

Nonplayer Characters

You can alter an NPC stat block in order to better represent a specific individual in your campaign. Most such changes do not require a change to the NPC's Challenge Rating.

Varying Heritage. Heritage describes a creature's innate, inherited abilities. You can add specificity to an NPC by assigning them signature following abilities and traits related to their heritage. This list is not exhaustive; most humanoid species can use an NPC stat block.

- *Dragonborn:* A dragonborn gains a breath weapon which they can use once per rest as an action. Each creature within either a 30-foot-long, 5-foot-wide line or a 15-foot cone (determined by draconic lineage) makes a Dexterity saving throw with a DC of 8 + Constitution modifier + proficiency bonus. On a failure, a creature takes acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder damage (determined by draconic lineage). The damage dealt is 3 (1d6) per point of the dragonborn's Challenge Rating, with a minimum of 1d6 and a maximum of 6d6.
- *Dwarf:* A dwarf gains darkvision out to a distance of 60 feet. Their Speed is 25 feet.
- *Elf:* An elf gains darkvision out to a distance of 60 feet. They can't be put to sleep by magic.
- *Gnome:* A gnome gains darkvision out to a distance of 60 feet. They are Small and their Speed is 25 feet. They know the *minor illusion* cantrip,

using their choice of Intelligence, Wisdom, or Charisma as their spellcasting ability.

- *Halfling:* A halfling is Small and their Speed is 25 feet. When they roll a 1 on the d20 for an attack roll, ability check, or saving throw, they can reroll the die and must use the new roll.
- *Human:* A human gains proficiency with one extra skill of their choice.
- *Orc:* An orc gains darkvision out to a distance of 60 feet. When they score a critical hit with a melee weapon attack, they can roll one of the weapon's damage dice an additional time and add it to the extra damage of the critical hit.
- *Planetouched:* A planetouched creature gains darkvision out to a distance of 60 feet. Once per long rest, when they would be reduced to 0 hit points, they are reduced to 1 hit point instead.

Varying Culture. An NPC's culture represents the society in which they were raised or trained, and may grant new traits or abilities. This appendix includes NPC variants that add cultural features, producing such variants as orcish wildling minstrels or cosmopolitan alchemists. While many cultures are associated with a particular heritage, any culture may include a person of any ancestry. For instance, a dragonborn may have been raised among shadow elves and have been trained as a shadow elf mage.

Varying Spells and Equipment. You can swap an NPC's weapons or armor for others with which they are likely to be proficient. For spellcasting NPCs, you can swap out a spell for another spell of the same level on a spell list available to the NPC. If such a change increases a NPC's

Armor Class by 4 or more, or allows them to increase their maximum possible damage on one turn by 20 percent or more, then increase the monster's Challenge Rating by one step (for instance, from 1/8 to 1/4 or from 5 to 6).

ACOLYTE CHALLENGE 1/4 MEDIUM HUMANOID 50 XP

AC 10

HP 11 (2d8 + 2; bloodied 5)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 10

Skills Medicine +4, Religion +2 (+1d4)

Senses passive Perception 12

Languages any one

Spellcasting. The acolyte is a 2nd level spellcaster. Their spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). They have the following cleric spells prepared:

Cantrips (at will): light, sacred flame, thaumaturgy

1st-level (3 slots): bless, cure wounds, sanctuary

ACTIONS

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

Sacred Flame (Cantrip; V, S). One creature the acolyte can see within 60 feet makes a DC 12 Dexterity saving throw, taking 4 (1d8) radiant damage on a failure. This spell ignores cover.

Bless (1st-Level; V, S, M, Concentration). Up to three creatures within 30 feet add a d4 to attack rolls and saving throws for 1 minute.

Cure Wounds (1st-Level; V, S). The acolyte touches a willing living creature, restoring 6 (1d8 + 2) hit points to it.

ALCHEMIST CHALLENGE 6 MEDIUM HUMANOID 2,300 XP

AC 14 (cloth)

HP 91 (14d8 + 28; bloodied 45)

Speed 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 16 (+3) 14 (+2) 19 (+4) 14 (+2) 13 (+1)

Proficiency +3; **Maneuver DC** 14

Saving Throws Dex +6, Con +5, Wis +5

Skills Arcana +7 (+1d4), Investigation +7, Nature +7 (+1d6), Perception +5

Damage Resistances fire, poison

Senses passive Perception 15

Languages any four

Alchemy Schooling. The alchemist gains their proficiency bonus and an expertise die (+1d6) on checks made with alchemist's supplies.

Crafting. So long as the alchemist has the required components and equipment, they are able to craft potions of up to legendary rarity and other magic items of up to very rare rarity.

Potion Crafter. The alchemist has the following potions on hand:

- **Potion of climbing:** For 1 hour, the drinker gains a climb speed equal to its Speed and has advantage on Athletics checks made to climb.
- **Potion of greater healing (3):** Restores 14 (4d4 + 4) hit points.
- **Potion of superior healing:** Restores 28 (8d4 + 8) hit points.
- **Potion of water breathing:** For 1 hour, the drinker can breathe underwater.

ACTIONS

Multiattack. The alchemist attacks twice with their dagger.

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 10 (3d6) poison damage.

Bomb (3/Day). The alchemist lobs a bomb at a point they can see within 80 feet. Upon impact, the bomb explodes in a 10-foot radius. Creatures in the area make a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failure or half damage on a success.

BONUS ACTIONS

Alter Bomb. The alchemist quickly swaps reagents to change the damage dealt by their next bomb to acid, cold, lightning, poison, or thunder.

Potion. The alchemist drinks or administers a potion.

REACTIONS

Desperate Drink (1/Day, While Bloodied). When the alchemist is dealt damage, they drink a potion.

