |

Table Clockwork Malfunctions

|  |  |
| --- | --- |
| d10 | Malfunction |
| 1 | Faulty Sensors. Roll a d6 at the start of the clockwork's turn. If you roll a 1, the clockwork is blinded until the end of its turn. |
| 2 | Flawed Targeting. Roll a d6 at the start of the clockwork's turn. If you roll a 1, the clockwork makes attack rolls with disadvantage until the end of its turn. |
| 3 | Ground Fault. The clockwork has vulnerability to lightning damage. |
| 4 | Imprinting Loop. Roll a d6 at the start of the clockwork's turn. If you roll a 1, the clockwork mistakes one creature it can see within 30 feet for its creator. The clockwork won't willingly harm that creature for 1 minute or until that creature attacks it or deals damage to it. |
| 5 | Leaking Lubricant. Roll a d6 at the start of the clockwork's turn. If you roll a 1, the clockwork gains 1 level of exhaustion that it isn't immune to. |
| 6 | Limited Steering. The clockwork must move in a straight line. It can turn up to 90 degrees before moving and again at the midpoint of its movement. It can rotate freely if it doesn't use any of its speeds on its turn. |
| 7 | Overactive Sense of Self-Preservation. If the clockwork has half its hit points or fewer at the start of its turn in combat, roll a d6. If you roll a 1, it retreats from combat. If retreat isn't possible, it continues fighting. |
| 8 | Overheats. Roll a d6 at the start of the clockwork's turn. If you roll a 1, the clockwork is incapacitated until the end of its turn. |
| 9 | Rusty Gears. The clockwork has disadvantage on initiative rolls, and its speed decreases by 10 feet. |
| 10 | Weak Armor. The clockwork isn't immune to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantine. |

Oaken Bolter

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 18 (+4) 15 (+2) 3 (-4) 10 (+0) 1 (-5)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands one language of its creator but can't speak

Challenge 5 (1,800 XP) Proficiency Bonus +3

Magic Resistance. The oaken bolter has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The oaken bolter makes two lancing bolt attacks or one lancing bolt attack and one harpoon attack.

Lancing Bolt. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 100/400 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

Harpoon. Ranged Weapon Attack: +7 to hit, range 50/200 ft., one target. Hit: 9 (1d10 + 4) piercing damage, and the target is grappled (escape DC 12). While grappled in this way, a creature's speed isn't reduced, but it can move only in directions that bring it closer to the oaken bolter. A creature takes 5 (1d10) slashing damage if it escapes from the grapple or if it tries and fails. As a bonus action, the oaken bolter can pull a creature grappled by it 20 feet closer. The oaken bolter can grapple only one creature at a time.

Explosive Bolt (Recharge 5–6). The oaken bolter launches an explosive charge at a point within 120 feet. Each creature within 20 feet of that point must make a DC 15 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.

Environment: Forest, Grassland, Hill, Mountain

Paper Whirlwind

Medium swarm of tiny constructs, unaligned

Armor Class 12

Hit Points 24 (7d8 - 7)

Speed 10 ft., fly 50 ft.

STR DEX CON INT WIS CHA

6 (-2) 14 (+2) 8 (-1) 3 (-4) 12 (+1) 6 (-2)

Skills Perception +5

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 15

Languages —

Challenge 1/4 (50 XP) Proficiency Bonus +2

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny raven. The swarm can't regain hit points or gain temporary hit points.

Actions

Beaks. Melee Weapon Attack: +4 to hit, reach 5 ft., one target in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Clockwork Myrmidon

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 30 ft.

STR DEX CON INT WIS CHA

20 (+5) 14 (+2) 16 (+3) 10 (+0) 10 (+0) 1 (-5)

Saving Throws Str +11, Dex +5

Skills Athletics +8, Perception +6

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages understands Common

Challenge 6 (2,300 XP) Proficiency Bonus +3

Immutable Form. The clockwork myrmidon is immune to any spell or effect that would alter its form.

Magic Resistance. The clockwork myrmidon has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The clockwork myrmidon makes two attacks: two pick attacks or two slam attacks, or one of each.

Heavy Pick. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) piercing damage.

Slam. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 11 (1d12 + 5) bludgeoning damage.

Alchemical Flame Jet (Recharge 5–6). The clockwork myrmidon can spew a jet of alchemical fire in a line 20 feet long and 5 feet wide. Any creature in the path of the jet takes 26 (4d12) fire damage, or half damage with a successful DC 15 Dexterity saving throw. The clockwork myrmidon can use this attack four times before its internal reservoir is emptied.

Grease Spray (Recharge 5–6). As a bonus action, the clockwork myrmidon's chest can fire a spray of alchemical grease with a range of 30 feet, covering a 10-by-10 foot square area and turning it into difficult terrain. Each creature standing in the affected area must succeed on a DC 15 Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a DC 15 Dexterity saving throw or fall prone. The clockwork myrmidon can use this attack four times before its internal reservoir is emptied.

Alchemical Fireball. The clockwork myrmidon's alchemical flame reservoir explodes when the construct is destroyed, spraying nearby creatures with burning fuel. A creature within 5 feet of the myrmidon takes 19 (3d12) fire damage, or half damage with a successful DC 15 Dexterity saving throw. This explosion doesn't occur if the clockwork myrmidon has already fired its alchemical flame jet four times.

Environment: Forest, Plains, Urban

his hulking brass and iron creature resembles a giant suit of plate armor; a constant growl issues from its midsection. It stands 9 feet tall and its squat head wears an angry expression. A clockwork myrmidon always moves with moves with a powerful, determined grace unusual in most clockwork creations.

Elite Machines. Clockwork myrmidons are heavily armored at their joints and at most vital parts. They are much too valuable to undertake patrols or menial labor, and they are unleashed only for dangerous situations that clockwork watchmen cannot handle.

Single Targets. A clockwork myrmidon defends itself but does not initiate combat unless so directed by its master. When it does enter battle, a clockwork myrmidon is unrelenting and single-minded, and it attacks one particular target until that foe surrenders, escapes, or is defeated.

Unless given other instructions, a clockwork myrmidon attacks whatever enemy is closest to it. A clockwork myrmidon attacks until destroyed or ordered to stand down.

Alchemical Tricks. A clockwork myrmidon is always outfitted with alchemical fire, acids, grease, and other special devices. An alchemist is required to keep one running well.

## Battle Balloon

Gargantuan vehicle (80 ft. by 20 ft.)

Creature Capacity 20 crew, 10 passengers

Cargo Capacity 1 ton

Travel Pace 9 miles per hour (216 miles per day)

[Speed 90 ft.]

STR DEX CON INT WIS CHA

18 (+4) 17 (+3) 20 (+5) 0 (-5) 0 (-5) 0 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions

On its turn the battle balloon can take 3 actions if it has twenty or more crew, 2 actions if it has ten or more crew, or 1 action if it has fewer than ten crew, choosing from the options below. It cannot take any actions if it has no remaining crew.

Fire Ballista. The battle balloon can fire its harpoon guns.

Fire Green Flame Arbalester. The battle balloon can fire its green flame arbalester.

Move. The battle balloon can use its helm to move using its propeller. If the battle balloon enters a Large or smaller creature's space, that creature is automatically pushed to the edge of the battle balloon's space. The creature must also succeed on a DC 15 Dexterity saving throw or take 5 (1d10) bludgeoning damage.

Harpoon Haul. The battle balloon can pull each target grappled by it up to 30 feet toward the battle balloon.

### Hull

Armor Class 15

Hit Points 500 (damage threshold 15)

Control: Helm

Armor Class 18

Hit Points 50

Move up to the speed of the ship's propeller, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

### Control: Balloon

Armor Class 12

Hit Points 75

If its balloon is destroyed, a battle balloon cannot maintain altitude.

### Movement: Propeller

Armor Class 12

Hit Points 100; -5 ft. speed per 25 damage taken

Speed (air) 80 ft.; 50 ft. while flying into the wind; 100 ft. while flying with the wind

Weapons: Green Flame Arbalester

Armor Class 15

Hit Points 75

Ranged Weapon Attack: +8 to hit, range 200/800 ft. (can't hit targets within 60 ft. of it) one target. Hit: 16 (3d10) piercing damage and 22 (4d10) fire damage. If the attack misses, the DM determines where the arbalester bolt hits. Each creature within 10 feet of that spot must make a DC 15 Dexterity saving throw to avoid the bolt as it shatters, taking 5 (1d10) piercing damage and 5 (1d10) fire damage on a failed save.

### Weapons: Harpoon Gun (3)

Armor Class 15

Hit Points 50 each

Ranged Weapon Attack: +8 to hit, range 120/480 ft., one target. Hit: 11 (2d10) piercing damage, and the target is grappled (escape DC 16). Until the grapple ends, the target's speed is halved, and it can't move farther away from the battle balloon. Each of the battle balloon's harpoon guns can grapple one target. While it has one or more targets grappled with its harpoon gun attack, the battle balloon's speed is not halved.

### Battle Balloon

Through the winter clouds that surround the castle on this desolate hill, you see a shape emerge. Something so gigantic, you can't believe it can actually fly.

irships are relatively rare in Acquisitions Incorporated, which is thought to hold no more than five in its fleet. But the unparalleled usefulness of these craft in commerce—and in combat—makes the company-standard battle balloon a much-coveted upgrade for any franchise.

Origins and Operations. Professional secrecy and aggressive marketing make it unclear where the airship originated. Some say battle balloons were an original design created by the Heuristic Arcane Research and Development department of Acquisitions Incorporated. But the wizards of Halruaa developed similar skyships in ages past, and the Cult of the Dragon has been seen with flying ships of its own. Still, among the small number of factions and organizations known to possess or build airships, Acquisitions Incorporated might be the best known for its high-profile aerial escapades. It's certain that neither the mages of Halruaa nor the members of the Cult of the Dragon ever crewed a battle balloon with keg robots, or used one to squash a tyrannosaurus flat.

The Hard Cloud

The Hard Cloud is Acquisitions Incorporated's company flagship, and as such, bears special note. The great battle balloon bristles with armaments, including a vicious dragon-slaying spear at the fore that has seen use more than once. The Hard Cloud is a veteran of numerous combat operations, and it has so far come out in one piece. Beyond the tales told of the vessel's exploits, rumors abound regarding the wondrous vehicle. Is it powered by a bound efreeti, as some have said? Does the hold contain clones of every high-ranking member of Acquisitions Incorporated, including Omin Dran himself? Does the mess, in fact, employ a terrifying ghostly chef? The answers lie below decks, where few have had the opportunity to learn the truth.

Flying Battle Vehicle. The standard design of an Acquisitions Incorporated-grade airship features an enormous balloon covered in a rope net. Trailing lines connect the balloon to the vessel of metal and wood suspended below. In the center of the deck, directly below the balloon, sits a large magic furnace, whose formidable lifting power is rumored to involve trapped elementals. The airship's captain controls the arcane furnace and directs forward thrust by way of a propeller located at the back of the ship, helming the craft with a wheel positioned in the bow. Metal runners below the ship allow a battle balloon to land on the ground.

Options and Armaments. Each franchise or organization customizes the offensive capability of its airships, but most battle balloons feature multiple harpoon guns, perfect for fighting and snaring aerial threats. Battle balloons that see a lot of combat are typically well stocked with other ranged weapons and polearms for ship-to-ship and crew-to-crew fighting.

Whether privately financed or loaned out by Head Office under extraordinarily cautious terms, battle balloons can be customized with unique equipment—different siege weapons, lifting and cargo gear, and so forth—to make each airship unique. However, the most potent weapon featured on most Acquisitions Incorporated battle balloons is the green flame arbalester, a massive ballista whose bolts pulse with arcane power and detonate with formidable explosive force wherever they hit.

### Vehicle Rules

Battle balloons and mechanical beholders are vehicles, and as such, they have special rules associated with them. Most pertinently, a vehicle has the six ability scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma) and the corresponding modifiers. The Strength of a vehicle expresses its size and weight. Dexterity represents its ease of handling. A vehicle's Constitution covers its durability and the quality of its construction. Vehicles usually have a score of 0 in Intelligence, Wisdom, and Charisma. If a vehicle has a 0 in a score, it automatically fails any ability check or saving throw that uses that score. How a vehicle is crewed and what actions it can take on its turn are described in the stat block for the vehicle.

Mobile Franchise Headquarters. A battle balloon is perhaps the most sought-after of the mobile headquarters options available to Acquisitions Incorporated franchises. The versatility of an airship allows for the rapid shipping of goods, mercenaries, and loot. Such a vessel also allows a quick escape from sticky developments and deals gone bad.

### Flamethrower.

War Machine Variant, Weapon

Although useless against demons, this weapon is great against flammable creatures and objects.

Flamethrower (Requires 1 Crew and Grants Half Cover). Fire shoots out of the weapon's nozzle in a 60-foot line that is 5 feet wide. Each creature in the line must make a DC 15 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being carried or worn.

### Medium Mechsuit

Medium vehicle

Armor Class Hit Points Speed Challenge

16 (metal armor) 100 () 30 ft. —

STR DEX CON INT WIS CHA

16 (+3) 0 (-5) 16 (+3) 0 (-5) 0 (-5) 0 (-5)

Modules. The Medium Core Mechsuit can hold a maximum of 10 modules.

Pilot. The mechsuit requires a Dwarf or Gnome with Tinker's Tools and appropriate Armor proficiency to pilot it. While inside the Mechsuit, the pilot uses the mechsuit's speed, replaces their Strength and Constitution scores (unless their score is higher) and has total cover.

Shutdown Prevention. The Medium Core Mechsuit can ignore one effect that would deactivate a module once per long rest, taking the damage as normal.

### Light Mechsuit

Medium vehicle

Armor Class Hit Points Speed Challenge

15 (metal armor) 50 () 30 ft. —

STR DEX CON INT WIS CHA

14 (+2) 0 (-5) 14 (+2) 0 (-5) 0 (-5) 0 (-5)

Modules. The Light Core Mechsuit can hold a maximum of 5 modules.

Pilot. The mechsuit requires a Dwarf or Gnome with Tinker's Tools and appropriate Armor proficiency to pilot it. While inside the Mechsuit, the pilot uses the mechsuit's speed, replaces their Strength and Constitution scores (unless their score is higher) and has total cover.

### Stahlmaster

Large vehicle

Armor Class Hit Points Speed Challenge

16 (natural armor) 67 (9d10 + 18) 30 ft. —

STR DEX CON INT WIS CHA

18 (+4) 10 (+0) 14 (+2) 0 (-5) 0 (-5) 0 (-5)

Damage Imm. poison, psychic

Condition Imm. blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious

Pilot. The Stahlmaster requires a Medium humanoid to pilot it. While inside the Stahlmaster, the pilot uses the vehicle's speed and action options and can't take reactions or use bonus actions, and the pilot has total cover. If the Stahlmaster drops to 0 hit points, the pilot is ejected from it and lands prone in an unoccupied space within 5 feet of the vehicle.

Actions

Multiattack. The Stahlmaster makes two melee attacks, or one melee attack and one ranged attack.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) bludgeoning damage.

Shoulder-Mounted Crossbow. Ranged Weapon Attack: +2 to hit, range 30/120 ft., one target. Hit: 6 (1d12) piercing damage.

### Heavy Mechsuit

medium vehicle

Armor Class Hit Points Speed Challenge

17 (metal armor) 150 () 30 ft. —

STR DEX CON INT WIS CHA

18 (+4) 0 (-5) 18 (+4) 0 (-5) 0 (-5) 0 (-5)

Modules. The Heavy Mechsuit Core can hold a maximum of 15 modules.

Pilot. The mechsuit requires a Dwarf or Gnome with Tinker's Tools and appropriate Armor proficiency to pilot it. While inside the Mechsuit, the pilot uses the mechsuit's speed, replaces their Strength and Constitution scores (unless their score is higher) and has total cover.

Rock Gnomes do not require armor proficiency to use mechsuits.

Shutdown Prevention. The Heavy core mechsuit can ignore one effect that would deactivate a module twice per long rest, taking the damage as normal.

## War Vehicles

### Buggy

Huge vehicle (3,000 lb.)

Creature Capacity 4 Medium creatures

Cargo Capacity 500 lb.

Armor Class 21 (19 while motionless)

Hit Points 60 (damage threshold 10, mishap threshold 20)

Speed 100 ft.

[Travel Pace 10 miles per hour (240 miles per day)]

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 14 (+2) 0 (-5) 0 (-5) 0 (-5)

Damage Immunities fire, poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Traits

Crushing Wheels. The Buggy can move through the space of any Medium or smaller creature. When it does, the creature must succeed on a DC 13 Dexterity saving throw or take 11 (2d10) bludgeoning damage and be knocked prone.If the creature was already prone, it takes an extra 11 (2d10) bludgeoning damage.This trait can't be used against a particular creature more than once each turn.

Prone Deficiency. If the Buggy rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

Raking Scythes. When the Buggy moves within 5 feet of a creature that isn't prone or another vehicle for the first time on a turn, it can rake the creature or vehicle with its protruding blades for 13 (2d10 + 2) slashing damage. A creature moves out of the way and takes no damage if it succeeds on a DC 13 Dexterity saving throw.A vehicle moves out of the way and takes no damage if its driver succeeds on the saving throw.

Action Stations

Helm (Requires 1 Crew and Grants Three-Quarters Cover). Drive and steer the Buggy

Harpoon Flinger (Requires 1 Crew and Grants Half Cover). Ranged Weapon Attack: +7 to hit, range 120 ft., one target. Hit: 11 (2d8 + 2) piercing damage.

Reactions

Juke. If the Buggy is able to move, the driver can use its reaction to grant the Buggy advantage on a Dexterity saving throw.

### Salvager

The Salvagerhandles like a small bus and is used to sift through battlefield detritus for scrap metal and other materials worth salvaging. Attached to the back of the vehicle is a swinging crane with an iron grappling claw fastened to the end of a winch and a 50-foot-long chain.

Salvager

Huge vehicle (9,000 lb.)