Alchemist Variant: Cosmopolitan Alchemist

The cosmopolitan alchemist gains proficiency in Insight (+5) and Sleight of Hand (+6), and an expertise die (+1d6) on Perception checks and checks made to conceal weapons. A typical cosmopolitan alchemist employs a trusted underling, such as a hired veteran or hound guardian, for protection.

APPRENTICE MAGE CHALLENGE 1/2

MEDIUM HUMANOID 100 XP

AC 10

HP 11 (2d8 + 2; bloodied 5)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 10

Skills Arcana +4 (+1d4), History +4

Senses passive Perception 10

Languages any one

Spellcasting. The apprentice mage is a 2nd 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 (at will): *fire bolt, light, prestidigitation*

1st-level (3 slots): *detect magic, magic missile, shield*

ACTIONS

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

Fire Bolt (Cantrip; V, S). *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage.

Magic Missile (1st-Level; V, S). Three glowing arrows fly from the mage simultaneously, unerringly hitting up to 3 creatures within 120 feet. Each arrow deals 3 (1d4 + 1) force damage.

REACTIONS

Shield (1st-Level; V, S). When the mage is hit by an attack or targeted by *magic missile*, they gain a +5 bonus to AC (including against the triggering attack) and immunity to *magic missile*. These benefits last until the start of their next turn.

ARCANE BLADEMASTER CHALLENGE

19

MEDIUM HUMANOID 22,000 XP

AC 20 (full plate, medium shield)

HP 256 (27d8 + 135; bloodied 128)

Speed 30 ft.

STR DEX CON INT WIS CHA

20 (+5) 12 (+1) 20 (+5) 20 (+5) 14 (+2) 12 (+1)

Proficiency +6; **Maneuver DC** 19

Saving Throws Con +11, Int +11, Wis +8

Skills Arcana +11 (+1d4), Athletics +11 (+1d4)

Senses passive Perception 12

Languages any six

Duelist. When the blademaker is wielding a single melee weapon, their weapon attacks deal an extra 2 damage (included below).

Magic Resistance. The blademaker has advantage on saving throws against spells and magical effects.

Steel Focus. The blademaker has advantage on Constitution saving throws made to maintain concentration on spells.

Spellcasting. The arcane blademaker is a 20th level spellcaster. Their spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). The arcane blademaker has the following wizard spells prepared:

Cantrips (at will): *acid splash, fire bolt, shocking grasp, true strike*

1st-level (4 slots): *burning hands, charm person, magic missile, sleep*

2nd-level (3 slots): *magic weapon, misty step,*

see *invisibility*

3rd-level (3 slots): *dispel magic, fireball, fly, I*

lightning bolt, tongues

4th-level (3 slots): *fire shield, stonewall, wall of fire*

5th-level (3 slots): *cone of cold, conjure elemental, hold monster, telekinesis*

6th-level (2 slots): *globe of invulnerability, sunbeam*

7th-level (2 slots): *teleport, unholy star*

8th-level (1 slot): *power word stun*

9th-level (1 slot): *meteor swarm*

Superior Heavy Armor Master. While wearing heavy armor, the blademaster reduces any bludgeoning, piercing, or slashing damage they take from nonmagical weapons by 5.

ACTIONS

Multiattack. The arcane blademaster attacks four times and casts a cantrip.

Longsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage.

Composite Longbow. *Ranged Weapon Attack:* +11 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Shocking Grasp (Cantrip; V, S). *Melee Spell Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 18 (4d8) lightning damage, and the target can't take reactions until the start of its next turn.

Fire Bolt (Cantrip; V, S). *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 22 (4d10) fire damage.

Globe of Invulnerability (6th-Level; V, S, M, Concentration). A glimmering 10-foot-radius sphere appears around the blademaster. It remains for 1 minute and doesn't move with the blademaster. Any 5th-level or lower spell cast from outside the sphere can't affect anything inside the sphere, even if cast with a higher level spell slot. Targeting something inside the sphere or including the sphere's space in an area has no effect on anything inside.

Teleport (7th-Level; V). The blademaster teleports to a location they are familiar with on the same plane of existence.

Unholy Star (7th-Level; V, S). A meteor explodes at a point the blademaster can

see 100 feet directly above them. Each creature within 120 feet that can see the meteor (other than the blademaster) makes a DC 19 Dexterity saving throw. On a failure, it is blinded until the end of the blademaster's next turn. Four fiery chunks of the meteor then plummet to the ground at different points chosen by the blademaster that are within range, to explode in 5-foot-radius areas. Each creature in an area makes a DC 19 Dexterity saving throw, taking 21 (6d6) fire damage and 21 (6d6) necrotic damage on a failed save or half damage on a successful one. A creature in more than one area is affected only once.

Flammable unattended objects catch fire.

Power Word Stun (8th-Level; V). The blademaster utters a powerful word that stuns one creature that has 150 hit points or less and is within 60 feet (if it has more hit points, it is instead rattled until the end of its next turn). The creature repeats the saving throw at the end of each of its turns, ending the effect on a success.

Meteor Swarm (9th-Level; V, S). Scorching 40-foot-radius spheres of flame strike the ground at 4 different points chosen by the blademaster within 1 mile. The effects of a sphere reach around corners. Creatures and objects in the area make a DC 19 Dexterity saving throw, taking 49 (14d6) fire damage and 49 (14d6) bludgeoning damage on a failure or half damage on a success. A creature in more than one area is affected only once. Flammable unattended objects catch fire.

BONUS ACTIONS

Improved War Magic. When the blademaster uses an action to cast a spell, they can make one weapon attack.

Misty Step (2nd-Level; V). The blademaster teleports to an unoccupied space they can see within 30 feet. The blademaster can't cast this spell and a 1st-level or higher spell on the same turn.

ARCHMAGE CHALLENGE 11
MEDIUM HUMANOID 7,200 XP
AC 12 (15 with mage armor)

HP 117 (18d8 + 36; bloodied 58)

Speed 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 14 (+2) 14 (+2) 20 (+5) 16 (+3) 14 (+2)

Proficiency +4; **Maneuver DC** 14

Saving Throws Int +9, Wis +7

Skills Arcana +9 (+1d8), Insight +7, History +9, Perception +7

Damage Immunities psychic (with mind blank)

Condition Immunities charmed (with mind blank)

Senses passive Perception 17

Languages any four

Foresight. When the *foresight* spell is active, the archmage can't be surprised and has advantage on ability checks, attack rolls, and saving throws. In addition, other creatures have disadvantage on attack rolls against the archmage.

Mind Blank. When the *mind blank* spell is active, the archmage is immune to psychic damage, any effect that would read their emotions or thoughts, divination spells, and the charmed condition.

Spellcasting. The archmage is an 18th level spellcaster. Their spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast *shield* at level 1 and *alter self* at level 2 without expending a spell slot. They have the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, message, prestidigitation*

1st-level (4 slots): *detect magic, identify, mage armor, shield*

2nd-level (4 slots): *alter self, detect thoughts, suggestion*

3rd-level (3 slots): *counterspell, lightning bolt, sending*

4th-level (3 slots): *confusion, hallucinatory terrain, locate creature*

5th-level (3 slots): *cone of cold, mislead, scrying*

6th-level (1 slot): *globe of invulnerability, true seeing*

7th-level (1 slot): *teleport*

8th-level (1 slot): *mind blank*

9th-level (1 slot): *foresight*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Fire Bolt (Cantrip; V, S). *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 22 (4d10) fire damage.

Lightning Bolt (3rd-Level; V, S, M). A bolt of lightning 5 feet wide and 100 feet long arcs from the archmage. Each creature in the area makes a DC 17 Dexterity saving throw, taking 28 (8d6) lightning damage on a failure or half damage on a success.

Confusion (4th-Level; V, S, M, Concentration). Each creature within 10 feet of a point the archmage can see within 120 feet makes a DC 17 Wisdom saving throw, becoming rattled until the end of its next turn on a success. On a failure, a creature is confused for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Cone of Cold (5th-Level; V, S, M). Frost blasts from the archmage in a 60-foot cone. Each creature in the area makes a DC 17 Constitution saving throw, taking 36 (8d8) cold damage on a failure or half damage on a success.

Mislead (5th-Level; S, Concentration). The archmage becomes invisible for 1 hour. At the same time, an illusory copy of the archmage appears in their space. The archmage can use an action to move the copy up to 60 feet and have it speak or gesture. The copy is revealed as an illusion with any physical interaction, as solid objects and creatures pass through it. The archmage can use a bonus action to switch between their copy's senses or their own; while using their copy's senses, the archmage's body is blind and deaf. The invisibility, but not the duplicate, ends if the archmage casts another spell.

Globe of Invulnerability (6th-Level; V, S, M, Concentration). A glimmering, 10-foot-radius sphere appears around the archmage. It remains for 1 minute and doesn't move with the archmage. Any

5th-level or lower spell cast from outside the sphere can't affect anything inside the sphere, even if cast with a higher level spell slot. Targeting something inside the sphere or including the sphere's space in an area has no effect on anything inside.

Teleport (7th-Level; V). The archmage teleports to a location they are familiar with on the same plane of existence.

REACTIONS

Counterspell (3rd-Level; S). When a creature the archmage can see within 60 feet casts a spell, the archmage attempts to interrupt it. If the creature is casting a 2nd-level spell or lower, the spell fails. If the creature is casting a 3rd-level or higher spell, the archmage makes an Intelligence check against a DC of 10 + the spell's level. On a success, the spell fails, and the spellcasting creature can use its reaction to try to cast a second spell with the same casting time so long as it uses a spell slot level equal to or less than half the original spell slot. If the archmage casts *counterspell* with a higher spell slot, the interrupted spell fails if its level is less than that of *counterspell*.

Shield (1st-Level; V, S). When the archmage is hit by an attack or targeted by *magic missile*, they gain a +5 bonus to AC (including against the triggering attack) and immunity to *magic missile*. These benefits last until the start of their next turn.

ARCHPRIEST CHALLENGE 16

MEDIUM HUMANOID 15,000 XP

AC 20 (full plate, heavy shield)

HP 150 (20d8 + 60; bloodied 75)

Speed 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 10 (+0) 16 (+3) 14 (+2) 20 (+5) 16 (+3)

Proficiency +5; **Maneuver DC** 17

Saving Throws Int +7, Wis +10, Cha +8

Skills Insight +10 (+1d4), Medicine +10, Persuasion +8, Religion +10 (+1d8)

Damage Resistances radiant

Senses passive Perception 15

Languages any three

Anointed Healing. Whenever the archpriest casts a spell that restores hit points, that spell restores an extra 11 (2d10) hit points.

Magic Resistance. The archpriest has advantage on saving throws against spells and magical effects.

Spellcasting. The archpriest is a 20th level spellcaster. Their spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). The archpriest has the following cleric spells prepared.

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

spare the dying, thaumaturgy

1st-level (4 slots): *bane, bless, cure wounds,*

inflict wounds

2nd-level (3 slots): *hold person, lesser restoration, spiritual weapon*

3rd-level (3 slots): *bestow curse, dispel magic, revivify*

4th-level (3 slots): *banishment, wall of fire,*

stone shape

5th-level (3 slots): *contagion, flame strike,*

greater restoration, mass cure wounds

6th-level (2 slots): *blade barrier, planar ally, true seeing*

7th-level (2 slots): *conjure celestial, divine word, fire storm*

8th-level (1 slot): *antimagic field*

9th-level (1 slot): *mass heal*

ACTIONS

Multiattack. The archpriest attacks twice.