Creature Capacity 8 Medium creatures

Cargo Capacity 2 tons

Armor Class 20 (19 while motionless)

Hit Points 150 (damage threshold 10, mishap threshold 20)

Speed 100 ft. [Travel Pace 10 miles per hour (240 miles per day)]

STR DEX CON INT WIS CHA

20 (+5) 12 (+1) 20 (+5) 0 (-5) 0 (-5) 0 (-5)

Damage Immunities fire, poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Traits

Crushing Wheels. The Salvager can move through the space of any Large or smaller creature. When it does, the creature must succeed on a DC 12 Dexterity saving throw or take 16 (3d10) bludgeoning damage and be knocked prone. If the creature was already prone, it takes an extra 16 (3d10) bludgeoning damage. This trait can't be used against a particular creature more than once each turn.

Prone Deficiency. If the Salvager rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

Action Stations

Helm (Requires 1 Crew and Grants Three-Quarters Cover). Drive and steer the Scavenger.

Grappling Claw (Requires 1 Crew and Grants Half Cover). Melee Weapon Attack: +10 to hit, reach 15 ft., one target. Hit: The target is grappled (escape DC 12). If the target is a creature, it is restrained until the grapple ends.The grappling claw can grapple only one target at a time, and the claw's operator can use a bonus action to make the claw release whatever it's holding.

2 Harpoon Flingers (Each Station Requires 1 Crew and Grants Half Cover). Ranged Weapon Attack: +6 to hit, range 120 ft., one target. Hit: 10 (2d8 + 1) piercing damage.

### Warbike

Large vehicle (500 lb.)

Creature Capacity 1 Medium creatures

Cargo Capacity 100 lb.

Armor Class 23 (19 while motionless)

Hit Points 30 (damage threshold 5, mishap threshold 10)

Speed 120 ft. [Travel Pace 12 miles per hour (288 miles per day)]

STR DEX CON INT WIS CHA

14 (+2) 18 (+4) 12 (+1) 0 (-5) 0 (-5) 0 (-5)

Damage Immunities fire, poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Traits

Jump. If the Warbike moves at least 30 feet in a straight line, it can clear a distance of up to 60 feet when jumping over a chasm, ravine, or other gap. Each foot it clears on the jump costs a foot of movement.

Prone Deficiency. If the Warbike falls prone, it can't right itself and is incapacitated until pulled upright.

Stunt. On its turn, the driver of the Warbike can expend 10 feet of movement to perform one free vehicle stunt, such as a wheelie or a burnout. Before the stunt can be performed, the Warbike must move at least 10 feet in a straight line. If the driver succeeds on a DC 10 Dexterity check using the bike's Dexterity, the stunt is successful. Otherwise, the driver is unable to perform the stunt and can't attempt another stunt until the start of its next turn. If the check fails by 5 or more, the Devil's Ride and all creatures riding it immediately fall prone as the bike wipes out and comes to a dead stop.

Action Stations

Helm (Requires 1 Crew and Grants Half Cover). Drive and steer the Warbike.

Reactions

Juke. If the Warbike is able to move, the driver can use its reaction to grant the Warbike advantage on a Dexterity saving throw.

Armored Truck

Gargantuan vehicle (12,000 lb.)

Creature Capacity 8 Medium creatures

Cargo Capacity 1 ton

Armor Class 19

Hit Points 200 (damage threshold 10, mishap threshold 20)

Speed 100 ft.

[Travel Pace 10 miles per hour (240 miles per day)]

STR DEX CON INT WIS CHA

18 (+4) 10 (+0) 18 (+4) 0 (-5) 0 (-5) 0 (-5)

Damage Immunities fire, poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Traits

Crushing Wheels. The Armored Truck can move through the space of any Large or smaller creature. When it does, the creature must succeed on a DC 11 Dexterity saving throw or take 22 (4d10) bludgeoning damage and be knocked prone. If the creature was already prone, it takes an extra 22 (4d10) bludgeoning damage. This trait can't be used against a particular creature more than once each turn.

Prone Deficiency. If the Armored Truck rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

Action Stations

Helm (Requires 1 Crew and Grants Three-Quarters Cover). Drive and steer the Armored Truck.

Chomper (Requires 1 Crew and Grants Half Cover). Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 25 (6d6 + 4) piercing damage. A target reduced to 0 hit points by this damage is ground to bits and spit out through pipes on both sides of the Armored Truck. Any nonmagical items the target was holding or carrying are destroyed as well.

Wrecking Ball (Requires 1 Crew and Grants Half Cover). Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 40 (8d8 + 4) bludgeoning damage. Double the damage if the target is an object or a structure.

2 Harpoon Flingers (Each Station Requires 1 Crew and Grants Half Cover). Ranged Weapon Attack: +5 to hit, range 120 ft., one target. Hit: 9 (2d8) piercing damage.

Flamethrower (Requires 1 Crew and Grants Half Cover). Fire shoots out of the weapon's nozzle in a 60-foot line that is 5 feet wide. Each creature in the line must make a DC 15 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being carried or worn.

### Battle Frame

fighter vehicle

Armor Class. 13

Hit Points. 40 Shield Points. -

Engines. Impulse (3,000 feet): Maneuverability (360)

Speed 120

Systems. communications, life support, sensors

Crew. Pilot Cargo. 500 lb

Cost. 2000 gp

Challenge. 2 (450 XP)

Traits

Frame. This vehicle is a humanoid battle frame, capable of wielding weapons and taking actions that a normal human could. This vehicle can walk on land with a movement speed of 2,000 feet. The pilot can use its action to Dash (on land only), Disengage, or Dodge while in this ship. This ship can't target creatures smaller than mega size. At the GM's discretion, the pilot of this ship can use actions and features (such as Sneak Attack) they would normally be capable of, as long as such an action is reasonable for the frame to take.

Weapons

Uchigatana. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 24 (3d10 + 9) slashing damage. The pilot must have longsword proficiency to use this weapon.

Missile Barrage (Recharge 5–6). Ranged Weapon Attack: +5 to hit, range 1500/4500 ft., four different targets. Hit: 39 (6d12) mega force damage.

### Ashigaru Frame

fighter vehicle

Ship Stats

Armor Class. 13

Mega Hit Points. 40

Shield Points. -

Engines. Impulse (3,000 feet): Maneuverability (360)

Systems. communications, life support, sensors

Crew. Pilot

Cargo. 500 lb

Cost. 2,000 gp

Challenge. 2 (450 XP)

Traits

Frame. This ship is a humanoid battle frame, capable of wielding weapons and taking actions that a normal human could. This ship can walk on land with a movement speed of 2,000 feet. The pilot can use its action to Dash (on land only), Disengage, or Dodge while in this ship. This ship can't target creatures smaller than mega size.

At the GM's discretion, the pilot of this ship can use actions and features (such as Sneak Attack) they would normally be capable of, as long as such an action is reasonable for the frame to take.

Weapons

Naginata. Melee Weapon Attack: +7 to hit, reach 1,000 ft., one target. Hit: 8 (1d10 + 3) mega slashing damage. The pilot must have halberd proficiency to use this weapon.

M-Laser (Recharge 5–6). Ranged Weapon Attack: +5 to hit, range 1,500/4,500 ft., one target. Hit: 22 (4d10) mega force damage.

Flying Car

Miscellaneous fighter vehicle

Ship Stats

Armor Class. 10

Mega Hit Points. 5

Shield Points. -

Engines. Impulse (2,000 feet): Maneuverability (180)

Systems. None

Crew. Pilot, 3 passengers

Cargo. 1,000 lb

Cost. 750 gp

Challenge. 0 (0 XP)

Traits

Open Air. This ship can't fly outside of a planet's atmosphere, nor can its passengers survive underwater or in the vacuum of space.

Probe

fighter vehicle

Ship Stats

Armor Class. 8

Mega Hit Points. 1

Shield Points. -

Engines. Impulse (1,500 feet): Maneuverability (360)

Systems. None

Crew. Unmanned

Cargo. -

Cost. 250 gp

Challenge. 0 (0 XP)

Traits

Remotely Piloted. This ship is piloted remotely from a controller unit which relays visual and sensor information from the probe. A character can move the ship as an action using the controller. If the probe strays more than 10 miles from the controller, it loses connection and falls dormant until the controller unit is within signal range.

Rōnin Frame

fighter vehicle

Ship Stats

Armor Class. 14

Mega Hit Points. 40

Shield Points. -

Engines. Impulse (3,000 feet): Maneuverability (360)

Systems. communications, life support, sensors

Crew. Pilot

Cargo. 500 lb

Cost. 2,000 gp

Challenge. 2 (450 XP)

Traits

Frame. This ship is a humanoid battle frame, capable of wielding weapons and taking actions that a normal human could. This ship can walk on land with a movement speed of 2,000 feet. The pilot can use its action to Dash (on land only), Disengage, or Dodge while in this ship. This ship can't target creatures smaller than mega size.

At the GM's discretion, the pilot of this ship can use actions and features (such as Sneak Attack) they would normally be capable of, as long as such an action is reasonable for the frame to take.

Weapons

Tetsubō. Melee Weapon Attack: +7 to hit, reach 500 ft., one target. Hit: 10 (2d6 + 3) mega bludgeoning damage. The pilot must have proficiency to use this weapon.

Battlecry (Recharge 5–6). As an action, you activate a burst- model shield generator, granting your frame a shield that covers all of its sides with 20 shield points. Unlike other shields, these points don't recover naturally.

Hot Air Balloon

Large vehicle (10 ft. by 10 ft.)

Creature Capacity 1 crew, 3 passengers

Travel Pace 8 miles per hour (192 miles per day) [Speed 80 ft.]

Actions

Slow Moving. The Hot Air Balloon takes 1d6 rounds to air up and cannot take the Dash action.

Hull

Armor Class 10

Hit Points 25 (damage threshold 5)

### Sprocket Glider

Large vehicle (10 ft. by 5 ft.)

Creature Capacity 2 crew, 1 passengers

Travel Pace 8 miles per hour (192 miles per day) [Speed 80 ft.]

Actions

Duck & Cover. Any medium-sized creature or smaller in one of the three seats counts as having half cover (+2 to AC and Dexterity saving throws against attacks and effects). A creature in the seats can use an action to take three-quarters cover (increasing the bonus to +5 until their next turn).

Hull

Armor Class 11

Hit Points 50 (damage threshold 5)

Weapons: Swivel Mounted Side-by-Side Repeating Heavy Crossbows

**Heavy Crossbow.** Ranged Weapon Attack: Hit: (2d10) piercing damage. Loads 20 single or 2 stutter-fire shots at once. The Sprocket Glider has 5 reloads (100 shots) in total.

**Stutter-Fire.** Ranged Weapon Attack: A 10-foot cube area within range; uses 5 shots of ammunition. Any targets within the target area suffer weapon damage unless they can succeed a DC 12 Dexterity Saving Throw to avoid it.

**Damage Flaws**

Once a Sprocket Glider suffers damage equal to half or more of its total hit points it gains a flaw, and gains another flaw every time it loses a hit point thereafter until destroyed. If not possible to gain another of the generated flaws, the Glider takes 5 (1d10) extra damage of the appropriate type.

Sprocket Glider Damage Flaws

|  |  |
| --- | --- |
| d10 | Flaw |
| 1 | Weapon Hit—The first time this occurs the weapon is jammed and requires a Dexterity check (Tinker's Tools or Thieves' Tools) to allow it to be used again. After the second such hit, the swivel mounted crossbow is destroyed. Treat any further results of a weapon hit thereafter as Structural Damage result. |
| 2-4 | Engine Hit—The fly speed of the sprocket glider is reduced by 5 ft. This result is cumulative until it is reduced to 0, whereupon it drops from the sky like a stone. |
| 5-8 | Structural Damage—The Damage Threshold of the Sprocket Glider is reduced by 1. This result is cumulative until the Damage Threshold is reduced to 0, whereupon no creature in the glider will be granted cover. |
| 9-10 | Rudder and Flaps—All Vehicle (Air) checks are made at disadvantage. Any further result of 9-10 on this chart counts as Structural Damage instead. |

### The Soaring Jabberwock

Gargantuan vehicle (130 ft. by 20 ft.)

Creature Capacity 20 crew, 20 passengers

Cargo Capacity 50

Travel Pace 8 miles per hour (192 miles per day)

[Speed 80 ft.]

Actions

Dash. The Jabberwock doubles its base speed to 160 feet per round (140 feet while overloaded).

Hull

Armor Class 15

Hit Points 350 (damage threshold 15)

### Battle Balloon

Gargantuan vehicle (80 ft. by 20 ft.)

**Creature Capacity** 20 crew, 10 passengers

**Cargo Capacity** 1 ton

Travel Pace 9 miles per hour (216 miles per day) [Speed 90 ft.]

STR DEX CON INT WIS CHA

18 (+4) 17 (+3) 20 (+5) 0 (-5) 0 (-5) 0 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions

On its turn the battle balloon can take 3 actions if it has 20 or more crew, 2 actions if it has 10 or more crew, or 1 action if it has fewer than 10 crew, choosing from the options below. It cannot take any actions if it has no remaining crew.

**Fire Ballista.** The battle balloon can fire its harpoon guns.

**Fire Green Flame Arbalester.** The battle balloon can fire its green flame arbalester.

Move. The battle balloon can use its helm to move using its propeller. If the battle balloon enters a Large or smaller creature's space, that creature is automatically pushed to the edge of the battle balloon's space. The creature must also succeed on a DC 15 Dexterity saving throw or take 5 (1d10) bludgeoning damage.

**Harpoon Haul.** The battle balloon can pull each target grappled by it up to 30 feet toward the battle balloon.

Hull

Armor Class 15

Hit Points 500 (damage threshold 15)

Control: Helm

Armor Class 18

Hit Points 50

Move up to the speed of the ship's propeller, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

Control: Balloon

Armor Class 12

Hit Points 75

If its balloon is destroyed, a battle balloon cannot maintain altitude.

Movement: Propeller

Armor Class 12

Hit Points 100; -5 ft. speed per 25 damage taken

Speed (air) 80 ft.; 50 ft. while flying into the wind; 100 ft. while flying with the wind

Weapons: Green Flame Arbalester

Armor Class 15

Hit Points 75

**Green Flame Arbalester.** Ranged Weapon Attack: +8 to hit, range 200/800 ft. (can't hit targets within 60 ft. of it) one target. Hit: 16 (3d10) piercing damage and 22 (4d10) fire damage. If the attack misses, the DM determines where the arbalester bolt hits. Each creature within 10 feet of that spot must make a DC 15 Dexterity saving throw to avoid the bolt as it shatters, taking 5 (1d10) piercing damage and 5 (1d10) fire damage on a failed save.

Weapons: Harpoon Gun (3)

Armor Class 15

Hit Points 50 each

**Harpoon Gun.** Ranged Weapon Attack: +8 to hit, range 120/480 ft., one target. Hit: 11 (2d10) piercing damage, and the target is grappled (escape DC 16). Until the grapple ends, the target's speed is halved, and it can't move farther away from the battle balloon. Each of the battle balloon's harpoon guns can grapple one target. While it has one or more targets grappled with its harpoon gun attack, the battle balloon's speed is not halved.

**Origins and Operations.** Professional secrecy and aggressive marketing make it unclear where the airship originated. Some say battle balloons were an original design created by the Heuristic Arcane Research and Development department. But the wizards of Halruaa developed similar **skyships** in ages past, and the Cult of the Dragon has been seen with flying ships of its own.

**Flying Battle Vehicle.** The standard design of an airship features an enormous balloon covered in a rope net. Trailing lines connect the balloon to the vessel of metal and wood suspended below. In the center of the deck, directly below the balloon, sits a large magic furnace, whose formidable lifting power is rumored to involve trapped elementals. The airship's captain controls the arcane furnace and directs forward thrust by way of a propeller located at the back of the ship, helming the craft with a wheel positioned in the bow. Metal runners below the ship allow a battle balloon to land on the ground.

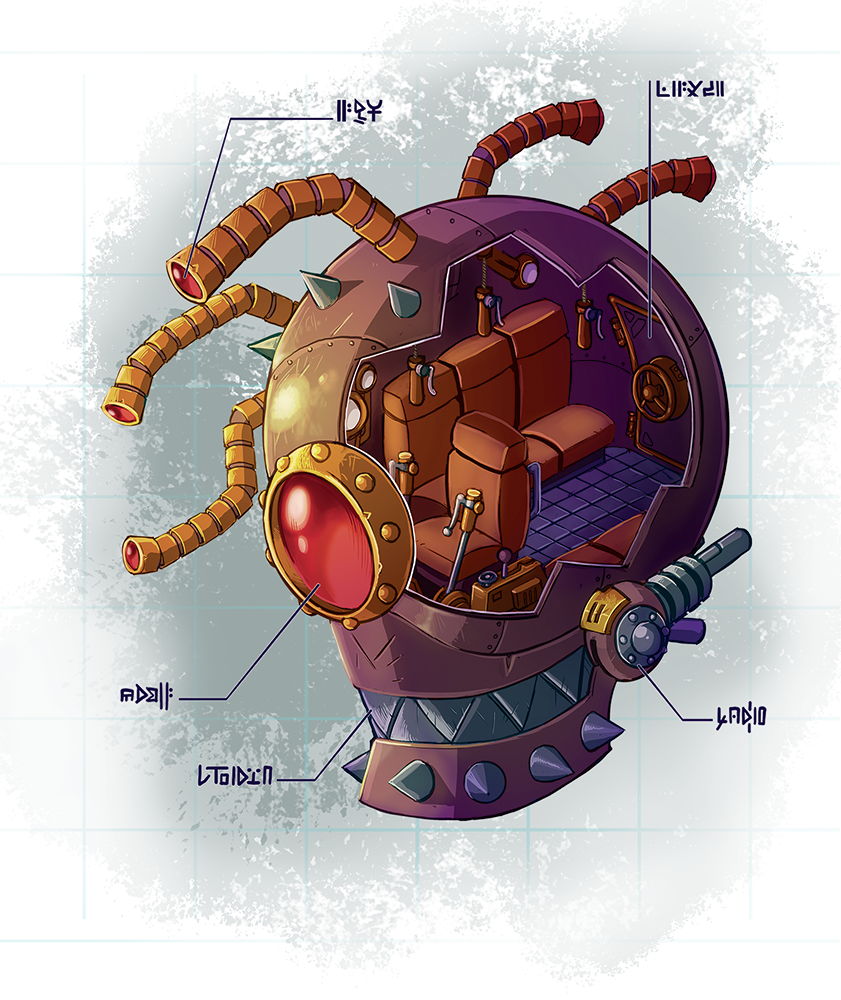
**Options and Armaments.** Each franchise or organization customizes the offensive capability of its airships, but most battle balloons feature multiple harpoon guns, perfect for fighting and snaring aerial threats. Battle balloons that see a lot of combat are typically well stocked with other ranged weapons and polearms for ship-to-ship and crew-to-crew fighting.