Mace. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage plus 10 (3d6) radiant damage.

Flame Strike (5th-Level; V, S, M). A

column of divine flame fills a 10-foot-radius, 40-foot-high cylinder within 60 feet. Creatures in the area make a DC 18 Dexterity saving throw, taking 14 (4d6) fire damage and 14 (4d6) radiant damage on a failure or half damage on a success.

Fire Storm (7th-Level; V, S). Flames roar from areas within 120 feet in a contiguous group of ten 10-foot cubes in an arrangement the archpriest chooses.

Creatures in the area make a DC 18 Dexterity saving throw, taking 38 (7d10) fire damage on a failure or half damage on a success. The spell damages objects in the area and ignites flammable objects that aren't being worn or carried.

Holy Aura (8th-Level; V, S, M, Concentration). Holy radiance emanates from the archpriest and fills a 30-foot radius around them, targeting creatures in the area of the archpriest's choice. Targets shed dim light in a 5-foot radius and have advantage on saving throws. Attacks made against a target have disadvantage. When a fiend or undead hits a target, the aura erupts into blinding light, forcing the attacker to succeed on a DC 18 Constitution saving throw or be blinded until the spell ends (up to 1 minute).

Mass Heal (9th-Level; V, S). Healing energy erupts from the archpriest and restores up to 700 hit points amongst any number of creatures within 60 feet that are not constructs or undead. Creatures healed in this way are also cured of any diseases, and any effect causing them to be blinded or deafened. In addition, on subsequent turns within the next minute the archpriest can use a bonus action to distribute any unused hit points.

BONUS ACTIONS

Divine Word (7th-Level; V). The archpriest utters a primordial imprecation that targets other creatures within 30 feet. A target suffers an effect based on its current hit points.

- Fewer than 50 hit points: deafened for 1 minute.
- Fewer than 40 hit points: blinded and deafened for 10 minutes.
- Fewer than 30 hit points: stunned, blinded, and deafened for 1 hour.
- Fewer than 20 hit points: instantly killed outright.

Additionally, any celestial, elemental, fey, or fiend affected by this spell is immediately forced back to its home plane,

and for 24 hours it is unable to return to the archpriest's current plane by any means less powerful than a *wish* spell. Such a creature does not suffer this effect if it is already on its plane of origin. The archpriest can't cast this spell and a 1st-level or higher spell on the same turn.

ASCETIC GRANDMASTER CHALLENGE 14

MEDIUM HUMANOID 13,000 XP

AC 20 (Wisdom)

HP 172 (23d8 + 69; bloodied 86)

Speed 60 ft., climb 60 ft.

STR DEX CON INT WIS CHA

16 (+3) 20 (+5) 16 (+3) 10 (+0) 20 (+5) 10 (+0)

Proficiency +5; **Maneuver DC** 18

Saving Throws Str +8, Dex +10, Con +8, Int +5, Wis +10, Cha +5

Skills Acrobatics +10 (+1d4), Athletics +8, Perception +10 (+1d4), Stealth +10

Damage Resistances damage from nonmagical weapons

Damage Immunity poison

Condition Immunities charmed, frightened, poisoned

Senses passive Perception 22

Languages any one

Athlete. The grandmaster only uses 5 feet of movement when standing from prone and can make a running jump after moving only 5 feet rather than 10.

Evasion. When the grandmaster makes a Dexterity saving throw against an effect that deals half damage on a success, they take no damage on a success and half damage on a failure.

Magic Resistance. The grandmaster has advantage on saving throws against spells and magical effects.

Mobile. After the grandmaster makes a melee attack against a creature on their turn, until the end of their turn they do not provoke opportunity attacks from that creature.

Reactive. The grandmaster can take a reaction on each creature's turn.

Stunning Strike (1/Turn). When the grandmaster hits a creature with a melee attack, they can force it to make a DC 18

Constitution saving throw. On a failure, it is stunned until the end of the grandmaster's next turn.

Unarmored Defense. The grandmaster's AC equals 10 + their Dexterity modifier + their Wisdom modifier.

ACTIONS

Multiattack. The grandmaster attacks six times.

Unarmed Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage.

BONUS ACTIONS

Trained Dash. The grandmaster takes the Dash action.

REACTIONS

Deft Dodge (1/Round). When an attacker that the grandmaster can see hits them with an attack, the grandmaster halves the attack's damage against them.

ASSASSIN CHALLENGE 7

MEDIUM HUMANOID 2,300 XP

AC 16 (leather brigandine)

HP 97 (15d8 + 30; bloodied 48)

Speed 35 ft.

STR DEX CON INT WIS CHA

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

Proficiency +3; **Maneuver DC** 14

Saving Throws Dex +6, Int +4, Wis +4

Skills Acrobatics +6 (+1d6), Deception +4 (+1d6), Perception +4, Stealth +6 (+1d6)

Senses blindsight 10 ft., darkvision 30 ft., passive Perception 14

Languages any two

Assassinate. During the first turn of combat, the assassin has advantage on attack rolls against any creature that hasn't acted. On a successful hit, each creature of the assassin's choice that can see the assassin's attack is rattled until the end of the assassin's next turn.

Dangerous Poison. As part of making an attack, the assassin can apply a dangerous poison to their weapon (included below). The assassin carries 3 doses of this poison. A single dose can coat one melee weapon or up to 5 pieces of ammunition.

Evasion. When the assassin makes a Dexterity saving throw against an effect that deals half damage on a success, they take no damage on a success and half damage on a failure.