Whether privately financed or loaned out by Head Office under extraordinarily cautious terms, battle balloons can be customized with unique equipment—different siege weapons, lifting and cargo gear, and so forth—to make each airship unique. However, the most potent weapon featured on most Acquisitions Incorporated battle balloons is the green flame arbalester, a massive ballista whose bolts pulse with arcane power and detonate with formidable explosive force wherever they hit.

### Vehicle Rules

Battle balloons and mechanical beholders are vehicles, and as such, they have special rules associated with them. Most pertinently, a vehicle has the six ability scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma) and the corresponding modifiers. The Strength of a vehicle expresses its size and weight. Dexterity represents its ease of handling. A vehicle's Constitution covers its durability and the quality of its construction. Vehicles usually have a score of 0 in Intelligence, Wisdom, and Charisma. If a vehicle has a 0 in a score, it automatically fails any ability check or saving throw that uses that score. How a vehicle is crewed and what actions it can take on its turn are described in the stat block for the vehicle.

**Mobile Headquarters.** A battle balloon is perhaps the most sought-after of the mobile headquarters options available to Acquisitions Incorporated franchises. The versatility of an airship allows for the rapid shipping of goods, mercenaries, and loot. Such a vessel also allows a quick escape from sticky developments and deals gone bad.



A mechanical beholder takes the form of an oversized eye tyrant whose central eye is a viewport window. Part conveyance, part laboratory, and part siege engine, the vehicle can transport up to six humanoids through any terrain or medium, including underwater and through solid stone. A complex and often dangerous manipulation of gears, levers, and buttons controlled the original mechanical beholders, but more recent models feature magical controls that respond to voice commands—though not always accurately.

**Equipment and Options.** The mechanical beholder can be outfitted with a variety of sensors, probes, and gauges, allowing for functions as varied as determining alchemical composition, picking up on magical auras, or making masterfully dry martinis. Its range of armaments includes a disintegration ray modeled after that of its monstrous namesake (which for reasons of liability is advertised as being designed exclusively for waste removal). Portholes and hatches allow characters inside the beholder to make ranged and magical attacks from within it.

### Mechanical Beholder

Huge vehicle (15 ft. by 15 ft.)

Creature Capacity 1 crew, 5 passengers

Cargo Capacity crew and passengers' normal gear

Travel Pace 3 miles per hour (72 miles per day)

[Speed 30 ft.]

STR DEX CON INT WIS CHA

18 (+4) 12 (+1) 18 (+4) 0 (-5) 0 (-5) 0 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions

On its turn the mechanical beholder can take 1 action. It cannot take any actions if it has no crew.

Eye Rays. The mechanical beholder can use its eye ray tentacles.

Move. The mechanical beholder can use its helm to move using its magical propulsion unit.

Hull

Armor Class 18

Hit Points 200 (damage threshold 10)

Control: Helm

Armor Class 16

Hit Points 25

Move up to the speed of the ship's magical propulsion unit, with one 90-degree turn. The helm can be attacked only if the hull has taken 100 or more damage. If the helm is destroyed, the mechanical beholder can't move.

Movement: Magical Propulsion Unit

Armor Class 16

Hit Points 100; -5 ft. speed per 25 damage taken

Speed (magical) burrow 30 ft., fly 30 ft. (hover), swim 30 ft.

Weapons: Eye Ray Tentacles (6)

Armor Class 14

Hit Points 50 each

Magical Attack: The mechanical beholder shoots the following magical eye rays at up to three targets that would be visible to the crew and are within 120 feet of it.

Disintegration Ray. If the target is a creature, it must succeed on a DC 15 Dexterity saving throw or take 18 (4d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

Enervation Ray. The targeted creature must make a DC 15 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

Paralyzing Ray. The targeted creature must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### Side-shears

Ship object

Armor Class: 19

Hit Points: 25

Damage Immunities: poison, psychic

**Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. Hit: 11 (2d10) slashing damage.

### Scorpio

Ship object

Armor Class: 15

Hit Points: 30

Damage Immunities: poison, psychic

Before the scorpio can be fired, it must be loaded. It takes one action to load the weapon and one action to fire it.

**Ranged Weapon Attack:** +5 to hit, range 120/360 ft., one target. Hit: 11 (2d10) piercing damage.

### Dwarven Diving Machine

Gargantuan vehicle (25 ft. by 25 ft.)

Creature Capacity 2 crew, 8 passengers

Cargo Capacity 0.5 tons

Travel Pace 3 miles per hour (72 miles per day) [Speed 30 ft.]

STR DEX CON INT WIS CHA

11 (+0) 14 (+2) 13 (+1) 0 (-5) 0 (-5) 0 (-5)

Damage Immunities cold, poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions

On its turn, the diving machine can take both the Move and Light actions below. It can't take these actions if it has no crew.

Move. The diving machine can use its helm to move with its magical propulsion unit.

Light. The diving machine's flashlight can emit bright light in a 60-foot cone and dim light for an additional 60 feet, or it can be turned off to emit no light. It can't use this action if the Helm or Magical Propulsion Unit is destroyed.

Hull

Armor Class 12

Hit Points 100

Control: Helm

Armor Class 12

Hit Points 100

Move up to the speed of its magical propulsion unit, with one 90-degree turn. If the helm is destroyed, the diving machine can't turn.

Movement: Magical Propulsion Unit

Armor Class 12

Hit Points 75; -5 ft. speed per 25 damage taken

Speed (water or underwater) 25 ft.; 15 ft. while swimming against a current; 35 ft. while swiming with a current.

### Ballista

**Harpoon.** Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. Hit: 16 (3d10) piercing damage, and the target is impaled. While impaled, the target can't take any action on its turn other than trying to free itself from the harpoon, which requires a successful DC 15 Strength check. If the check succeeds, the target takes 5 (1d10) piercing damage as the harpoon is pulled free and is no longer impaled. If an action was used to attach the harpoon to the gun by a rope before it was fired, a creature impaled on that harpoon can't move farther away from the gun or increase its altitude until it frees itself. A creature within reach of the gun's winch can use its action to reel in a harpooned creature, pulling it up to 20 feet closer to the gun.

**Lancer Ballista.** These ballista variants are made with advanced engineering that allows them to fire up to three shots at once. It takes one action to load each projectile, one action to aim it, and one action to fire it. When fired, the ballista launches all loaded projectiles at the same target in quick succession.

**Oversized Javelin of Lightning.** Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. Hit: 16 (3d10) piercing damage plus 14 (4d6) lightning damage. As the javelin travels, it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from the ballista to the target. Each creature in the line excluding the ballista and the target must make a DC 14 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.

### Cannon

**Arcane Shot.** Ranged Spell Attack: +6 to hit, range 600/2,400 ft., one target. Hit: 44 (8d10) acid, cold, fire, force, lightning, necrotic, or thunder damage (DM's choice).

**Explosive Shot.** Ranged Weapon Attack: +6 to hit, range 600/2,400 ft., one target. Hit: 44 (8d10) bludgeoning damage, and each creature in a 20-foot-radius sphere centered on the target must make a DC 14 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

**Magic Missile.** Ranged Spell Attack: automatic hit, range 600 ft., one target. Hit: 21 (6d4 + 6) force damage.

### Cauldron

**Acid.** The cauldron pours acid onto a 10-foot-square area directly below it. Any creature in the area must make a DC 15 Dexterity saving throw, taking 10 (4d4) acid damage on a failed save, or half as much damage on a successful one.

**Alchemist's Fire.** The cauldron pours 400 gp's worth of alchemist's fire onto a 10-foot square area directly below it. Any creature in the area must make a DC 15 Dexterity saving throw. On a failed save, a target takes 2 (1d4) fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

**Holy Water.** The cauldron pours 200 gp's worth of holy water onto a 10-foot square area directly below it. Any desecrated ground in the area is purified, and any fiend or undead in the area must make a DC 15 Dexterity saving throw, taking 14 (2d6) radiant damage on a failed save, or half as much damage on a successful one.

### Mangonel

**Jar of Boiling Oil.** Ranged Weapon Attack: +5 to hit, range 300/1,200 ft. (can't hit targets within 60 feet of it), one target. Hit: 22 (5d8) bludgeoning damage, and each creature and object in a 10-foot-radius sphere centered on the target must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

**Meatbag.** The mangonel launches a mass of diseased meat or corpses at a point between 60 feet and 200 feet away from it. Each creature within 15 feet of that point must make a DC 13 Constitution saving throw against disease, taking 7 (2d6) necrotic damage on a failed save, or half as much damage on a successful one. On a failed save, a creature is also poisoned until the end of its next turn.

**Scattershot.** The mangonel launches a mass of small rocks at a point between 60 feet and 200 feet away from it. Each creature and object within 15 feet of that point must make a DC 13 Dexterity saving throw, taking 10 (3d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

### Siege Tower

**Crossbow Turrets.** This variant siege tower is equipped with three heavy crossbow for each story of the tower. These crossbow turrets are positioned in front of slats along the side and back walls that allow them to shoot enemies that attempt to approach the tower.

**Floating Tower.** This variant siege tower is helt aloft by an upgraded Tenser's floating disk spell. Instead of following a creature, a creature within the tower can use its action to cause it to move up to 30 feet horizontally, abiding by the movement limitations detailed in the original spell.

**Protective Field.** This variant siege tower emits a protective aura of magic out to a radius of 30 feet. The tower and each creature in the aura gain half cover against attacks from outside the field.

# 999 Creating NPCs and creatures

Most of the document so far has been about making new monsters. But what about making edits to existing ones? As it turns out, a lot of that advice still applies here.

### Statistical Edits

The easiest way to change a monster is to edit its numerical statistics - hit points, AC, ability scores, etcetera.

### Trivial Changes

First, let's discuss the types of changes you can make to a monster that don't really change its Challenge Rating:

Changing its creature type, alignment, speed, skills, condition immunities, senses, or languages

Increasing or decreasing its size without changing its hit point maximum

Increasing or decreasing ability scores that aren't used to calculate other statistics

Changing the types of damage it is vulnerable, resistant, or immune to (except bludgeoning, piercing, and slashing)

Adding or removing features that don't contribute to damage, defense, or utility when in combat

Reflavoring the source of its armor or the descriptions of its attacks

Changing the types of damage it deals with its abilities

Changing the types of saving throws imposed by its abilities

In general, changes that don't actually change a monster's numbers are trivial and won't affect the monsters's CR.

### Easy Changes

Any description of how certain features and statistics will affect a creature's CR can be used to determine a variant monster's CR without having to recalculate anything. In particular, the Monster Features Revisited section earlier in this document expresses these descriptions in terms of CR adjustments, which you can apply to an existing monster when making edits of it. For example, if you give a CR 5 monster the Magic Resistance trait (DCR +1) and an extra +2 to its attack bonus or save DC (OCR +1), that monster will become CR 6.

## Harder Changes

Most other changes you make will require you to do a soft recalculation of the monster's Challenge Rating. These recalculations are generally straightforward, but take a bit more work than the other changes.

**Damage and Hit Points.** A guard has an OCR of 1/4 and a DCR of 0. Changing its weapon from a spear to a greatsword might sound easy enough, but that changes its average damage to 8 (2d6 + 1) - that's twice its one-handed damage! That changes its OCR to 1/2. Similarly, giving an assassin an extra two hit dice will bring its HP to 91 (13 higher than before). This change might not seem like much, but it is already enough to increase its DCR by 1.

Whenever you change statistics like a monster's hit dice, Constitution score, or damage dice, be sure to check the DMG to see how these changes to its hit points or damage per round affects the monster's CR.

With the guard example, you could always just flavor the guard to have a greatsword, but to continue using the damage dice provided for its spear. While your players could potentially notice that the guard isn't doing that much damage with its "greatsword", it is an easy way to vary its weapon of choice without actually changing its statistics.

**Changing Spells.** Changing the spells a monster has access to can have a major impact on its CR. For example, if you give a monster access to the shield spell, expect its DCR to become much higher. Meanwhile, giving a monster that mostly has supportive spells access to fireball will probably cause its OCR to go up.

Before changing a monster's spells, first determine the optimal spell sequence that was originally used to calculate its Challenge Rating. Knowing this, we can figure out which spells are harmless to remove and which spells can be added without any problems.

For example, a mage will deal the most damage with a cone of cold spell followed by two uses of a 4th-level fireball, while also relying on the counterspell, greater invisibility, mage armor, and shield spells for defense. This means that every other spell it has is fair game to replace. Adding spells like mirror image and slow could warrant an increase in CR, so let's instead replace fire bolt with chill touch, misty step with darkness, and ice storm with blight to give this mage a darker bend.

Note that despite not affecting its CR, spell swaps like these can and often will change a monster's combat effectiveness. For example, the mage's misty step spell might not contribute to its Challenge Rating, but it is an important tool that allows it to escape melee fights more easily. Without it, this variant mage might be easier to defeat in battle, even though its CR never actually changed.

## Items and Equipment

Stat blocks for monsters purposefully don't include any extra equipment so that you are free to customize them as you see fit.

### Adventuring Gear

The PHB includes items like alchemist's fire, caltrops, ball bearings, and oil that are generally used by adventurers, but can also be used by monsters. Especially when used by monsters that are especially weak or otherwise meant for low-level characters, the use of this adventuring gear can have a significant impact on the difficulty of a given encounter, which is only amplified by the amount of preparation time the monsters have.

### Magic Items

If you are ever looking to give your players a new magic item or two, instead of putting them in a chest at the end of the dungeon, consider giving this item to a monster for it to wield during combat. A monster that wields a magic item is more likely to become a memorable and exciting encounter for your players, and it makes them feel like they have earned the magic item once they have finally defeated its original wielder.

### Consumables

Potions, poisons, and other consumable items deserve a special shoutout due to how they interact with monsters. Because a consumable goes away after a monster uses it, the party can't actually loot it from them once it has been defeated. Thus, when giving consumable items to a monster, you needn't consider whether or not they will be balanced in the hands of the party nearly as much as you would with a permanent item. And because monsters are generally only fought once before they are killed, consumable items are more valuable in their hands than in the hands of the players. Best of all, consumable items can still be just as memorable as regular items are. An ogre that drinks a potion of invulnerability is bound to be just as fun of a fight compared to an ogre that wields a shield of missile attraction: the only difference is that the party can loot the shield, but not the consumed potion.

## Creatures tiers

### Minion

### Standard

### Elite

### Champion

## Average CR by Creature Tier

|  |  |
| --- | --- |
| Tier | Challenge Rating |
| Minion | APL/4 or less |
| Standard | APL/3 to APL × 2/3 |
| Elite | APL × 2/3 to APL × 5/4 |
| Champion | APL × 5/4 to APL × 3/2 |

## Creature types

### Solo

### Soldier

### Brute

### Artillery

## NPC challenge by npc character level

|  |  |  |  |
| --- | --- | --- | --- |
| NPC Level | NPC challenge | Average HP | Examples |
| 1 | 1/8 | 11 | Guard |
| 2 | 1/4 |  |  |
| 3 | 1/2 |  |  |
| 4 | 1 |  |  |
| 5 | 2 |  | Priest |
| 6 | 3 |  |  |
| 7 | 4 |  |  |
| 8 |  |  |  |
| 9 | 5 |  | Mage, Gladiator |
| 10 |  |  |  |
| 11 |  |  |  |
| 12 |  |  |  |
| 13 |  |  |  |
| 14 | 10 |  |  |
| 15 |  |  |  |
| 16 | 11 |  |  |
| 17 |  |  |  |
| 18 | 12 |  | Archmage |
| 19 |  |  |  |
| 20 |  |  |  |

## New Action Options

Another way to make monsters more interesting is to give them access to more universal options like Dash, Disengage, and Dodge.

## Alternative Attacks

When a monster hits a creature with a weapon attack, you can allow it to forgo dealing damage and to create some other effect instead. Some example effects are listed below.

**Blind.** The target is blinded until the start (or end) of its next turn.

**Disarm.** The target drops one item of the monster's choice that it is holding.

**Disrupt.** The target's concentration is broken.

**Forced Movement.** The target is pushed, pulled, or otherwise forcibly moved a certain distance as appropriate. This distance should scale with the monster's size: 5 feet for Medium and smaller, 10 feet for Large, 15 feet for Huge, and 20 feet or more for Gargantuan.

Grapple. The target is automatically grappled, following the same escape rules as other monsters. For an official example of this, see the unarmed strike attack of a vampire.

**Prone.** The target is knocked prone.

**Stun.** The target is stunned until the start (or end) of its next turn.

As you can imagine, this setup can be used to inflict other conditions as appropriate. For example, a particularly putrid monster could replace one of its attacks with an attempt to inflict the poisoned condition on the target. When appropriate, feel free to have the target of one of these attacks attack make an ability check or saving throw against the effect, instead of rolling to hit their AC.

Additionally, note that because monsters work differently than players, it is justified for them to use different rules than PCs do (e.g. see the DMG for rules on disarming an opponent) for these effects.

### Grappling and Shoving

Unlike the Attack action, a monster's Multiattack action doesn't allow it to replace its attacks with grapples or shoves by RAW. That said, it's easy enough to ignore RAW here and to allow grapple and shove replacement anyway.

### Improvised Attacks

Monsters can make improvised attacks just as players can. Perhaps the ancient red dragon that is burning down the city decides to drop a small cart on top of the party, or the evil thug that is mugging the party wields a glass bottle as their weapon of choice. You can give your monsters improvised attacks in order to add variety to your combat encounters.

As we are making monsters and not player characters, we can ignore the official rules for improvised attacks. Instead, all monsters are proficient in improvised attacks, which can be either melee or ranged (thrown) as appropriate. Compared to the monster's weakest attack, the damage dice of a monster's improvised attacks are one size smaller, to a minimum of 1d4. For example, if a monster's weakest attack has damage dice of 2d10, its improvised attacks have damage dice of 2d8.

## Creature Templates

If you wish to make quick modifications to a monster that doesn't involve rewriting all of its statistics, check out the Creature Templates section of this document (Appendix A). Creature templates are packages of new features and statistical changes you can give to a monster to turn them into something new. For example, the Monster Manual has a shadow dragon template you can apply to any dragon to turn them into a Shadowfell-based version of themselves. With generic templates like the ones provided in this document, customizing a monster becomes super easy, while still allowing the impact on its final Challenge Rating to be predictable or otherwise easy to calculate.

## Cults and Boons

To make generic monsters more interesting, you can give them cult features or supernatural boons that help to convey their flavor more effectively.

In the official books, these cult features and supernatural boons take the following forms:

**Elder Evil Blessings** for members of an Elder Evil cult

**Demonic Boons** granted by especially powerful demons or demon lords

**Diabolical Cults** in service of various archdevils that grant cult features

Worshippers of an evil god like Bhaal that all have the same set of features

In addition to these official options, I encourage you to create your own features that are shared between members of the organizations and cults of your campaign. The basic setup is to create one option that most members have access to, and another option that only the elites or upper echelon of the faction can get. Generally speaking, these features are primarily applicable in combat scenarios, and don't contribute too much to a creature's Challenge Rating.

By using cult features and supernatural boons, you create a cohesive theme and flavor that can be conveyed mechanically, rather than just through descriptions and roleplay.

### PC Feats or Class Features

You could decide to give a monster access to a feat or class feature, setting it apart from its peers. The PC Options for Monsters optional rule will have everything you need to do this.

### Custom Spellcasting

While spellcasting provides plenty of opportunities for customization, it still might fall short at times. Here's what you can do to change that.

To see many of the changes below in action, check out the force mage stat block in Appendix C.

## Daily Spellcasting

Compared to the normal Spellcasting feature, Innate Spellcasting is very freeform. Instead of using rigid spell slots, it lets you assign how many times a given spell can be cast each day. It can even allow a monster to cast a leveled spell at will, if appropriate.

But why does this approach need to be restricted to innate spellcasters, anyway? If monsters don't have to follow the same rules as players in other instances, then why do they use the same spell slot system as them? The answer is that while official monsters might use slots, you don't have to.

Having daily spells via a Spellcasting feature doesn't take any effort. The format of the header is basically identical to that of an innate spellcaster, except with all mentions of "innate" removed and a spellcastingclass and level optionally being referenced.

This approach makes balancing spellcasting monsters much easier, while also making them easier to track in combat. For example, you can use this approach to cut out any non-combat spells, or to make its main attack spell at-will for simplicity.

## Modified Spells

Official monsters sometimes have extra parenthetical notes after their innate spells. For example, you might find "(self only)" after a mage armor or plane shift spell. We can use this notation as a way to deliver other changes to certain spells.

If you wish to string more than one of these modifications together, use a single set of parentheses, with each modification being separated by a semicolon.

Spell Level. By default, innate spellcasters (as well as daily spellcasters, as above) cast their spells at the lowest level possible. However, you can add a note that allows a monster to cast certain spells at higher levels. For example, a monster that has "fireball (5th level)" will cast this spell at 5th level every time, instead of 3rd level.

Damage Type. You can change the damage type of a monster's spell if it is appropriate for its theme. For example, a monster that has "incendiary cloud (necrotic damage)" will deal necrotic damage with this spell, instead of its normal damage type.

**Different Targets.** You can change the number of targets a spell will have. For example, you can write "blight (two targets)" or "bless (one target only)". Note that the former example is a good way to represent the Twinned Spell metamagic.

**Different Size or Range**. You can change the size of a spell's area of effect, or you can change its range. For example, a monster that has "fire bolt (240-foot range)" will be able to cast this spell at twice its normal range, and a monster with "cone of cold (120-foot cone)" will create a much larger blast of cold than normal.

Other Restrictions. When a spell has a variety of effects or possibilities to choose from, you can choose to restrict them as appropriate. For example, a monster with "animal shapes (insects only)" can only use the spell to turn others into insectoid beasts, while a monster with "symbol (discord only)" can only create a discord glyph when it casts the spell.

### Custom Spells

The adventure Baldur's Gate: Descent Into Avernus introduced the following notation to 5e:

Ray of Sickness (1st-Level Spell; Requires a Spell Slot). Ranged Spell Attack: +5 to hit, range 60 ft., one creature. Hit: 9 (2d8) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned until the end of the monster's next turn. If the monster casts this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

In the official books, this notation is used to make spellcasting monsters easier to run, as it reduces the amount of bookkeeping required to use them. However, what if we could take advantage of this for our own purposes?

As it turns out, we can use this notation to give a monster access to spells of our own design. We can do this in any of the following cases:

The monster significantly modified an existing spell somehow

We want to give a monster access to a spell from another homebrew

The monster has a spell that is somehow restricted to NPCs only

We want to give the monster a magical effect that can interact with counterspell and dispel magic

To do this, we only need to list our custom spell as a regular monster feature, and to explicitly label that it is a leveled spell as appropriate. For example, you can give a particularly necromantic monster access to the following homebrew spell of my own design:

Clutch of Orcus (3rd-Level Spell; Requires a Spell Slot). One humanoid of the monster's choice within 60 feet of it begins to suffer a magic-induced heart attack. The target must succeed on a DC 14 Constitution saving throw or take 13 (3d8) necrotic damage and be stunned for 1 minute or until the monster's concentration ends. At the end of each of its turns, the target repeats the saving throw. It takes 13 (3d8) necrotic damage on a failed save, and the spell ends on the target on a successful one.

Keep in mind that you don't have to tie these spells to spell slots. For example, you can make them at will, or you can put them on a recharge like other monster features. The only thing that distinguishes one of these from a regular monster feature is that it counts as a spell for the purpose of other game effects.

### Martial Training

Дополнительно персонаж получает бонусы к попаданию, урону и хитам.

### Arcane Training

Персонаж дополнительно получает бонусы к УС заклинаний и попаданию заклинательными атаками для заклинаний классов Sorcerer, Bard, Warlock, Wizard

### Divine Training

Персонаж дополнительно получает бонусы к УС заклинаний и попаданию заклинательными атаками для заклинаний классов Cleric, Paladin

### Primal Training

Персонаж дополнительно получает бонусы к УС заклинаний и попаданию заклинательными атаками для заклинаний классов Druid, Ranger

### Tough

## Creature Actions - And Abilities

This section presents a menu of abilities and actions that a Loremaster can use to customise and individualise their enemy encounters, making them fresh and unpredictable. Some of these abilities and actions increase a creature’s abilities in combat. Others decrease it. This allows the Loremaster either to balance an encounter by adding a strengthening ability for every weakening ability or to make an encounter more difficult or easier for the company.

Most of these abilities and actions are not sufficient alterations to change the overall **Challenge** Rating of an enemy, except at lower ratings. For creatures with CR of less than 1, consider every action or ability that boosts the capabilities of a creature to step it up one fractional CR **Level** until it reaches 1. Beyond CR 1 there is no change unless many abilities are added, in which case the CR should increase, to offer a greater XP reward. However resulting changes to the **Proficiency bonus** of the creature may prove to a step in book-keeping too far. For every action or ability that lowers a creature’s capabilities, step it down one fractional CR **Level** if it begins at 1 or less.

It is worth considering whether you wish to surprise your players with some of these abilities or whether to offer them as a clearly broadcast obstacle to overcome. For example, an Orc soldier with the Bite ability may be a sudden surprise that adds to the feeling of how awful Orcs are. Conversely, making it obvious from the beginning of a battle that one of their foes, being in possession of the Mewling ability, is less committed than their fellows, may give the company a chance to plan their tactics and feel some satisfaction in doing so.When using these abilities, there is the potential to be excessively punishing to your company. By offering a wide range of options, these menus also allow “power combinations” well in excess of their intended use. Take care to ensure that everyone is enjoying the game, and that these extra actions are used to bring an enjoyable variety, rather than an excess of Player-hero death, to the table.

A strongly thematic game should certainly feel perilous, but very few characters should die in an inconsequential

battle. Equally, inexperienced Loremasters should take the time to become familiar with what these actions and abilities could mean at the table.

A small sprinkling of extra abilities can make an encounter flavourful, fresh and exciting. Ladling them on will make combat drawn out and unreasonably gruelling for your company. As an optional rule, if an encounter becomes too overpowering due to an unforeseen effect of using one or more of these actions and abilities, have the creature lose access to them when wounded. It is also worth bearing in mind how much book keeping you wish to do. If you are also using the additional scenery rules, there could be a lot of extra factors to manage in a given combat. These optional rules are intended to add variety and to be used sparingly. A couple of extra abilities and a couple of scenery options are plenty to achieve that aim.

The creative Loremaster is encouraged to come up with their own additional actions based on those found here. Altering the conditions under which abilities and actions are triggered, or tying them to specific scenery options is a great starting point.

## Martial Traits

### Mounted Advantage

While mounted and not incapacitated, the mounted archer has advantage on melee attack rolls against any unmounted creature that is smaller than its mount.

### Mounted Skirmisher

While the mounted archer is mounted and not incapacitated, it’s mount can use the Disengage or Dash action as a bonus action after the mounted archer uses its action to make a ranged attack

unmounted creature that is smaller than its mount.

### Mounted Lancing

While mounted and not incapacitated, the cataphract an extra 6 (1d12) damage when it hits with its lance against any unmounted creature that is smaller than its mount.

### Military Strategy

Each creature of the captain choice that is within 30 feet of it and can see and hear it has advantage on initiative rolls.

### Spear Volley

The infantry private has advantage when using a spear to make a ranged weapon attack if at least one of its allies within 5 feet has already made a ranged weapon attack against the same target that round.

### Tortoise Formation

Ranged weapon attacks against the infantry private have disadvantage if an ally equipped with a shield is within 5 feet of the infantry private and isn't incapacitated.

### Guardian Strike

If enemy within 5 feet of Corporal attacks a target other than Corporal, that enemy provokes an opportunity attack from the Corporal

### Brave

Major has advantage on **Saving Throws** against being frightened.

### Flaming Fury

Once per turn, when the Major hits a creature with a melee weapon, he can cause fire to magically erupt from his weapon and deal an extra 10 (3d6) fire damage to the target.

### Phalanx Formation

The duergar has advantage on attack rolls and Dexterity **Saving Throws** while standing within 5 feet of a duergar ally wielding a shield.

### Sea Legs

The flaming fist marine has advantage on ability checks and **Saving Throws** to resist being knocked prone.

### Parry

When an attacker hits Purple Dragon Blade with a melee attack and Purple Dragon Blade can see the attacker, he can add 3(1d6) to his AC against the triggering attack, provided that he’s wielding a melee weapon.

### Phalanx Formation

### Martial Advantage

### Fanatical Advantage

### Pack Tactics

### Brute

### Brave

### Fanatical Devotion

### Parry

### Tempered by War

### Guardian Strike

### Second Wind (x/SR).

### Action Surge (x/SR).

### Improved Criticals.

### Cunning action

### Sneak attack

### Tactical Positioning

The scout can move an additional 10 feet per round (included above). Also, when the archer reduces a creature to 0 **Hit Points** with a ranged weapon attack on its turn, it can use its bonus action to move up to half its movement **Speed**.

### Hold the Line

While the hoplite is holding a spear, other creatures provoke an opportunity attack from the hoplite when they move within 5 feet of it. When the hoplite hits a creature with an opportunity attack using its spear, the creature takes an extra 4 (1d8) piercing damage, and the creature's **Speed** becomes 0 for the rest of the turn.

### Disarming Attack

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: the target must make a successful DC 13 Strength saving throw or drop one item it’s holding of the city watch captain’s choice. The item lands up to 10 feet from the target, in a spot selected by the captain.

## Ranged weapon attacks Traits

## Mounted traits

## Commanding Traits

### Battle Command.

As a bonus action, the drow targets one ally he can see within 30 feet of him. If the target can see or hear the drow, the target can use its reaction to make one melee attack or to take the Dodge or Hide action.

### Bolstering Presence.

Allies within 60 feet of the grand general can use the grand general’s Wisdom and Charisma saving throw bonuses instead of their own.

### Call to Attack

Up to three allied duergar within 120 feet of this duergar that can hear it can each use their reaction to make one weapon attack.

Multiattack. The duergar makes three hammer or javelin attacks and uses Call to Attack, or Enlarge if it is available.

### Call to Attack.

Up to two allied duergar within 30 feet of this duergar that can hear it can each use their reaction to make one weapon attack.

### Command (Recharges 4-6)

The warlord targets one ally it can see within 30 feet of it. If the target can see and hear the warlord, the target can make one weapon attack as a reaction.

Multiattack. The warlord makes two melee attacks and use Command action

### Command.

The sergeant targets one ally it can see within 30 feet of it. If the target can see and hear the sergeant, the target can make one weapon attack as a reaction.

### Commander's Strike.

The commander chooses one friendly creature that can see and hear it. That creature can immediately use its reaction to make one weapon attack, adding 3 (1d6) to the attack's damage roll.

### Coordinated Assault.

The grand general chooses a point they can see within 120 feet of themselves. Allies that start the turn within 60 feet of the grand general that can see and hear the grand general gain a +2 bonus on attack rolls against

### Directed Strike (2/day).

When a creature the captain can see within 30 feet of it makes an attack roll, and the creature can hear the captain, the captain grants advantage to that roll.

### Inspiring Leader

The warlord can spend 10 minutes inspiring its allies and companions, granting 12 temporary **Hit Points** to up to six creatures within 30 feet that can see or hear and understand the warlord. A creature can benefit from this feature once per rest.

### Leadership (1/SR)

For 1 minute, the commander can utter a special command or warning whenever a nonhostile 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 commander. A creature can benefit from only one Leadership die at a time. This effect ends if the commander is incapacitated.

### Maneuver Allies (Recharge 5–6).

Up to four allies within 60 feet of this sergeant that can hear it can each use their reaction to move up to half their Speed without provoking opportunity attacks.

### Marshalling Presence

Anyone of allies who can see warlord gains advantage on saving throw against being frightened.

### Military Strategy.

Each creature of the captain choice that is within 30 feet of it and can see and hear it has advantage on initiative rolls.

### On My Command (Recharge 5-6).

One creature the captain can see within 30 feet of it can use its reaction to make a melee attack if it can hear the captain and has the Hold the Line trait.

### Orders to Attack (1/Day)

Each creature of the city watch captain’s choice that is within 30 feet of it and can hear it makes one melee or ranged weapon attack as a reaction.

### Rallying Cry

When the warlord uses its Second Wind feature, it can choose up to 3 of its allies within 60 feet that can see or hear it. These creatures regain 10 **Hit Points**.

### Shield Wall.

For 1 minute The lieutenant and any ally who can see the captain gains +1 AC if they are using a shield. They gain an additional +1 AC as long as they are standing within 5 ft. of another ally using a shield. The maximum AC bonus from this ability is +2 AC.

### Tactical Discipline

The fist of Bane has advantage on all ability checks and **Saving Throws** made during combat.

### Tactical Insight

The city watch captain has advantage on initiative rolls. City watch soldiers under the captain’s command take their turns on the same initiative count as the captain.

### Voice of Command

The iron consul selects up to two allies within 90 feet of it that can hear its commands. Each ally can immediately use its reaction to make one melee attack.

### Voice of Command (1/day).

As a bonus action, the grand general commands their troops to get back in the fight. Each ally within 60 feet that can hear the grand general and is currently charmed, frightened, incapacitated, paralyzed, or stunned immediately makes a save against that condition with advantage, ending the effect on itself on a success. If the effect normally has no save or DC associated with it, they make a DC 20 Wisdom saving throw instead. If a creature is affected by multiple effects that cause such conditions, it makes only one save against one effect of its choice.

## Spellcasting Traits

## Cleric Traits

## Special Attacks

### Acid Vial.

Ranged Weapon Attack: +4 to hit, range 20 ft., one target. Hit: 7 (2d6) acid damage.

### Alchemist's Fire.

Ranged Weapon Attack: +4 to hit, range 20 ft., one target. Hit: 2 (1d4) fire damage at the start of each of the target's turns. A creature can end this damage by using its action to make a successful DC 10 Dexterity check to extinguish the flames.

### Smoke Bomb (1/Day).

Amrik hurls a smoke bomb up to 20 feet away. The bomb explodes on impact, creating a cloud of black smoke that fills a 10-foot-radius sphere. The area within the cloud is heavily obscured. A strong wind disperses the cloud, which otherwise remains until the end of Amrik's next turn.

### Glue Bomb.

Each creature within 10 feet of the bomb's target point must succeed on a DC 11 Dexterity saving throw or be restrained. The target or another creature within reach of it can use an action to make a DC 11 Strength check; if the check succeeds, the effect on the target ends.

### Fire Bomb.

Each creature within 10 feet of the bomb's target point must succeed on a DC 11 Dexterity saving throw or take 4 (1d8) fire damage (half as much damage on a successful saving throw).

### Shield Bash

### Shield Push

### Commanding Strike (3/Day).

The warlord takes their signature attack and selects an ally within 30 feet who can see and hear the warlord and has line of sight to the target of the signature attack. That ally makes a weapon attack against the target.

### Charge (3/Day).

The warlord takes a signature attack and selects an ally, who can immediately move up to 30 feet and make an attack or cast a spell.

### Rallying Cry (3/Day).

All allies within 60 feet gain 3d8 temporary **Hit Points**.

## New Giant Options

### Cloud Giants

Some adult cloud giants have the magical ability to create barriers of gale-force wind around themselves that can deflect incoming missiles. Others like to fling enemies through the air. These abilities are represented by the following action options.

#### Fling.

The giant tries to throw a Small or Medium creature within 10 feet of it. The target must succeed on a DC 20 Dexterity saving throw or be hurled up to 60 feet horizontally in a direction of the giant's choice and land prone, taking 1d8 bludgeoning damage for every 10 feet it was thrown.

#### Wind Aura.

A magical aura of wind surrounds the giant. The aura is a 10-foot-radius sphere that lasts as long as the giant maintains concentration on it (as if concentrating on a spell). While the aura is in effect, the giant gains a +2 bonus to its AC against ranged weapon attacks, and all open flames within the aura are extinguished unless they are magical.

### Fire Giants

Some adult fire giants are trained to lay siege to strong holds and break through enemy lines. These abilities are represented by the following TRAITS

#### Siege Monster.

The giant deals double damage to objects and structures.