Sneak Attack (1/Turn). The assassin deals an extra 21 (6d6) damage when they hit with a weapon attack while they have advantage on the attack, or when the assassin's target is within 5 feet of an ally of the assassin while the assassin doesn't have disadvantage on the attack.

ACTIONS

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 10 (3d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 10 (3d6) poison damage.

BONUS ACTIONS

Cunning Action. The assassin takes the Dash, Disengage, Hide, or Use an Object action.

Rapid Attack. The assassin attacks with their shortsword.

Assassin Variant: Spymaster

A spymaster's attacks do not deal poison damage. The spymaster gains the following bonus actions:

Don Disguise. The spymaster uses a disguise kit, making a Deception check to create the disguise. While the spymaster is wearing a disguise, their true identity can't be determined even if the disguise fails.

Study Adversary. The spymaster studies the defenses of a creature engaged in combat. The spymaster gains advantage on all attacks and contested ability checks against that creature for 24 hours or until they study a different creature.

BANDIT CHALLENGE 1/8

MEDIUM HUMANOID 25 XP

AC 12 (leather armor)

HP 9 (2d8; bloodied 4)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 11

Senses passive Perception 10

Languages any one

ACTIONS

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

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

Bandit Variant: Pirate

Pirates have proficiency in Acrobatics (+2) and with vehicles (water).

BANDIT CAPTAIN CHALLENGE 3

MEDIUM HUMANOID 700 XP

AC 15 (leather armor)

HP 65 (10d8 + 20; bloodied 32)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 13

Saving Throws Con +4, Dex +5

Skills Athletics +4, Deception +4, Intimidation +4 (+1d4), Stealth +5, Survival +3

Senses passive Perception 11

Languages any two

ACTIONS

Multiattack. The bandit captain attacks twice with their scimitar and once with their dagger, or throws two daggers.

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

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

REACTIONS

Parry. If the bandit captain is wielding a melee weapon and can see their attacker, they add 2 to their AC against one melee attack that would hit them.

Bandit Captain Variant: Pirate Captain

Pirate captains have proficiency in Acrobatics (+5) and with vehicles (water). Additionally, they have an expertise die (1d4) on skill checks made to handle or navigate a ship.

BERSERKER CHALLENGE 2

MEDIUM HUMANOID 450 XP

AC 13 (Constitution)

HP 45 (6d8 + 18; bloodied 22)

Speed 40 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 12

Saving Throws Str +4, Dex +2, Con +5

Skills Athletics +4, Intimidation +3, Perception +2, Survival +2

Senses passive Perception 12

Languages any one

Bloodied Frenzy. While the berserker is bloodied, they make all attacks with advantage and all attacks against them are made with advantage.

Unarmored Defense. The berserker's AC equals 10 + their Dexterity modifier + their Constitution modifier.

ACTIONS

Multiattack. The berserker attacks twice.

Greataxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) slashing damage.

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.

Berserker Variant: Orc Urk

An orc urk has the following additional bonus action:

Aggressive Charge. The urk moves up to their Speed towards an enemy they can see or hear.

BLACKGUARD CHALLENGE 5

MEDIUM HUMANOID 1,800 XP

AC 18 (full plate)

HP 82 (11d8 + 33; bloodied 41)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +3; **Maneuver DC** 14

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

Skills Athletics +6, Intimidation +5, Perception +5

Senses passive Perception 15

Languages any two

Aura of Anger. While the knight is conscious, allies within 10 feet gain a +2 bonus to melee weapon damage. A creature can benefit from only one Aura of Anger at a time.

ACTIONS

Multiattack. The knight attacks three times with their greatsword.

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

Lance (Mounted Only). *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage. If the knight moves at least 20 feet straight towards the target before the attack, they deal an extra 13 (2d12) piercing damage, and the target makes a DC 14 Strength saving throw, falling prone on a failure. This attack is made at disadvantage against targets within 5 feet.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage plus 10 (3d6) poison damage.

Vile Curse (1/Day). The knight utters hellish words that scald the soul. Living creatures of the knight's choice within 30 feet that can hear and understand them are magically cursed for 1 minute. A d4 is subtracted from attack rolls and saving throws made by a cursed creature. A creature immune to the frightened condition is immune to this curse.

CHAMPION WARRIOR CHALLENGE 5

MEDIUM HUMANOID 1,800 XP

AC 16 (leather)

HP 90 (12d8 + 36; bloodied 45)

Speed 40 ft.

STR DEX CON INT WIS CHA

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

Proficiency +3; **Maneuver DC** 15

Saving Throws Str +7, Dex +7, Con +6, Wis +4

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

Senses passive Perception 14

Languages any one

ACTIONS

Multiattack. The warrior attacks twice.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage. If the warrior has moved this turn, this attack is made with advantage.

Champion Warrior Variant: Duelist

Instead of a greataxe, the duelist has the following attack:

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

The duelist has the following reaction:

Riposte. When the duelist is missed by a melee attack by an attacker they can see within 5 feet, the duelist makes a rapier attack against the attacker with advantage.

Champion Warrior Variant: Warhordling Orc War Chief

The war chief has the following additional bonus actions:

Aggressive Charge. The war chief moves up to their Speed towards an enemy they can see or hear.

Whirling Axe. The war chief attacks with their greataxe.

Champion Warrior Variant: Shadow Elf Champion Warrior

The champion warrior gains darkvision out to a range of 120 feet, and is proficient in Stealth (+7). They have the following additional trait:

Shadow Elf Spellcasting. The warrior's spellcasting ability is Charisma (spell save DC 13). The warrior can innately cast the following spells, requiring no material components:

At Will: *dancing lights*

1/day each: *darkness, faerie fire*

Instead of a greataxe, the warrior has the following actions:

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. As part of this attack, the warrior can poison the blade, causing the attack to deal an extra 7 (2d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. If the target is a creature, it makes a DC 13 Constitution saving throw. On a failure, the target is poisoned for 1 hour. If it fails the saving throw by 5 or more, it falls unconscious until it is no longer poisoned, it takes damage, or a creature takes an action to shake it awake.