#### Tackle.

When the giant enters any enemy's space for the first time on a turn, the enemy must succeed on a DC 19 Strength saving throw or be knocked prone.

### Frost Giants

Some adult frost giants are skilled hunters who construct and hurl nets weighted down with fragments of metal or bone. This ability is represented by the following action option.

#### Weighted Net.

Ranged Weapon Attack: +5 to hit, ranged 20/60 ft., one Small, Medium, or Large creature. Hit: The target is restrained until it escapes the net. Any creature can use its action to make a DC 17 Strength check to free itself or another creature in the net, ending the effect on a success. Dealing 15 slashing damage to the net (AC 12) destroys the net and frees the target.

### Hill Giants

Some adult hill giants like to hurl themselves bodily at smaller foes and crush them beneath their bulk. This ability is represented by the following action option.

#### Squash.

Melee Weapon Attack: +8 to hit, reach 5 ft., one Medium or smaller creature. Hit: 26 (6d6+5) bludgeoning damage, the giant lands prone in the target's space, and the target is grappled (escape DC 15). Until this grapple ends, the target is prone. The grapple ends early if the giant stands up.

### Stone Giants

Some adult stone giants like to grab enemies and fling them through the air. They can also roll boulders across the ground, striking multiple enemies in a line. These abilities are represented by the following action options.

#### Fling.

The giant tries to throw a Small or Medium creature within 10 feet of it. The target must succeed on a DC 17 Dexterity saving throw or be hurled up to 60 feet horizontally in a direction of the giant's choice and land prone, taking 1d6 bludgeoning damage for every 10 feet it was thrown.

#### Rolling Rock.

The giant sends a rock tumbling along the ground in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 22 (3d10+6) bludgeoning damage and falling prone on a failed save.

### Storm Giants

Some adult storm giants can channel thunderous power through their bodies and release it with a deafening stomp. This ability is represented by the following action option.

#### Thunderous Stomp (Recharge 6).

The storm giant stomps the ground, triggering a thunderclap. All other creatures within 15 feet of the giant must succeed on a DC 17 Constitution saving throw or take 33 (6d10) thunder damage and be deafened until the start of the giant's next turn. On a successful save, a creature takes half as much damage and isn't deafened. The thunderclap can be heard out to a range of 1,200 feet.

Standard Actions

### Big

This creature is a large specimen of its kind. Add +1 Hit Die, +2 to its strength, and thus +1 to melee damage.

### Bite Attack

This creature’s wide maw and menacing teeth allow it to make a bite melee weapon attack, +1 to hit, with a 5ft range, against one target. Hit: 5 (2d4) slashing damage.

### Call for Aid

creature with this ability may take an action to seek assistance from nearby allies. Orcs blow horns, Wolves howl, Trolls roar, Spiders make unusual chittering sounds. 1 d4 creatures of the same type arrive in 1d6 + 1 rounds. If all the original opponents are slain, the allies are unable to find them and do not appear, unless the Loremaster wishes them to do so.

### Clumsy

Visibly less capable and confident than its fellows, on failing an attack roll, this creature must make a Dexterity save of DC 12 or fall over, acquiring the prone condition.

### Coward

When injured, this creature suffers disadvantage on all combat rolls.

### Deeply Sinister

This creature exudes menace of a deeply unsettling kind. Attacks against this creature are made at with a -1 modifier.

### Desperate.

This wild-eyed creature begins attacking madly if it believes its life is in danger. When this creature reaches half its hit point total, it adds an advantage to its attack rolls.

### Dirty Brawler.

In addition to a fearsome countenance, this creature favours the shove action in combat, and will always attempt to use it.

### Disarming Strike.

This creature can aim to strike blows to knock whatever its opponent is holding out of its hand. On a successful roll to hit, their opponent must make a Dexterity save of DC 12 or drop whatever they are holding. The attack does no other damage.

### Distraction Attack.

This especially wily-looking creature can take an action to feint, kick burning ash, or otherwise distract an opponent with whom it is engaged in melee. The opponent must make a Wisdom saving throw against DC 10 + the distracting creature’s Dexterity modifier or the distracting creature’s attacks have advantage against the opponent until the end of its next turn.

### Gimlet Eyed.

This creature inflicts +2 damage on all damage rolls made at night or underground.

### Great Leap.

This creature is capable of jumping huge distances. This creature may make a special Dash action to go twice its normal **Speed** in a single jump. Any opponents in melee combat with the creature when it uses Great Leap get opportunity attacks as normal.

### Hatred (Subject) (Recharge 5-6).

This creature hates members of a specified culture so much that it goes out of its way to do them ill. The creature has advantage on attacks against the hated race. Such creatures often signal their dislike of a given culture with harsh insults and promises at the opening of combat.

### Mewling.

When this creature loses halfits initial **Hit Points**, it will attempt to flee.

### Multiattack.

This creature can make more than one attack with a single action.

### Poisonous.

One or more of this creature’s attacks are toxic. After being successfully attacked, targets must make a Constitution saving throw against a DC 13 or acquire the poisoned condition for the duration of the battle.

### Poorly Armed.

This creature’s weapons or natural attacks are inferior to the average of its kind. Its damage rolls are subject to a -2 modifier.

Poorly Protected. This creature’s armour, either worn or natural, is of a lesser quality than average. Reduce its Armour Class by 2.

### Really Big.

This creature is larger than others of its kind. Increase its size category by 1. Add 2 additional Hit Dice, +4 to its Strength, and thus +2 to the damage it inflicts.

### Rubbery Skin.

This creature’s rubbery flesh is immune to bludgeoning damage.

### Screamer.

This creature constantly yells and screams in a particularly piercing fashion, causing foes attacking it to suffer disadvantage on their attack rolls.

### Sneaking (Recharge 6).

This creature inflicts an extra 2d6 damage to a target it hits with a weapon attack if its target is within 5 feet of an ally of the creature.

### Starving Cannibal.

This creature breaks from combat as soon as an ally is killed and attempts to move toward the fallen in order to eat them.

### Stony Hide.

This creature’s hardened skin, unusually tough scales, or impenetrable chitin provides resistance to piercing and slashing damage.

### Stupid.

This creature always takes the least favourable action using scenery or hazards on a battlefield - falling into pits, moving onto unfavourable ground, triggering stalactites to fall and so on.

### Tittering Laugh.

This creature continually laughs or makes other peculiar noises in a very disturbing and off- putting manner. Foes within 10 feet must make a Wisdom saving throw against a DC 12 or attack this creature in preference to any other enemies, including closer or more dangerous ones.

### Vile (1/day).

This creature is capable ofhorrific, disgusting or revolting acts. When it takes a vile action, its opponents must make a Wisdom saving throw against a DC 15 or be stunned until the end of this creature’s next turn.

### War Paint.

When creatures so marked fight in combat and outnumber their foes by more than 2 to 1, they gain a +1 to all attack and damage rolls.

### Weak in Limb.

This creature moves at half the **Speed** normal for creatures of its type.

### Weakling.

This creature has half the number of **Hit Points** rolled for it. It appears visibly weaker than its companions.

### Weak Willed.

When damaged by an attack, this creature attempts to disengage its foe and move to attack a different adversary as soon as it is able to do so.

Creature Bonus Actions

### Aggressive.

As a bonus action, this creature can move up to its **Speed** toward a foe that it can see.

### Bandolier of Knives (Recharge 4-6).

As a bonus action, this creature can hurl a cluster of small blades at any opponent within 10 feet. The target must make a Dexterity saving throw against a DC 12 + this creature’s Dexterity modifier or suffer 1d6 + the creature’s Dexterity modifier in damage.

### Berserk.

After the first round of combat, this creature may make a single melee weapon attack as a bonus action on each of its turns.

### Fell **Speed**.

This creature may take a bonus action to Disengage from one opponent and engage another without provoking an opportunity attack. The new opponent must be within the creature’s regular movement rate.

### Foul Reek.

This creature exudes such a horrid stink that, as a bonus action, it can force an opponent engaged in melee combat with it to make a Constitution saving throw against a DC 12 or acquire the poisoned condition until the end of its next turn.

### Long Arms.

This creature’s extended limbs allow it to unexpectedly lash out at unwary opponents. This creature may take a bonus action to effectively add 5 feet to its reach till its next turn. In most cases, this gives the creature a reach of 10 feet with any following melee attacks or attacks of opportunity.

### Savage Assault.

When this creature rolls a natural 18 or 19, it may, as a bonus action, make a single additional melee attack against the same opponent.

Creature Reactions

### Biter.

When wounded, this creature can, as a reaction, make a single bite melee attack against any single target at +1 to hit, with a 5ft range. Hit: 5 (2d4) slashing damage.

### Reckless Hatred.

When reduced to 0 **Hit Points**, this creature can, as a reaction, make a single melee attack against any target within 5 feet before succumbing to death.

### Snake-like **Speed** (Recharge 5-6).

This creature is adept at avoiding injury and can use its reaction to halve the attack damage on an attack that it is aware of.

### Vicious Hiss (Recharge after a short or long rest).

After this creature has taken 10 or more points of damage, it may, as a reaction, express its anger in a very threatening manner, such as a piercing hiss or a devastating bellow. All opponents engaging the creature must make a Wisdom saving throw against a DC 15 or suffer disadvantage on ability checks and attack rolls until the creature is defeated.

Troupe Abilities, Actions and Bonus Actions

These abilities and actions apply to a group of allied creatures that the Loremaster has decided are working together as a band. They need not be of the exact same type, but some common sense should apply: while many types of Goblins and Wargs are commonly allied and could easily be considered a single troupe, Goblins and Spiders are not, and it would be most unusual for them to join forces in such a way as to qualify as a troupe. A troupe of allied creatures can have more than one troupe ability or action. This can allow them to be more fierce in one respect, and weaker in another. So a gang of Goblins with Blood Thirsty and Weak Willed Alliance will be a stronger set of foes initially, but if the company start to inflict damage upon them, the troupe soon show themselves to be less dangerous than expected.

### Blood Thirsty.

Each round that a member of this troupe inflicts damage upon an opponent, one of their number gains an advantage.

### Foul Alliance.

As a bonus action and with suitable imprecations, these creatures can urge on a single member of their troupe to gain +1 to combat rolls by taking -1 on their own combat rolls. Up to three creatures may use this action on one of their allies in a single round, to a maxium bonus of + 3.

#### Last One Standing.

When it becomes the last survivor of the troupe, this creature gains one of the following abilities/ actions: Coward, Mewling, Multiattack, Screaming or Vile.

### Ill-prepared for Battle.

Creatures sharing this ability suffers a disadvantage as soon as one of their number suffers damage.

### The Strong Die First.

Creatures sharing this ability become weaker when they lose members of their troupe. If they lose half (or optionally a quarter, or three quarters, at the Loremaster’s discretion) of their allies sharing this ability, they suffer a disadvantage.

### Terrifying in Aspect.

This group of adversaries presents a truly horrifying enemy to be overcome. As such, they remove any and all Inspiration from their foes. However, once half of the troupe is defeated, ALL of their opponents gain Inspiration.

troupe is killed,

### Vengeful Band.

When one member of the another member may make a single melee weapon attack as a bonus action on their next turn.

### Vile Gang.

These creatures redouble their attacks believe their allies are in peril. When the majority of its allies reach half their hit point total, they add a bonus of + 1 to both their attack rolls.

War Cry. During the first round of combat, the whole troupe may choose to deliver a war cry as their initial action. This gives them advantage on their combat rolls until one of their number is wounded.

### Weak Willed Alliance.

As soon as one of the creatures sharing this ability is slain, all must make a DC 10 Wisdom save or attempt to flee. It is possible that, if the Loremaster decides that such an individual is present, a creature deemed the troupe leader can use a reaction to rally the troupe with a successful DC 10 Wisdom save.

## Orcs & Goblins Specific Actions ano Abilities

### Cruel Lash.

An Orc with this ability can take an action to “encourage” all its allies within 10 feet. Whip-encouraged creatures gain +1 damage on their next attack.

### Drums (Recharge after a short or long rest).

This Orc can take an action to beat their war drum in order to break their foes' spirits. Foes hearing the drums must make a Wisdom saving throw at DC 12 or suffer disadvantage on all their attacks against Orcs until they succeed at drawing blood from one, e.g. causing 1 or more **Hit Points** of damage. Any given foe can only be affected by Drums once per day.

### Foul Liquor.

This Orc carries a flask of disgusting yet invigorating brew. As an action the Orc may take a swig, regaining 1 d6 **Hit Points**. Typically this flask is broken when the Orc is slain, however if recovered it can be used by Player-heroes, and the flask will contain 1 d4 swigs. They gain one Shadow point for each swig taken, but also recover 1 d6 **Hit Points** per dose.

### Grim Banner (Recharge after a short or long rest).

A Goblin bearing such a banner may take an action to encourage their allies. This acts as a variation of the Help action for all of the Goblin's allies within 30 feet who can see the banner, giving all of them advantage on their next attack roll.

## Creature Specific Actions ano Abilities: Trolls ano Ogres

### Club Sweep (1/day).

This particularly large Troll or Ogre can use its great size to strike multiple foes at once. It can make a melee attack against any number of targets within 5 feet, with a separate attack roll for each target.

### Fierce Bees (Troll adversaries only - Recharge after a short or long rest).

A Troll with this ability keeps a hive of bees or wasps about to throw at their opponents. The Troll can take an action to hurl such a “weapon” at his foes. 1d2 Swarms of Insects pour out of the broken hive and proceed to attack random foes around the area (including the Troll).

### In the Sack with You!

A Troll can take an action to heave a Medium size or smaller grappled target into a Troll bag. Targets in a Troll bag count as being blinded and restrained. To escape, they need to cut their way out. The inside of a Troll's larder sack has AC 12 and it takes 10 points of damage to slice free; however, anyone struggling to escape is limited to using a small piercing weapon, such as a dagger. Furthermore, a Troll not engaged in melee combat can take a bonus action to “quiet” anyone in one of their larder sacks, automatically inflicting 15 (2d8 + 6) damage on them.

### Seize Victim (Recharge 5-6).

Trolls may choose to spend an action grabbing a potential victim instead of inflicting damage upon them. Their target is automatically grappled if the Troll succeeds on their attack roll and their target is of Medium size or smaller. To escape the Troll's grasp, the target must use an action to escape: they must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check against a DC 10 + the Troll's Strength modifier. If they fail, they take 5 damage and remain grappled.

### Shield Smasher (Recharge after a short or long rest).

To destroy a shield, the Troll takes an Attack action, concentrating all its damage on the shield itself. The Troll must hit AC 20 and must succeed in inflicting more than 20 **Hit Points** worth of damage in a single round. If the Troll succeeds, the targeted shield is utterly destroyed and worthless. If the Troll fails, he won't try again.

### Thick Hide (Troll adversaries only - Recharge 4-6).

The enduring toughness of some Trolls is the stuff of frightful legend. These Trolls may use their reaction to being struck to give themselves resistance to all non-magical bludgeoning, piercing and slashing damage till their next turn.

## Spiders Specific Actions and Abilities

### Dying Frenzy.

When this Spider reaches single figure **Hit Points** it becomes frenzied, gaining an extra attack per combat round.

### Paralysing Attack.

The sting of this Spider inflicts the paralysed condition unless the victim can make a successful Constitution saving throw at DC 15.

### Acidic Drool.

The venom that drips from some Great Spiders' fangs is highly caustic as well as poisonous. Their bite attacks cause an additional 7 (2d6) acid damage. Additionally, if their target wears armour, it is degraded by 1 AC on each successful bite until it has been repaired by a blacksmith.

### Eightfold Gaze.

The Great Spider can take an action to select a target within 20 feet and force that creature to make a DC 15 Wisdom saving throw. On a failed save, the creature gains the paralysed condition for 1 d4 rounds. The Great Spider may then use any of its attacks (including webbing) as a bonus action against the paralysed target. Once a creature succeeds in a saving throw it is immune to this ability for 24 hours.

### Woven from Darkness (1/day).

Some Great Spiders are capable of spinning webs that can catch and hold darkness itself, holding out all natural light. Great Spiders can take an action to spin such a web, which can fill a 30-foot radius sphere with darkness that does not abate. Creatures with night vision cannot see through the darkness and non-magical light cannot illuminate it. Such webs are immediately broken and dispelled if exposed to any sort of magical illumination.

## Worgs and Wolves Specific Actions and Abilities

### Blood Driven.

Some Warg packs concentrate on bringing down the injured. When facing a group of opponents, they focus their attacks on a single individual that has lost 10 or more **Hit Points**. Against such a foe, they get a bonus of + 1 to both their attack and damage rolls; however, they completely ignore other targets, even more dangerous ones.

### Evil Maw.

This Wolf or Warg can bite exceptionally hard - its bite attack does an additional 1 d6 points of slashing damage.

### Keen Mounts.

Wild Wolves that have been frequently ridden by Orcs eventually learn how to assist their riders in dispatching their foes. Wolves with this ability can use the Help action as a bonus action while being ridden.

### Terrifying Howl.

Wolves or Wargs with this ability can give such a howl that opponents within hearing range must make a DC 12 Constitution save or become frightened.

### Unclean Stench.

A Wolf or Warg with this ability is in possession of an excessively noisome stench. Any opponent within 10 feet must make a Constitution saving throw at DC 12 or be considered poisoned until the Wolf or Warg is slain.

ESPECIALLY STRONG ABILITIES AND ACTIONS

These actions and abilities single out a creature as being an especially dangerous foe. They are designed for leaders and creatures that the Loremaster wishes to be an extra **Challenge**. At the Loremaster’s discretion, a creature surviving an encounter with a company may return later in the campaign, having gained one of these abilities.

### Commanding Voice.

This creature can inspire its allies with its imposing presence and authoritative voice. This creature may take an action to utter a command or shout a warning whenever a non-hostile creature, that it can see within 30 feet of it, is about to make an attack roll or a saving throw. The target can add a d6 Command Die to its next roll, provided it can hear and understand the message. A creature can benefit from only one Command Die at a time. This effect ends immediately if this creature is incapacitated. If combined with the Leadership action, the dice are combined to become d6 + 2.

### Denizen of the Dark.

This creature is particularly adept at using the environment and shadows to its advantage. It may take the Hide action, even in plain sight. It must make a Dexterity (Stealth) check and any opposing foes must make a Wisdom (Perception) check to track its movements.

### Excessive Strength of Arms (Recharge 5-6).

This creature can deliver a blow so powerful, or so penetratingly painful, that any opp onent struck must make a D exterity s ave of DC 12 or fall prone.

### Hard Eyed.

This creature has won many battles and knows how to kill. Increase the threat range of all of its attacks by 2, meaning it will score critical hits on a 18, 19 or 20 on an attack roll.

### Hideous Toughness (Recharge after a short or long rest).

This creature can endure enormous damage. By spending an action preparing in an appropriately frightening way, the creature gains a pool of 3d6 temporary **Hit Points** that last till the end of the fight if not removed by combat damage.

### Last Stand.

This creature may take this reaction when it reaches 0 **Hit Points**. Rather than fall unconscious and/ or die, the creature may continue to act normally for one additional round and has advantage on any actions it takes on its final round. At the conclusion ofits last turn, it expires.

### No Quarter.

If the creature does enough damage to drop a creature to 0 **Hit Points**, it immediately adds an extra 12 (4d6) damage for purposes of determining whether the creature dies instantly

### Rotting.

This creature’s diseased flesh slows it, but makes it all but immune to pain. This creature always goes last in any combat round; however, it is immune to piercing and slashing damage.

### Survivor.

When outnumbered by its opponents, this creature always uses the Dodge action. When an opponent misses it, it can make a single melee attack as a reaction.

### Vicious Wounds (Recharge 5-6).

This creature may use an Attack action to inflict bleeding wounds on its opponent. At the start of each of a wounded creature’s turns, it takes 1 d4 damage from blood loss. This damage continues until the wounded creature or one of its allies uses an action to make a DC 15 Wisdom (Medicine) check. On a success the bleeding stops.

## 999 Classes and templates for NPC

### Warrior [companion class]

**Hit Die:** 1d10

**Skills**: select any

#### Bonus Proficiencies

1st-Level Warrior feature

The sidekick gains proficiency in one saving throw of your choice: Strength, Dexterity, or Constitution.

In addition, the sidekick gains proficiency in two **Skills** of your choice from the following list: Acrobatics, Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival.

The sidekick gains proficiency with all armor, and if it is a humanoid or has a simple or martial weapon in its stat block, it gains proficiency with shields and all simple and martial weapons.

#### Fighting Style

1st-**Level** Warrior feature

Each warrior focuses on offense or defense in their training. Choose one of the following options:

Attacker. The sidekick gains a +2 bonus to all attack rolls.

Defender. The sidekick can use its reaction to impose disadvantage on the attack roll of a creature within 5 feet of it whose target isn’t the sidekick, provided the sidekick can see the attacker.

#### Second Wind

2nd-Level Warrior feature

The sidekick can use a bonus action on its turn to regain **Hit Points** equal to 1d10 + its **Level** in this class. Once it uses this feature, it must finish a short or long rest before it can use it again.

The sidekick can use this feature twice between rests starting at 20th level.

#### Improved Critical

3rd-**Level** Warrior feature

The sidekick’s attack rolls score a critical hit on a roll of 19 or 20 on the d20.

#### Ability Score Improvement

4th-**Level** Warrior feature

At 4th **Level** and again at 8th, 12th, 14th, 16th, and 19th level, the sidekick increases one ability score of your choice by 2, or the sidekick increases two ability scores of your choice by 1. The sidekick can’t increase an ability score above 20 using this feature.

#### Extra Attack

6th-Level Warrior feature

The sidekick can attack twice, instead of once, whenever it takes the Attack action on its turn.

The number of attacks increases to three when the sidekick reaches 15th level.

If the sidekick has the Multiattack action, it can use Extra Attack or Multiattack on a turn, not both.

#### Battle Readiness

7th-Level Warrior feature

The sidekick has advantage on initiative rolls.

Improved Defense

10th-**Level** Warrior feature

The sidekick’s **Armor Class** increases by 1.

#### Indomitable

11th-Level Warrior feature

The sidekick can reroll a saving throw that it fails, but it must use the new roll. When it uses this feature, it can’t use the feature again until it finishes a long rest.

The sidekick can use this feature twice between long rests starting at 18th level.

### Warrior [template]

#### Additional **Proficiencies**

#### Additional Traits

#### Additional Actions

#### Additional Reactions

### Expert [companion class]

#### Additional **Proficiencies**

#### Additional Traits

#### Additional Actions

#### Additional Reactions

### Spellcasting Adept [Companion Class]

#### Additional **Proficiencies**

#### Additional Traits

#### Additional Actions

#### Additional Reactions

Creature templates are preset modifications and additions you can apply to existing monsters. You can use a creature template to represent the conversion of a specific monster into something new (e.g. a zombie), or you can use one to add variety to an otherwise homogenous group of monsters.

## Official Templates

The dracolich template and other templates included in the Monster Manual are examples of templates that transform a given monster into something new. However, the Dungeon Master's Guide also includes a table for NPC Features, which it states can be applied to existing monsters to cause them to be members of specific races.

### Usage

The creature templates in this chapter are designed to modify how a given monster behaves in combat. For example, the Berserk Monster template can be used to turn a normally docile beast into a feral horror, while the Lurk template can be used to turn a simple warrior into a stealthy assassin.

### Typical Changes

A creature template can change any of a monster's statistics, but there are certain statistics that are more likely to be changed than others.

**Ability Score Adjustments.** Some templates will increase or decrease a monster's ability scores. For example, the zombie template in the DMG decreases a monster's Intelligence, Wisdom, and Charisma scores (to represent the loss of brain function) while also increasing its Strength and Constitution scores (to represent the increase in physical might).

**Hit Dice.** Some templates will increase the number of hit dice possessed by a monster. This can represent a notable increase in physical fortitude, but it may also serve to balance out a significant increase in offensive power granted by other parts of the template.

**New Proficiencies.** A template might grant a monster extra skill or saving throw proficiencies. The former represents the monster being adept at a specific skillset (e.g. being stealthy), while the latter represents the monster having greater physical or mental defenses than others of its kind. If a monster is already proficient in a specific skill, it might gain expertise in that skill, meaning that it can double its proficiency bonus when making a check with that skill. Meanwhile, a monster that is already proficient in a specific saving throw might gain advantage on all saving throws of that type.

New Resistances and Immunities. A template might also grant a monster additional damage resistances, damage immunities, or condition immunities (or even damage vulnerabilities). For example, the zombie template in the DMG grants a creature immunity to poison damage, exhaustion, and the poisoned condition, which represents the advantages of its undead physiology compared to the base creature.

New Features. Finally, a template is likely to grant a monster access to new traits and abilities as appropriate. For example, the gnoll template in the DMG gives a monster the Rampage trait, while the kuo-toa template grants a monster the Amphibious, Otherworldly Perception, Slippery, and Sunlight Sensitivity traits.

### Challenge Rating

Because a template can be applied to so many different monsters, there is no listed value for how it will affect a monster's Challenge Rating; once you apply one of these templates, recalculate the monster's Challenge Rating. For guidance on this matter, see the "Monster Features Revisited" section earlier in this document.

### Modifying Templates

These templates are just a starting point for your monsters. Don't feel the need to constrain yourself to their limitations, or to avoiding using abilities that aren't mentioned in their descriptions.

It's also worth noting that many of these templates simply piece together some of the monster features discussed earlier in this document. For example, the Bodyguard template simply combines my monster version of the Alert feat with pieces of the Polearm Master and Sentinel feats. Thus, you can view these as example applications of the other content in this document, whereas you are free to ignore or deviate from them as you see fit.

## Reduced-Threat Monsters

A reduced-threat monster uses a normal monster's statistics, but it has half the normal hit point maximum and takes a -2 penalty on attack rolls, ability checks, saving throws, and saving throw DCs.

A reduced threat creature that is based on a creature bigger than Large is instead Large. Some specific reduced-threat creatures also make changes to the abilities they can use. A reduced-threat creature is worth half the normal XP earned for defeating it.

## Leader’s templates

### Sergeant [template]

#### Additional Hit Dices

Sergeant gains 4 additional hit dices,

#### Additional **Proficiencies**

#### Additional Traits

#### Additional Actions

#### Additional Reactions

### Lieutenant [template]

#### Additional Hit Dices

#### Additional **Proficiencies**

#### Additional Traits

#### Additional Actions

#### Additional Reactions

### Captain [Template]

#### Additional Hit Dices

#### Additional Proficiencies

#### Additional Traits

#### Additional Actions

#### Additional Reactions

### Abomination

An abomination is some sort of monster that has been corrupted, diseased, warped, or otherwise changed in some unnatural way. The source of this corruption determines its severity and specific nature.

**Natural Weapons. If** the monster normally uses manufactured weapons, you can give it a natural attack instead. This natural attack deals the same amount of damage as its normal weapon attacks.

**Senses**. The monster gains one new sense of your choice.

The monster also gains one or more of the following traits.

**Abominable Form.** Creatures that can see the monster have disadvantage on **Saving Throws** against being frightened.

**Amorphous/Boneless.** The monster can move through and occupy a space as narrow as 4 inches wide without squeezing.

**Spider Climb.** The monster can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Warped Mind.** The monster has advantage on all Intelligence, Wisdom, and Charisma **Saving Throws**.

The monster also gains one or more of the following abilities.

**Aura of Madness.** Creatures within 20 feet of the monster that aren't aberrations have disadvantage on Intelligence, Wisdom, and Charisma **Saving Throws**.

Feed on Weakness. As a reaction when a creature within 20 feet of the monster fails a saving throw, the monster gains temporary **Hit Points** equal to half its **Challenge** Rating.

**Frightening Screech (Action; Recharge 5-6).** Each creature within 30 feet of the monster that can hear it must succeed on a Wisdom saving throw (DC is Charisma-based) or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the monster's Frightening Screech for the next 24 hours.

Stench. Any creature that starts its turn within 5 feet of the monster must succeed on a Constitution saving throw (DC is Constitution-based) or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the monster's Stench for 24 hours.

Berserk Monster

A berserk monster is some sort of beast or other creature that has gone on an unstoppable rampage. Such creatures are often described to be feral or to have gone mad, and present a threat to anyone unfortunate enough to cross paths with them.

**Saving Throws**. The monster gains proficiency in Wisdom **Saving Throws**. If it already has this proficiency, it instead gains advantage on all Wisdom **Saving Throws**.

Aggressive. As a bonus action, the monster can move up to its **Speed** toward a hostile creature that it can see.

Reckless. At the start of its turn, the monster 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.

Unbreakable (3/Day). If the monster is incapacitated at the start of its turn, the effect causing this condition immediately ends on the monster.

### Bodyguard

A bodyguard is some sort of monster used by others used to protect them from physical harm. Some are trained warriors that use their **Skills** for defense. Others use their brute force to attack a threat until they stop moving.

**Alert.** The monster has advantage on initiative rolls and Wisdom (Perception) checks.

**Guard.** As a reaction when an ally of the monster within 5 feet of it is hit by an attack, the monster causes itself to be hit instead.The monster also gains one of the following abilities.

**Hold the Line.** As a reaction, the monster can make one melee weapon attack against a creature that enters its reach. If the attack hits, the target's **Speed** is reduced to 0 until the end of the current turn.

**Protective Retaliation.** When a creature within 5 feet of the monster makes an attack against one of the monster's allies, the monster can use its reaction to make a melee weapon attack against the attacking creature.

### Boss Monster

The best way to turn a normal creature into a boss monster is to give it mythic traits and actions. You can use this template if you want an abbreviated process that you can elaborate on later. If you wish to make this monster a solo boss, choose a base creature with a CR that is equal to or slightly less than the average party level.

First, give the monster some legendary resistances and a mythic trait. If you'd like, you can replace Legendary Resistance with one of the alternative traits presented earlier in this document, and you can add extra effects that trigger alongside the mythic trait.

**Last Stand (Mythic Trait; Recharges after a Short or Long Rest).** If the monster is reduced to 0 **Hit Points**, it doesn't die or fall unconscious. Instead, it regains all of its **Hit Points**.

**Legendary Resistance (3/Day).** If the monster fails a saving throw, it can choose to succeed instead.

Next, give the monster three legendary actions; you can adjust this number up or down if you have more or less than four characters in the party. Then, give the monster three of the legendary action options below.

**Move.** The monster moves up to half its **Speed** without provoking opportunity attacks.

**Detect.** The monster makes a Wisdom (Perception) check.

**At-Will Spell.** The monster casts one of its at-will spells.

**Weak Attack.** The monster uses one of its weaker attacks.

**Recharge (Costs 2 Actions).** The monster recharges one of its actions and uses it.

Finally, give the monster three of the mythic actions below.

**Rush.** The monster moves up to its **Speed** without provoking opportunity attacks.

**Strong Attack.** The monster uses one of its strong attacks, or it uses one of its weaker attacks twice.

**Assault (Costs 2 Actions).** The monster gains advantage on all attack rolls until the end of its next turn.

**Cast a Spell (Costs 2 Actions).** The monster casts a spell.

**Defend (Costs 2 Actions).** The monster gains advantage on all **Saving Throws** until the end of its next turn.

### Commander

A commander is a monster that is slightly smarter, wiser, or more charismatic compared to its kin or peers, granting it natural leadership **Skills** that it can use in combat. For more guidelines for creating leader monsters, see my Warlord Collection homebrew.

Ability Score Adjustment. The monster's Intelligence, Wisdom, or Charisma score increases by 2.

Hit Dice. The monster gains two hit dice.

Command Ally. As a bonus action, the monster targets one ally it can see within 30 feet of it. If the ally can see and hear the monster, it can make one weapon attack as a reaction and gains advantage on the attack roll.

Leadership (Action; Recharges after a Short or Long Rest). For 1 minute, the monster can utter a special command or warning whenever a nonhostile 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 monster. A creature can benefit from only one Leadership die at a time. This effect ends if the monster is incapacitated.

### Dirty Fighter

Whether out of malice, fear, or a strong desire to succeed, a dirty fighter doesn't play by the rules. They will do whatever it takes to win, including taking the cheapest shots possible and ambushing foes in order to ensure the greatest chance of success.

The monster gains one of the following utility-based traits.

Battle Adept. Opportunity attacks against the monster have disadvantage, and the monster's opportunity attacks against other creatures have advantage.

**Brawler.** The monster can use its bonus action to attempt to grapple or shove a creature within its reach.

**Cheap Shot (1/Turn).** If the monster makes a weapon attack with advantage on the attack roll and hits, the target can't take reactions and has its **Speed** halved until the end of the monster's next turn.

**Evade Foes.** On each of its turns, the monster can use a bonus action to take the Disengage or Dodge action.

**Limited Reactiveness.** The monster can take two reactions per round in combat.

The monster also gains one of the following offense-based traits.

**Cut Down.** The monster has advantage on weapon attack rolls against any creature that has half of its **Hit Points** or fewer.

**Deadly Critical.** The monster scores a critical hit on a roll of 19 or 20 and rolls the damage dice three times, instead of twice.

**Surprise Attack.** If the monster surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

**Vicious Retaliation.** In response to being hit by a melee attack, the monster can make one melee attack against the attacker.

**Wounded Fury.** While it has half of its **Hit Points** or fewer, the monster has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

### Hordling

A hordling is a general term used for any monster that works well in groups. While swarms of demons and undead are the most common examples of hordlings in action, the term can also be used to refer to organized soldiers that work well together.

**Skills**. The monster gains proficiency in the Athletics skill. If it already had this proficiency, it gains expertise with the skill instead.

Pack Tactics. The monster has advantage on an attack roll against a creature if at least one of the monster's allies is within 5 feet of the creature and the ally isn't incapacitated.

The monster also gains one of the following traits.

**Formation Tactics.** The monster has advantage on **Saving Throws** against being charmed, frightened, grappled, or restrained while it is within 5 feet of at least one ally.

**Group Retaliation.** When the monster is reduced to 0 **Hit Points** by a melee attack, one ally of the monster can use its reaction to make a melee weapon attack against the attacker.

**Mob Behavior.** The monster can use its bonus action to attempt to grapple or shove a creature if at least one of the monster's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Overbearing Pack.** The monster has advantage on checks made to grapple or shove a creature if at least one of the monster's allies is within 5 feet of the target and the ally isn't incapacitated.

**Swarming Rush.** The monster adds an additional die of damage to its weapon damage rolls while within 5 feet of an ally that isn't incapacitated.

### Sneaky

A sneaky is a particularly stealthy creature, which is capable of remaining undetected through either mundane skill or magical abilities.

**Ability Score Adjustment.** The creature’s Dexterity score becomes 13 if it was 12 or lower.

**Skills**. The creature gains proficiency in the Stealth skill. If it already had this proficiency, it gains expertise with the skill instead.

The creature gains one of the following traits.

**Cunning Action.** On each of its turns, the creature can use a bonus action to take the Dash, Disengage, or Hide action.

**Nimble Escape.** The creature can take the Disengage or Hide action as a bonus action on each of its turns.

**Shadow Stealth.** While in dim light or darkness, the creature can take the Hide action as a bonus action.

The monster also gains one of the following abilities.

**Shroud Self (Action).** The creature turns invisible until the end of its next turn. This invisibility ends if the creature makes an attack roll, makes a damage roll, or casts a spell.

**Skulker.** When the creature is hidden from a creature and misses it with a ranged weapon attack, making the attack doesn't reveal the creature’s position.

**Trackless.** The creature leaves no tracks to indicate where it has been or where it's headed.

### Shadow Dweller

A shadow dweller, also referred to as a shadow touched monster, is a being that has been corrupted by the Shadowfell or some other dark power. This corruption tethers them to the darkness and grants them limited control over negative energy.

Darkvision. The monster gains darkvision out to a range of 60 feet. If it already has darkvision, its range increases by 60 feet.

**Damage Resistances**. The monster has resistance to necrotic damage.

**Skills**. The monster gains proficiency in the Stealth skill. If it already had this proficiency, it gains expertise with the skill instead.

Living Shadow. While in dim light or darkness, the monster has resistance to damage that isn't force, psychic, or radiant.

Shadow Stealth. While in dim light or darkness, the monster can take the Hide action as a bonus action.

Sunlight Sensitivity. While in sunlight, the monster has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Touch of Death. If the monster deals acid, cold, fire, lightning, or poison damage with any of its abilities, change that damage type to necrotic.