COMMONER CHALLENGE 0

MEDIUM HUMANOID 10 XP

AC 10

HP 4 (1d8; bloodied 2)

Speed 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 10 (+0) 10 (+0) 10 (+0) 10 (+0) 10 (+0)

Proficiency +2; **Maneuver DC** 10

Skills any one +2 (+1d4)

Senses passive Perception 10 (14 if proficient)

Languages any one

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Stone. *Ranged Weapon Attack:* +2 to hit, range 10/30 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

COMMONER MOB CHALLENGE 2

HUGE GROUP OF MEDIUM HUMANOIDS

700 XP

AC 10

HP 45 (10d8; bloodied 22)

Speed 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 10 (+0) 10 (+0) 10 (+0) 10 (+0) 10 (+0)

Proficiency +2; **Maneuver DC** 10

Senses passive Perception 10

Languages any one

Area Vulnerability. The mob takes double damage from any effect that targets an area.

Mob Dispersal. When the mob is reduced to 0 hit points, it turns into 5 (1d6 + 2) commoners with 2 hit points.

Mob. The mob is composed of 10 or more commoners. If it is subjected to a spell, attack, or other effect that affects only one target, it takes any damage but ignores other effects. It can share its space with Medium or smaller creatures or objects. The mob can move through any opening large enough for one Medium creature.

ACTIONS

Clubs. *Melee Weapon Attack:* +2 to hit, reach 5 ft., up to two targets. *Hit:* 10 (4d4) bludgeoning damage, or half damage if the mob is bloodied.

Stones. *Ranged Weapon Attack:* +2 to hit, range 10/30 ft., up to two targets. *Hit:* 10 (4d4) bludgeoning damage, or half damage if the mob is bloodied.

CRIME BOSS CHALLENGE 6

MEDIUM HUMANOID 200 XP

AC 15 (chain shirt)

HP 127 (15d8 + 60; bloodied 63)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +3; **Maneuver DC** 15

Skills Deception +6 (+1d4), Insight +6, Intimidation +6 (+1d6), Perception +6, Persuasion +6, Stealth +5

Senses passive Perception 16

Languages any two

ACTIONS

Multiattack. The boss attacks three times with their shortsword.

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

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft.,

one target. *Hit*: 6 (1d4 + 4) piercing damage.

Mark for Death. The boss targets a creature within 30 feet that can see or hear them. For 1 minute or until the boss threatens a different target, the target takes an extra 7 (2d6) damage whenever the boss hits it with a weapon attack.

REACTIONS

Command Bodyguard. When the boss would be hit by an attack, they command an ally within 5 feet to use its reaction to switch places with the boss. The ally is hit by the attack instead of the boss.

Offhand Dagger. When missed by an attack, the boss makes a dagger attack.

CULTIST CHALLENGE 1/8 MEDIUM HUMANOID 25 XP

AC 12

HP 9 (2d8; bloodied 4)

Speed 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 14 (+2) 10 (+0) 10 (+0) 10 (+0) 10 (+0)

Proficiency +2; **Maneuver DC** 11

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one

Fanatic. The cultist has advantage on saving throws against being charmed or frightened by creatures not in their cult.

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.

CULT FANATIC CHALLENGE 2 MEDIUM HUMANOID 450 XP

AC 12

HP 39 (6d8 + 12; bloodied 19)

Speed 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 14 (+2) 14 (+2) 10 (+0) 14 (+2) 14 (+2)

Proficiency +2; **Maneuver DC** 12

Saving Throws Wis +4

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 12

Languages any one

Fanatic. The cult fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The cult fanatic is a 4th level spellcaster. Their spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). They have the following cleric spells prepared:

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

1st-level (4 slots): *ceremony, command, detect evil and good, inflict wounds*

2nd-level (3 slots): *blindness/deafness, hold person*

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.

Sacred Flame (Cantrip; V, S). One creature the cult fanatic can see within 60 feet makes a DC 12 Dexterity saving throw, taking 4 (1d8) radiant damage on a failure. This spell ignores cover.

Command (1st-Level; V). One non-undead creature the cult fanatic can see within 60 feet that can hear and understand them makes a DC 12 Wisdom saving throw. On a failure, the target uses its next turn to grovel (falling prone and then ending its turn).

Inflict Wounds (1st-Level; V, S). *Melee Spell Attack*: +4 to hit, reach 5 ft., one creature. *Hit*: 16 (3d10) necrotic damage.

Blindness/Deafness (2nd-Level; V). One creature the cult fanatic can see within 30 feet makes a DC 12 Constitution saving throw. On a failure, the creature is blinded or deafened (cult fanatic's choice) for 1 minute. The creature repeats the saving throw at the end of each of its turns, ending the effect on a success.

Hold Person (2nd-Level; V, S, M, Concentration). One humanoid the cult fanatic can see within 60 feet makes a DC 12 Wisdom saving throw. On a failure, the target is paralyzed for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on a success.

Cult Fanatic Variant: Dragon Cultist

A dragon cultist is immune to one damage type dealt by their draconic master's breath weapon.

CUTTHROAT CHALLENGE 1

MEDIUM HUMANOID 200 XP

AC 12

HP 27 (6d8; bloodied 13)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 12

Saving Throws Dex +4, Wis +4

Skills Deception +4, Insight +4, Investigation +3, Perception +4, Persuasion +4, Sleight of Hand +4, Stealth +4

Senses passive Perception 14

Languages any two

Sneak Attack (1/Turn). The cutthroat deals an extra 7 (2d6) damage when they hit with a weapon attack while they have advantage on the attack, or when the cutthroat's target is within 5 feet of an ally of the cutthroat while the cutthroat doesn't have disadvantage on the attack.