### Magic-user

Any sentient monster is capable of becoming a spellcaster through a variety of means. This template provides a quick way for you to add spellcasting to a monster that doesn't already have it.

Ability Score Adjustment. The monster's Intelligence, Wisdom, or Charisma score increases by 2, to a minimum of 13.

Spellcasting. The monster's spellcaster level is equal to half its **Challenge** Rating (rounded up). It is associated with one of the following classes: artificer, bard, cleric, druid, paladin, ranger, sorcerer, warlock, or wizard. Its spellcasting ability and the number of spells it knows or prepares are determined by this class selection.

### Warrior

A warrior is a monster that uses martial training to enhance their combat capabilities. Only the best warriors can be considered fighters, but even a small amount of training can create a significant gap between a warrior and its peers.

**Ability Score Adjustment.** The monster's Strength or Dexterity score increases by 2.

**Equipment.** The monster gains proficiency in all weapons and armor. Feel free to upgrade its equipment as you see fit.

**Hit Dice.** The monster gains three hit dice.

Select one of next traits: Pack Tactics, Martial Advantage, Brute

**Martial** Advantage (1/Turn). The monster can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the monster that isn't incapacitated.

## Legendary Templates

To implement a legendary template, select a monster that you wish to run that is not already legendary. It is recommended you select a monster that is at least CR 3 or higher. Next, select a template from below and add it to the monsters stats. You should select a template that fits the existing abilities of the monster, such as the Spellcaster template for an archmage or a Commander for a hobgoblin warlord.

### Bruiser

#### Legendary Actions

The Bruiser can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Bruiser regains spent legendary actions at the start of its turn.

**Charge.** The Bruiser moves up to half its **Speed** directly towards a target enemy creature. If this move brings it within 5 feet of that target, it can make a weapon attack against that creature. Upon hitting the target, the target is knocked prone.

**Fortify (Costs 2 Actions).** The Bruiser AC is increased by +3 until the end of its next turn.

**Heal (Costs 3 Actions).** The Bruiser regains **Hit Points** equal to 1d10 + its CR level.

### Skirmisher

#### Legendary Actions

The Skirmisher can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Skirmisher regains spent legendary actions at the start of its turn.

**Move.** The Skirmisher moves up to its **Speed** without provoking opportunity attacks.

**Weapon Attack.** The Skirmisher makes a weapon attack.

**Calculated Strike (Costs 2 Actions).** The skirmisher makes a weapon attack against a target. If the attack hits, it scores a critical hit.

### Commander

#### Legendary Actions

The Commander can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Commander regains spent legendary actions at the start of its turn.

**Maneuver Ally. The** Commander targets one ally it can see within 30 feet of it. If the target can see and hear the Commander, the target can immediately move up to half its **Speed** without provoking attacks of opportunity.

**Command Ally.** The Commander targets one ally it can see within 30 feet of it. If the target can see and hear the Commander, the target can make one weapon attack and gains advantage on the attack roll.

**Summon Ally (Costs 3 Actions).** The Commander summons 1d4+1 friendly creatures of a CR no greater than one quarter the Commander's CR (rounded down). The creatures appear within 30 feet of the Commander in an unoccupied space.

### Spellcaster

#### Legendary Actions

The Spellcaster can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Spellcaster regains spent legendary actions at the start of its turn.

**Cast Cantrip.** The Spellcaster casts a cantrip.

**Teleport (Costs 2 Actions).** The Spellcaster magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

**Cast a Spell (Costs 3 Actions).** The Spellcaster casts a spell from its list of prepared spells, using a spell slot as normal.

## Creating a Fight agains Single elite opponent

In RPG and fiction as a whole, the concept of an epic showdown against a powerful boss monster is universal. Before making entirely new homebrew mechanics for these boss monsters, let's first discuss the options that already exist, and expand upon them as needed.

### Reactions

Reactions are a basic action option available to all creatures, allowing them to create some sort of effect in response to a given trigger. By default, the only at-will reaction the monster has is to make an opportunity attack. However, it is very easy to take existing reactions from official monsters (e.g. Parry) and to add them to a custom monster as appropriate.

Consider using the following traits to enhance a monster's capability to use reactions.

**Fast Reflexes.** When the monster takes a reaction, it can also move up to half its speed without provoking opportunity attacks.

**Legendary Reaction.** The monster can spend one legendary action to take a reaction, even when it has already used its normal reaction.

**Limited Reactiveness.** The monster can take two reactions per round in combat.

**Reactive.** The monster can take one reaction on every turn in combat.

### Legendary Resistances

Legendary Resistances are given to many legendary monsters to prevent them from being gibbed by a "save or suck" ability, such as the hold monster spell or the Stunning Strike monk feature. On one hand, this mechanic can prevent a boss fight from being ended prematurely by an unlucky saving throw against a powerful effect. On the other hand, some DMs find this mechanic to be boring and/or unfair to their players. If so, consider the following alternatives:

**Break Free.** If the monster is incapacitated at the start of its turn, the effect causing this condition immediately ends on the monster, and the monster takes damage equal to its Challenge Rating.

**Freedom of Action.** The monster has advantage on saving throws against effects that would restrained or incapacitated it.

**Freedom of Movement.** The monster ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

**Indomitable (3/Day).** The monster can reroll a saving throw it fails. It must use the new roll.

**Legendary Durability (1/Turn).** The monster can choose to halve the damage it takes from an effect it can see.

**Legendary Protection.** If the monster fails a saving throw, it can spend one legendary action to succeed instead.

**Legendary Resistance (1/Round).** If the monster fails a saving throw, it can choose to succeed instead.

**Unbreakable (3/Day).** If the monster is incapacitated at the start of its turn, the effect causing this condition immediately ends on the monster.

### Lair Actions

To make certain fights more epic and cool, you can give your monsters access to lair actions. Lair actions are special powers that certain monsters can use to manipulate the lair they reside in. For example, an ancient red dragon can cause magma and volcanic gases to erupt within its lair, while Orcus can cause corpses within the lair to animate as undead. Not only do these powers add to the presentation of the fight, but they also influence the action economy by allowing a monster that has them to do more from round to round.

That said, just like legendary actions (see below), lair actions needn't be restricted to boss fights, high CR monsters, or even to lairs in general. For example, the lair action system can be used to quantify the spread of fire due to a rampaging squad of rogue fire elementals, which lacks all three of these qualities. In other cases, you can even just have environmental shifts (e.g. the effects of a natural earthquake) occur on initiative count 20 of each round, which is the equivalent of a lair action that isn't even taken by a monster at all.

The "lair actions without a lair" concept might sound strange at first, but can actually be used quite well in boss fights and other climactic scenarios. Many official monsters have lair actions that don't necessarily manipulate their lair itself; for example, both of Zariel's lair actions boil down to her casting some sort of spell. While the lack of a lair dependency is arguably a form of bad design (an argument I won't disagree with), this independence also allows you to use these lair actions even when it is outside of its lair or it doesn't have a lair in the first place. Remember that while this might work for some monsters, it might not work with the ones that directly manipulate their lair via their lair actions.

In general, whenever a monster uses a lair action, one or more of the following effects can occur:

* The monster causes the lair to shift and transform, such as destroying all its exits or erecting a new wall.
* A hazardous terrain feature in the lair is activated or takes effect.
* The monster grants its allies some sort of buff or allows them to take some sort of an additional action.
* One spell or effect on the monster immediately ends.
* The monster creates or summons new allies to fight alongside it.
* All hostile creatures in the lair suffer some sort of detrimental condition (save resists).
* The monster casts an innate spell that is often (but not always) incapable of dealing damage.
* The effects of an ongoing ritual take place.

Additionally, consider using the following ability to enhance a monster's capability to use lair actions.

**Manipulate Lair (Costs 2 Actions).** On initiative count 10 (losing initiative ties), the monster takes a lair action.

### Legendary Actions

Legendary actions are special abilities that some monsters can use outside of their normal turn in combat. They have a set number of legendary actions per round, and they can spend them on various effects that interupt the normal initiative order.

Legendary actions are typically used to balance out the action economy when a boss-like monster is alone in their fight against the adventuring party. However, even if a monster is of a low CR and is not strong relative to other legendary creatures in the world, giving them legendary actions can still make the fight against them that much more fun and challenging.

When designing legendary actions for your monsters, keep the following tips in mind:

**Balance them Out.** Remember that the damage dealt by a monster's legendary actions contributes to their total damage per round. This can stack up quickly, so try not to make a legendary action that is both spammable and powerful. Furthermore, note that most monsters have three legendary actions per round, but some extraordinarily powerful monsters (e.g. Tiamat) can have five of them.

**Add Variety.** If a monster just repeats the same attack three times using their legendary actions, then what's the point of having them at all? As legendary actions can be used whenever a creature ends its turn, they should be designed in a way that allows certain actions to be used in certain situations. For example, many creatures often have a legendary action that lets them move, which can be used to reposition, to retreat when in a bad situation, or to give chase when in a good situation. The use of this legendary action must be weighed against the other options: for example, an Attack legendary action that will increase their offensive power accordingly.

**Differ the Costs.** While it is okay to have a monster who uses each of their legendary actions one at a time, another way to add variety is to create options that cost multiple legendary actions to use. This allows for powerful abilities to be used outside of a monster's turn without allowing them to be spammed repeatedly. For example, you might give a spellcaster the ability to Cast a Spell as a legendary action, but using this ability would cost two legendary actions at once. The most extreme situations involve powers that cost three legendary actions at once, which typically a monster's entire budget per round.

Remember that while these costly abilities should be more powerful than the others, they shouldn't necessarily be the best choice in all situations. While some abilities might be considered the "default" options, they should all be comparable enough where choosing between them involves some sort of opportunity cost.

**Stay Organized.** Legendary actions aren't just sorted alphabetically. All options are sorted in an ascending manner based on how many legendary actions they cost, and within each tier, they are sorted alphabetically. Then, utility legendary actions such as Detect, Move, and Use an Object that don't have any direct offensive or defensive power are moved to the top, unless such options cost more than one legendary actions.

**Customize your Options.** Not all monsters will have the same type of legendary actions. Some legendary actions will enable them to enter melee range and to smash their foes into the ground. Others will boost their defensive power of both themselves and their allies. A few of them even let a monster teleport across the battlefield and activate powerful magical or psionic abilities.

You should customize a monster's legendary actions based on their role in combat. Below are a few example legendary actions that you can use for each role.

### Soldiers

The legendary actions listed below are all generic enough to be used by any type of monster.

Detect. The monster makes a Wisdom (Perception) check.

Move. The monster moves up to its speed.

Use an Object. The monster takes the Use an Object action.

Attack. The monster makes one weapon attack.

At-Will Spell. The monster casts one of its at-will spells.

Tustle. The monster attempts to grapple or shove one creature within its reach.

Cast a Spell (Costs 2 Actions). The monster casts a spell.

Magic Item (Costs 2 Actions). The monster activates a magic item.

Psionics (Costs 2 Actions). The monster activates a psionic power.

Recharge (Costs 2 Actions). The monster recharges one of its actions and uses it.

### Brutes

Brutes tend to have legendary actions that compliment their raw strength or savagery.

Destroy. The monster makes a melee attack against an object or structure.

Charge (Costs 2 Actions). The monster moves up to its speed in a straight line and can move through the space of any creature or object that is smaller than itself. The first time it enters a creature or object's space during this move, the target must succeed on a DC Strength saving throw (DC is Strength-based) or take bludgeoning damage equal to the monster's Strength score and be pushed ahead of the monster for the rest of this move.

Savage (Costs 2 Actions). The monster makes a melee attack against each creature and object within its reach.

Smash (Costs 2 Actions). The monster makes a melee attack against a creature within its reach. On a hit, the target must also make a Constitution saving throw (DC is Strength-based). On a failed save, the target is stunned until the end of the monster's next turn.

Swat Away (Costs 2 Actions). The monster makes a melee attack. If the attack hits, the target must succeed on a DC Strength saving throw (DC is Strength-based) or be pushed 15 feet in a straight line away from the monster. If the saving throw fails by 5 or more, the target also falls prone.

### Controllers

Controllers tend to have legendary actions that disable or weaken their foes rather than doing direct damage.

Inflict Condition. The monster targets one creature within 60 feet of it that it can see. The target must succeed on a saving throw or suffer one condition until the end of the monster's next turn. The DC and type of the saving throw, the condition inflicted, and the range of the ability are all determined by the monster's specific abilities and the ability score they are derived from.

Thrall. The monster targets one creature within 60 feet that is charmed or frightened by the monster; that target must make a Charisma saving throw (DC is Charisma-based). On a failed save, the monster decides how the target acts during its next turn, as long as the target's behavior is consistent with the effects of the condition(s) it is suffering from.

Utility Power. The monster casts a spell or activates a psionic power. The ability used must not be capable of dealing damage.

Reposition (Costs 2 Actions). The monster targets two creatures within 60 feet of it. An unwilling creature must succeed on a Charisma saving throw to avoid this effect (DC is Intelligence-based). Each affected target is teleported to a different unoccupied space that the monster can see within 60 feet of it. That space must be on the ground or on a floor.

Weaken (Costs 2 Actions). The monster targets one creature within 60 feet of it that it can see. The target must succeed on a Charisma saving throw (DC is Charisma-based) or have disadvantage on ability checks, attack rolls, and saving throws until the end of the monster's next turn.

### Leaders

My Warlord Collection document includes a list of possible legendary actions a leader-type monster can be given.

### Skirmishers

Skirmishers tend to have legendary actions that allow them to weave in and out of combat.

Quick Step. The monster moves up to its speed without provoking opportunity attacks.

Teleport. The monster teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Stealth Shot. The monster makes a ranged weapon attack. If the monster was hidden, this attack doesn't reveal the monster's exact position, but it does reveal the general direction that the monster can be found in.

Step from Sight (Costs 2 Actions). The monster moves up to half its speed, and is invisible during this movement. If the conditions are met, it can take the Hide action at the end of the move.

Backup Plan (Costs 3 Actions). The monster casts the invisibility spell on itself. It then moves up to its speed.

### Snipers

Snipers tend to have legendary actions that enable them to focus on one enemy in particular.

Crippling Shot. The monster makes a ranged attack against a creature. On a hit, the target also has its speed reduced by 10 feet until the end of the monster's next turn.

Disarming Strike. The monster makes a ranged attack against a creature. On a hit, the target must make a Strength saving throw (DC is Dexterity-based). On a failed save, it drops one object of the monster's choice. The object lands at the target's feet.

Seeking Shot. The monster makes a ranged attack against one creature it knows the exact location of, even if it can't see it. The projectile flies towards the target, moving around corners if necessary and ignoring three-quarters cover and half cover. If the target is within the attack's range and there is a path large enough for the projectile to travel to the target, the attack roll is made with advantage. Otherwise, the attack misses.

Sniper's Ire. The monster targets one creature it can see within 90 feet of it. The monster has advantage on ranged attack rolls against the target until the end of the monster's next turn.

Vulnerable Target. The monster makes a ranged attack against a creature that is incapacitated. If the attack hits, it deals an additional 7 (2d6) damage.

### Strikers

Strikers tend to have high damage legendary actions, but they might also have non-damaging alternatives that are used to compliment their exact lore and flavor.

Critical Strike. The monster makes an attack against one target. If the attack hits and some condition is met, the attack becomes a critical hit.

Dash Attack. The monster moves up to half its speed and makes one attack.

Blitz (Costs 2 Actions). The monster moves up to its speed without provoking opportunity attacks. It can make one melee attack against each creature it moves past.

Curse (Costs 2 Actions). The monster magically curses one creature it can see within 60 feet of it. The cursed creature gains vulnerability to all damage dealt by the monster until the end of the monster's next turn.

Rapid Assault. The monster makes three attacks against one target. The monster gains advantage on the attack rolls if some condition has been met (e.g. the target is incapacitated).

## Mythic Traits and Actions

The official setting book Mythic Odysseys of Theros introduced mythic monsters, which are a tier above legendary actions. This mechanic prevents a monster from dying at 0 hit points - instead, they effectively regain all of their hit points and gain access to powerful new legendary action options called mythic actions. A mythic monster thus counts as two distinct monsters of its Challenge Rating for the purpose of encounter balancing and experience rewards.

Personally, I think this is a great addition to 5e. It is elegant, flexible, and very effective at what it is trying to do. In fact, I even made my own mythic monster in my Elder Evils 5e conversion as soon I learned how they work.

### Breakdown

Mythic monsters have two key components: a mythic trait, and mythic actions that are associated with it.

A mythic trait that details the monster's optional "second phase". Instead of dying at 0 HP, it regains all of its hit points, or it otherwise triggers a mechanic that grants them that many effecitve hit points. This also leaves room for the monster to immediately take some sort of movement and/or action. This trait typically recharges after a short or long rest, but might not recharge at all if it is a permanent transformation.

With this mythic trait comes a list of mythic actions. Mythic actions are new legendary action options that the monster gains access to once their mythic trait is triggered. These legendary actions are generally more powerful than their old ones, but they still retain access to their old ones if needed. Mythic actions are typically available for 1 hour after the mythic trait is triggered, but this can be changed to fit a particular monster's circumstances.

### Variants

Here are some variants of this system that you can use for your mythic monsters.

**Traits and Actions.** In addition to gaining new legendary actions, you can also give a mythic monster access to new traits and abilities when their mythic trait is active. For example, if you want to give a monster Limited Magic Immunity during its second phase, you can label this trait as "Limited Magic Immunity (Mythic Form Only)". If you want a monster to lose access to a feature, such as a Frightful Presence action, you can instead label it as "Frightful Presence (Original Form Only)". This notation is similar to features that are restricted to a shapechanger's specific forms, such as those of a werewolf.

**Extra Action Slots.** You can also grant a mythic monster an extra action on its turn each round called a "mythic maneuver". Note that this extra action might be oppressive if it isn't heavily restricted. I would personally recommend restricting this maneuver to be strictly utility-based (e.g. the Dash or Disengage action), but if proper restrictions are applied, damage-based abilities should be fine as well (e.g. one weapon attack only).

A similar concept applies to reactions: you can grant the monster an additional reaction slot, or access to a trait like Reactive, while its mythic trait is active.

**Multiple Transformations.** Want to have a monster with more than just two phases? Label its mythic trait with multiple uses per day, and that's all you need to do. That said, such a monster will be much stronger than a normal mythic monster, which is already very strong compared to a normal legendary monster. With this in mind, perhaps the monster's transformations shouldn't restore all of its hit points, or perhaps the monster should have less hit points to begin with.

### Generic Mythic Traits

Here are some mythic traits you can copy or build off of to create your own mythic monsters.

Basic Mythic Monster (Mythic Trait; Recharges after a Short or Long Rest). If the monster is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it regains all of its hit points.

Exposed Weak Points (Mythic Trait; Recharges after a Short or Long Rest). If the monster is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, the damage reveals the monster's four weak points. A weak point shares the monster's AC and has a quarter of its hit point maximum. It also shares the monster's damage vulnerabilities, resistances, and immunities, and it is immune to all conditions. If it is forced to make a saving throw, treat its ability scores as 10 (+0). If the monster finishes a short or long rest, the monster heals, any destroyed weak points regenerate, and the weak points are covered again. The monster dies when all of its weak points are destroyed.

Permanent Transformation (Mythic Trait). If the monster is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it regains all of its hit points, and it permanently transforms into a second form. This form is immune to all conditions, has advantage on all saving throws, and deals an additional 7 (2d6) damage whenever it hits with a weapon attack. Otherwise, this form uses the monster's normal statistics.

Punishing Transformation (Mythic Trait; Recharges after a Short or Long Rest). If the monster is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it regains all of its hit points, it recharges all of its actions, it moves up to its speed without provoking opportunity attacks, and it makes one weapon attack against the creature that reduced it to 0 hit points, if possible.

Limited Rejuvenation (Mythic Trait; Recharges after a Short or Long Rest). If the monster dies, its body reforms at the start of its next turn, regaining all its hit points and becoming active again.

Multi-Stage Fight (Mythic Trait; 2/Day). If the monster is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it regains all of its hit points, and it regains one spell slot of 8th level or lower, as well as one use of its Legendary Resistance feature.

### Extra Features

The traits and abilities below are examples of other features you can use tohook into the mythic monster system.

Mythic Fury. If the monster's mythic trait is active, the number of legendary actions it can take each round increases by 1 for 1 hour after using it.

Mythic Maneuver. While the monster's mythic trait is active, it gains an additional action it can use on each of its turns. That action can be used only to take the Dash, Disengage, Hide, Search, or Use an Object action.

Mythic Reaction. While the monster's mythic trait is active, it gains a special reaction that it can take once per round. The monster can't use this special reaction on the same turn that it takes its normal reaction.

Variable Resistance. While the monster's mythic trait is active, it gains resistance to one damage type of its choice for 1 hour after using it.

## Elite Fights Expanded

Some DMs may wish to alter the details of their boss fights beyond what the official books suggest. This section provides tools and features that may help with that.

### Single Opponent Phases

A classic trope is that of boss phases: at some point(s) during the battle, the boss changes its form or gains powerful abilities that weren't used during the first part of the fight. Boss phases continue the tension and excitement of a fight by granting a boss new abilities, allowing it to break free from a detrimental effect, or otherwise changing the circumstances of the battle.

### Transition Triggers

Most phase changes take place when a monster is reduced to a certain HP threshold. For exampe, the bloodied condition, which takes effect when a monster is reduced to half of its hit points or fewer, is a popular descriptor used in 4th Edition. By attaching mechanics to this descriptor (e.g. automatically recharging an action), you can be used to transform fights with even the simplest of monsters into exciting challenges that have an unexpected twist halfway through the fight.

With that in mind, feel free to add your own phases as you see fit; for example, you can have a monster change phases at every third or fourth of its hit points.

You can also have a phase transition occur when a monster is reduced to 0 hit points. When this occurs, it will typically

Meanwhile, some phase changes might occur due to external forces. For example, perhaps an aspiring necromancer is currently undergoing the transformation into a lich, but the party has barged in and is attempting to stop the ritual from completing. When this is the case, a phase change typically occurs when some milestone in the ritual is reached, such as its halfway point or its full interuption. To manage such a fight, keep track of how many rounds have gone by, relative to the duration required for the ritual to complete.

### Transition Effects

Whenever a monster changes phases, one or more of the following effects can occur:

* The monster ends all detrimental conditions and effects on itself
* The monster recharges or regains uses of one or more of its abilities
* The monster immediately uses one of its abilities as a reaction
* The monster gains access to new features and/or loses access to existing features
* The monster's general statistics (e.g. its speed or condition immunities) change
* The monster gains a number of temporary hit points, or it regains a number of regular hit points
* The monster gains advantage on certain rolls for a short duration
* The monster summons one or more of its allies
* The monster's weak points are revealed
* The monster changes to a new stat block altogether

## Action Oriented Creatures

Matt Colville's Action Oriented Combat video extensively discusses homebrew rules and guidelines for boss fights. The discussion boils down to the following ideas regarding "Action Oriented Monsters" (AO monsters):

AO monsters should have access to regular actions, bonus actions, and reactions, as well as "villain actions". These abilities should all be diverse and unique in nature, rather than all of them just being some sort of weapon attack.

Villain actions, in Colville's words, are once-per-round legendary actions that are "scripted" in nature. That is, specific villain actions are set to be used on certain rounds in combat, meaning that they are scripted to be used in a certain order.

Some of the finer details are also important to remember:

Even if there is more than one AO monster on the field, one villain action being used per round is enough. The monsters can share villain actions, or you can pick and choose (or just write out from the start) which monster gets to use their villain action each round.

Adhering to traditional game mechanics is fine, but the point of this free-form system is to allow for abilities to exist without having to justify them beyond "because it's cool". Monsters shouldn't have the same limitations as PCs do, so they should be able to do whatever the DM wants them to (unless it is unfair or doesn't make any sense).

What lessons can we learn from this and apply to our general knowledge of official monster making rules? Let's see:

Game mechanics are ultimately the vehicle through which the narrative is delivered. Don't let the rules of the system hold you back from creating powers that are cool and exciting (unless they are unfair to your players, of course). Monsters aren't built like player characters are, so they don't have to follow the same rules to determine what powers they get and how much they can use them. The only limit here is how you choose to design the monster.

In order to engage your players with an important monster, the monster can't be static in its actions. By creating a diverse set of monster abilities where there isn't an option that is objectively the best to use throughout the majority of the fight, you have an encounter whose pacing, excitement, and dramatic tension is much better than that a static encounter.

If there is more than one legendary monster on the field, you might want to condense their legendary action options into one pool of legendary actions to track. These abilities should be more powerful than a single monster's legendary actions, as they represent the firepower of multiple monsters at once. For an official example of this, see the Obzedat Ghost stat block (GGR 245). The same idea applies to lair actions: if two legendary monsters share a lair, it might be wise to use one list of (possibly empowered) lair actions.

AO monsters seem pretty cool. That, are there any flaws to this approach?

If you make AO monsters for yourself, that sounds pretty great. However, if you make monsters to be published/used by others, using a homebrew approach to monster making might be incompatible with many DMs's games. This applies to all homebrew monster creation methods, it applies here in particular because if you are publishing your monsters publically, you can accomplish much of what Colville sought to do with this method via the use of pre-existing game mechanics.

AO monsters are designed with the goal of being dynamic, but the way they are set up might just encourage the opposite. While villain actions are like regular lair actions in that they can be used after a specific player's turn, the scripted order in which they are used makes it harder for a monster to adapt to a given situation. For example, the AO Goblin Boss's "Focus Fire" villain action, which allows the Boss's goblin minions to immediately move towards one creature of the Boss's choice, might not make sense to use when the current fight involves sniping the party from range and then immediately using Nimble Escape to hide again. Yet, the Goblin Boss is forced to either use the ability anyway, which is a suboptimal tactical decision, or to not to use the ability at all, which makes the whole system pointless. With legendary actions, there will always be some option that can be used by the monster in any given situation.

Building off of the previous point, villain actions only being usable once per round can sometimes be less exciting and fast-paced than being able to use multiple legendary actions per round. While the individual legendary actions might not be as strong, being able to actually respond to the party's actions multiple times per round (beyond the monster's reaction) can make a solo fight much more challenging than. Besides, you can always make some options cost two or three legendary actions; a legendary action that costs three actions is literally a villain action without the flaws described here.

As you can see, all of these criticisms are directed towards the "villain action" system, which is the only actual part of Colville's video that deviates from the existing 5e system. Thus, I will summarize my adjusted version of this system into the following advice:

On its turn, a boss monster should have access to both utility-based and damage-based abilities. For example, you can give it the traditional option to Multiattack as an action, and then to reposition one of its allies as a bonus action. Even if the monster is a striker, if all it can do is deal damage, then the monster will probably be boring unless great care is taken in making the monster fun and exciting.

Outside of its turn, a boss monster should be able to respond to the party's behavior through the use of extra abilities. Such abilities often take the form of reactions (directly responding to a trigger) and legendary actions (using an ability after a party member ends its turn), but variants of these abilities can work too if done right.

To make a boss monster cool, it shouldn't be using the same abilities over and over again. Whether through a diverse pool of legendary actions or a sequence of scripted events, using different abilities as the rounds go on maintains the excitement and tension over the course of the fight.

### Paragon Monsters

A few years ago, the Angry GM released a blog post about designing boss fights in 5e. In particular, he drafted up a stat block for a "two-headed, two-tailed, bifurcated snake", which while silly on its own, reveals an interesting concept for "paragon monsters": to make a boss monster, you can effectively combine two different monsters into one stat block. Such a paragon monster has two core components:

**Health Pools:** The monster has multiple health pools. This lends itself well to boss phases, and it also acts as a stopgap that prevents the monster from being bursted down. This is because damage doesn't carry over from one health pool to the other. Additionally, when a health pool is reduced to 0, all conditions and effects end on the monster.

**Paragon Actions:** The monster can take multiple turns and reactions in combat; it gains one turn and reaction for every health pool it currently has.

Future installments of the series also go into detail on the following variants:

Monsters that gain turns as they lose health pools, rather than losing them

Dismemberment and targeting different body parts of a monster

Monsters that have different actions in different forms

Swarms and smaller groups of multiple weaker minions

Monsters that split into multiple other monsters

Lair actions that don't require a lair

A lot of this stuff is pretty cool. However, this system has a few flaws:

**Complexity.** In general, it requires more tracking and notekeeping than a normal legendary monster, especially when dealing with his version of group monsters.

**Lack of Excitement.** As the author admits, if you just use the core components, a paragon monster doesn't actually become more interesting. Even though it has extra turns and reactions, it doesn't actually have anything new to use them on by default.

**Redundancy.** With the release of mythic monsters, many of the things that paragon monsters set out to do (e.g. transformations) can be handled via mythic traits and actions intead.

**Verbose.** This system is rather verbose in how it writes everything out, especially when dealing with multiple forms. While this is fine on its own, it's something to weigh against the simplicity of legendary actions.

### Alternatives to Paragon Actions

As a whole, if you like AngryGM's stuff, feel free to use it. That said, between legendary actions, mythic actions, the options discussed earlier in this document, and the new traits listed below, you might be better off if you pick and choose what you like from his homebrew for use on your own monsters. Note that any trait below that refers to legendary actions can also be changed to work on reactions as well.

**Dismemberment.** When the monster takes damage equal to or greater than a quarter of its maximum hit points in a single turn, one of its limbs or body parts are destroyed.

**Legendary Fury.** When the monster is reduced to two-thirds of its maximum hit points or fewer, the number of legendary actions it can take each round increases by 1. This effect occurs again at one-third of the monster's hit points or fewer.

**Legendary Movement.** Whenever the monster takes a legendary action, it can also move up to half its speed.

**Permanent Transformation.** When the monster is reduced to 0 hit points, it doesn't die or fall unconscious. Instead, it transforms into or gains the statistics of another monster.

**Weak Point (1/Turn).** If an attack is aimed at the monster's weak point and the attack roll has advantage, the attack deals additional damage to the monster equal to its Challenge Rating.

## Paragon Actions Revised

Perhaps you have found mythic monsters to be a bit too weak for your liking. If that is the case, maybe we can solve paragon actions by attaching them to the existing mythic monster system.

First, let's represent a second health pool by giving the monster a mythic trait. Grab one of the generic mythic traits listed earlier in this chapter and slap it on your paragon monster. Second, we need to address the flaws listed earlier. Let's take a page from legendary actions, and make a predetermined list of what a monster can use its "paragon action(s)" on in combat.

We can format this by adding a new section called "Paragon Actions". Give it a header along these lines:

### Paragon Actions

If the monster's mythic trait is active, it can take two turns each round in combat for 1 hour after using it. The extra turn is taken at the monster's initiative minus 10. This extra turn is taken as normal, but the monster doesn't recharge any of its abilities or regain any of its spent legendary actions. During this extra turn, the monster only has access to the action options listed below.

From there, you can make a list of paragon actions that the monster can choose from on its extra turn. This lets you have a monster that can take multiple turns each round without being repetitive or inherently unbalanced.

If you want to have a monster that can take more than two turns each round, use the wording below. Note that an extra sentence has been appended to this header to ensure that the monster uses a variety of different actions in combat.

### Paragon Actions

If the monster's mythic trait is active, it can take three turns each round in combat for 1 hour after using it. The two extra turns are taken at the monster's initiative minus 10 and at its initiative minus 20. These extra turns are taken as normal, but the monster doesn't recharge any of its abilities or regain any of its spent legendary actions. During these extra turns, the monster only has access to the action options listed below. The monster can't use the same action option more than once per round.

# 000 Приложения

## Приложение 1 Базовая схема блока статистики существа или персонажа

### Текстовая версия

{{Character or Creature Name}}

{{size}} {{type}} {{subtypes}}, {{alignment, if any}}

**Armor Class** {{AC}} ({{source}}) {{modified AC}} MR {{MR}}

**Hit Points** {{Avg HP}} [{{Max HP}}] ({{HP FORMULA}})

**Speed** {{**Speed**}}

STR DEX CON INT WIS CHA

11 (+0) {{DEX}} {{CON}} {{INT}} 13 (+1) 11 (+0)

**Saving Throws** {{Saving Throws}}

**Skills** {{Skills}}

**Weapon Proficiency** {{Weapons}}

**Armor Proficiency** {{Armors}}

**Tools Proficiency**{{Tools}}

**Proficiencies** {{Skills, Tools, Weapons, Armor, Lore}}

**Damage Reduction** {{}}

**Damage Immunities** {{}}

**Damage Resistances** {{}}

**Damage Vulnerabilities** {{}}

**Damage Su** {{}}

**Conditions immunities** {{}}

**Senses** passive Perception {{PP}}

**Languages** {{Languages}}

**Challenge** {{CR}} ({{XP}} XP) **Proficiency bonus** {{PB}}

**Level** {{Level}}

**Morale** {{}}

{{Special Traits}}

{{}}

**Equipment.** {{}}

**Special Equipment.** {{}}

{{Paragon Traits}}

{{}}

{{Legendary Traits}}

{{}}

{{Epic Traits}}

{{}}

Actions

{{Actions}}

Bonus actions (if needed)

{{Bonus actions}}

Reactions

{{}}

Paragon Actions

{{}}

Legendary Actions

The {{CREATURENAME}} can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The {{}} regains spent legendary actions at the start of its turn.

Epic Actions

{{}}

{{Description}}

**Roleplaying info**

{{Roleplaying}}

**Tactics**

{{Tactics}}

**Faction:** {{}}

**Climate/Terrain/Environment:** {{}}

**Organization: {{}}**

**Possessions:** {{}}

**Pouch treasure** {{}}

**Chest treasure** {{}}

**Ecology** {{}}

**Standard names** {{}}

Regional effects

{{Regional effects}}

Lair Actions

{{Lair actions}}

### Версия в формате Markdown

\_\_\_

> ## Name

>\*Medium humanoid (any race), any alignment\*

> \_\_\_

> - \*\***Armor Class**\*\* xx

> - \*\***Hit Points**\*\* xx (12d8 + 48)

> - \*\***Speed**\*\* 40 ft.

>\_\_\_

>|STR|DEX|CON|INT|WIS|CHA|

>|:---:|:---:|:---:|:---:|:---:|:---:|

>|xx (+x)|xx (+x)|xx (+x)|xx (+x)|xx (+x)|xx (+x)|

>\_\_\_

> - \*\***Saving Throws**\*\* xx

> - \*\***Skills**\*\* xx

> - \*\***Damage Resistances**\*\* xx

> - \*\***Senses**\*\* passive Perception xx

> - \*\***Languages**\*\* any one language

> - \*\***Challenge**\*\* x (xx XP)

> \_\_\_

>

> \*\*\*Brutal Critical.\*\*\* If the barbarian scores a critical hit, it rolls its damage dice three times, instead of twice.

>

> \*\*\*Feral Instinct.\*\*\* If the barbarian isn't unconscious, it can't be surprised and has advantage on initiative rolls.

>

> \*\*\*Reckless.\*\*\* At the start of its turn, the barbarian 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.

>

> \*\*\*Unarmored Defense.\*\*\* While not wearing armor, the barbarian's AC includes its Constitution modifier.

>

> ### Actions

> \*\*\*Multiattack.\*\*\* The berserker makes two melee weapon attacks.

>

> \*\*\*Greataxe.\*\*\* \*Melee Weapon Attack:\* +7 to hit, reach 5 ft., one target. \*Hit:\* 10 (1d12 + 4) slashing damage.

>

> \*\*\*Spear.\*\*\* \*Melee or Ranged Weapon Attack:\* +7 to hit, reach 5 ft. or range 20/60 ft., one target. \*Hit:\* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

## Приложение 2. Индекс шаблонов

## Приложение 3. Переменные в статблоке

### **Senses**

Low light vision

Darkvision

Blindsight

Tremorsense

Truesight

### Первичные навыки

### Вторичные навыки

#### Weapon proficiency

#### Armor proficiency

#### Tools proficiency

### Conditions

Bloodied

Surprised

### Damage types

### **Speed** types

### Alignment

Any alignment

Unaligned

Lawful Good

Lawful Neutral

Lawful Evil

Neutral Good

True Neutral

Neutral Evil

Chaotic Good

Chaotic Neutral

Chaotic Evil

Lawful

Chaotic

### Creature types

Humanoid

Beast

### Creature tags

Shapechanger

Outsider

Undead

Construct

Fey

## Приложение 4. Действия и атаки

### Базовые действия

# 000 Литература и источники

# 000 Лицензия