ACTIONS

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.

BONUS ACTIONS

Cunning Action. The cutthroat takes the Dash, Disengage, Hide, or Use an Object action.

Rapid Attack. The cutthroat attacks with their shortsword.

Cutthroat Variant: Spy

A spy has proficiency and an expertise die (1d6) on ability checks using disguise kits and forgery kits and has an expertise die (1d6) on skill checks using Deception, Investigation, and Perception.

DRUID CHALLENGE 2

MEDIUM HUMANOID 450 XP

AC 11 (16 with barkskin)

HP 39 (6d8 + 12; bloodied 19)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 11

Saving Throws Str +2, Wis +4

Skills Animal Handling +4, Medicine +4, Nature +3 (+1d6), Perception +4

Senses passive Perception 14

Languages Druidic plus any two

Spellcasting. The druid is a 4th level spellcaster. Their spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). They have 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

Shillelagh (True Form Only). *Melee Spell Attack:* +4 to hit, reach 5 ft, one target.

Hit: 6 (1d8 + 2) magical bludgeoning damage.

Bite (Medium or Large Beast Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 11 (2d8 + 2) piercing damage.

Beast Form. The druid magically transforms into a Large or smaller beast or back into their true form. While in beast form, they retain their game statistics and can only cast spells with a range of self or touch. The druid's Speed increases by 10 feet, and when appropriate to their beast form they gain climb, fly, or swim speeds of 40 feet. Any equipment the druid is wearing or wielding merges into their new form.

Produce Flame (Cantrip; V, S). *Ranged Spell Attack:* +4 to hit, range 30 ft, one target. *Hit:* 4 (1d8) fire damage.

Entangle (1st-Level; V, S,

Concentration). Vines erupt in a 20-foot square centered on a spot on the ground within 120 feet. The area is difficult terrain for 1 minute. Each creature in the area

when the spell is cast makes a DC 12 Strength saving throw. On a failure, it is restrained by vines. A creature restrained in this way can use its action to make a Strength check (DC 12), freeing itself on a success.

Thunderwave (1st-Level; V, S). Thunder rolls from the druid in a 15-foot cube. Each creature in the area makes a DC 12 Constitution saving throw. On a failure, a creature takes 9 (2d8) thunder damage and is pushed 10 feet from the druid. On a success, a creature takes half damage and is not pushed.

Druid Variant: Mustbairn Halfling Druid

A mustbairn halfling druid ignores difficult terrain caused by earth or stone. Additionally, they can cast the *augury* spell once per day while touching the earth.

GLADIATOR CHALLENGE 6

MEDIUM HUMANOID 2,300 XP

AC 16 (leather armor, shield)

HP 105 (14d8 + 42; bloodied 52)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +3; **Maneuver DC** 15

Saving Throws Str +7, Con +6

Skills Athletics +7, Intimidation +5, Performance +5

Senses passive Perception 11

Languages any one

Combat Expertise. The damage of the gladiator's attacks includes a d6 expertise die.

ACTIONS

Multiattack. The gladiator makes two melee attacks with their spear or throws two javelins.

Spear. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Shield. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Javelin. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 30/120 ft.,

one target. *Hit:* 11 (2d6 + 4) piercing damage.

BONUS ACTIONS

Shield Rush. The gladiator makes an attack with their shield. On a hit, the target makes a DC 15 Dexterity saving throw, falling prone on a failure.

REACTIONS

Shield Block. If the gladiator is wielding a shield and can see their attacker, they add 3 to their AC against one melee or ranged attack that would hit them.

Gladiator Variants: Gladiatorial Maneuvers

The Narrator can grant the gladiator an additional bonus action, reaction, or both from the lists below.

BONUS ACTIONS

Disarming Strike. The gladiator makes a melee attack with their spear. On a hit, the target makes a DC 15 Strength saving throw. On a failure, an item of the gladiator's choice that the target is holding (including a shield) flies from its grip to land in a space of the gladiator's choice 10 feet away.

Net Throw. Ranged Weapon Attack: +7 to hit, range 5/15 ft., one target. *Hit:* A Large, Medium, or Small target is restrained in a net until it is freed. A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach on a success. The net is an object with AC 10, 5 hit points, and immunity to bludgeoning damage.

Wound Foe. The gladiator makes a melee attack with their spear. On a hit, the target takes a wound that deals 5 (1d10) ongoing piercing damage. A creature can end the ongoing damage by stanching the wound as an action or by giving the target magical healing.

REACTIONS

Counter Critical. When a creature the gladiator can see scores a critical hit against the gladiator with a melee weapon attack, the gladiator makes a spear attack against it.

Dodge and Roll. When a creature the gladiator can see misses the gladiator with a melee weapon attack, the gladiator moves 15 feet without provoking opportunity attacks.

Throw Foe. When a creature the gladiator can see misses the gladiator with a melee weapon attack, the creature makes a DC 15 Dexterity saving throw. On a failure, it is pushed up to 15 feet from the gladiator.

GUARD CHALLENGE 1/8

MEDIUM HUMANOID 50 XP

AC 15 (leather brigandine, light shield)

HP 11 (2d8 + 2; bloodied 5)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 11

Skills Perception +2

Senses passive Perception 12

Languages any one

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage.

Guard Variant: Stout Halfling Guard

The guard is proficient in Insight (+2) and Nature (+2) and has an expertise die (+1d4) in Perception. The guard's passive Perception score is 14.

GUARD SQUAD CHALLENGE 3

LARGE GROUP OF MEDIUM

HUMANOIDS 450 XP

AC 15 (brigandine leather, light shield)

HP 55 (10d8 + 10; bloodied 27)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 11

Skills Perception +2

Senses passive Perception 12

Languages any one

Area Vulnerability. The squad takes double damage from any effect that targets an area.

Squad Dispersal. When the squad is reduced to 0 hit points, it turns into 2 (1d4) guards with 5 hit points each.

Squad. The squad is composed of 5 or more guards. If it is subjected to a spell, attack, or other effect that affects only one target, it takes any damage but ignores other effects. It can share its space with Medium or smaller creatures or objects. The squad can move through any opening large enough for one Medium creature without squeezing.

ACTIONS

Spears. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 feet, one target. *Hit:* 17 (5d6) piercing damage, or half damage if the squad is bloodied.

HIGH PRIEST CHALLENGE 6

MEDIUM HUMANOID 2,300 XP

AC 18 (full plate)

HP 82 (11d8 + 33; bloodied 41)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +3; **Maneuver DC** 13

Saving Throws Int +4, Wis +7, Cha +6

Skills Medicine +7, Insight +7, Persuasion +6, Religion +4 (+1d8)

Senses passive Perception 14

Languages any three

Spellcasting. The priest is an 11th level spellcaster. Their spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). They have the following cleric spells prepared:

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

1st-level (4 slots): *ceremony, detect evil and good, healing word*

2nd-level (3 slots): *augury, hold person, zone of truth*

3rd-level (3 slots): *daylight, remove curse*

4th-level (3 slots): *divination, wall of fire, revivify*

5th-level (2 slots): *flame strike, greater restoration, raise dead*

6th-level (1 slots): *heal*

ACTIONS

Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. On a hit, the priest can expend a spell slot to deal 7 (2d6) radiant damage, plus an extra 3 (1d6) radiant damage for each level of the spell slot expended above 1st.

Sacred Flame (Cantrip; V, S). One creature the priest can see within 60 feet makes a DC 15 Dexterity saving throw, taking 13 (3d8) radiant damage on a failure. This spell ignores cover.

Hold Person (2nd-Level; V, S, M, Concentration). One humanoid the priest can see within 60 feet makes a DC 15 Wisdom saving throw. On a failure, the target is paralyzed for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on a success.

Flame Strike (5th-Level; V, S, M). A column of divine flame fills a 10-foot-radius, 40-foot-high cylinder within 60 feet. Creatures in the area make a DC 15 Dexterity saving throw, taking 14 (4d6) fire damage and 14 (4d6) radiant damage on a failure or half damage on a success.

BONUS ACTIONS

Healing Word (1st-Level; V). The priest or a living creature within 60 feet regains 6 (1d4 + 4) hit points. The priest can't cast this spell and a 1st-level or higher spell on the same turn.

High Priest Variant: Shadow Elf High Priest

The high priest gains darkvision out to a range of 120 feet and can innately cast *dancing lights* as a cantrip and *darkness* and *faerie fire* once each per long rest with no material components, using Wisdom as their spellcasting ability. The high priest's Spellcasting trait is replaced with the following:

Spellcasting. The priest is an 11th level spellcaster. Their spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). They have the following cleric spells prepared:

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

1st-level (4 slots): *animal friendship, ceremony,*

detect poison and disease

2nd-level (3 slots): *augury, lesser restoration, web*

3rd-level (3 slots): *bestow curse, remove curse*

4th-level (3 slots): *divination, freedom of movement, wall of fire*

5th-level (2 slots): *greater restoration, insect plague, raise dead*

6th-level (1 slots): *word of recall*

The priest has the following additional actions:

Web (2nd-Level; V, S, M,

Concentration). Thick, sticky webs fill a 20-foot cube within 60 feet, lightly obscuring it and making it difficult terrain. The webs must either be anchored between two solid masses (such as walls) or layered 5 feet deep over a flat surface. Each creature that starts its turn in the webs or that enters them during its turn makes a DC 15 Dexterity saving throw. On a failure, it is restrained. A creature can escape by making a DC 15 Strength check. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 5 (2d4) fire damage to any creature that starts its turn in the fire. The webs remain for 1 hour.

Insect Plague (5th-Level; V, S, M,

Concentration). A 20-foot-radius sphere of biting and stinging insects appears centered on a point the priest can see within 300 feet and remains for 10 minutes. The cloud spreads around corners, and the area is lightly obscured and difficult terrain. Each creature in the area when the cloud appears, and each creature that enters it for the first time on a turn or ends its turn there, makes a DC 15 Constitution saving throw, taking 22 (4d10) piercing damage on a failed save or half damage on a success. The priest is immune to this damage.

HOLY KNIGHT CHALLENGE 6 MEDIUM HUMANOID 2,300 XP

AC 18 (full plate)

HP 93 (11d8 + 44; bloodied 46)

Speed 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 12 (+1) 18 (+4) 12 (+1) 14 (+2) 14 (+2)

Proficiency +3; **Maneuver DC** 15

Saving Throws Str +7, Con +7, Wis +5, Cha +5

Skills Athletics +7, Insight +5, Perception +5, Religion +4

Condition Immunities frightened

Senses passive Perception 15

Languages any two

Aura of Courage. While the knight is conscious, allies within 10 feet are immune to being frightened.

ACTIONS

Multiattack. The knight attacks twice with their greatsword.

Greatsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 5 (2d4) radiant damage.

Lance (Mounted Only). Melee Weapon Attack: +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage. If the knight moves at least 20 feet straight towards the target before the attack, they deal an extra 13 (2d12) piercing damage, and the target makes a DC 14 Strength saving throw, falling prone on a failure. This attack is made at disadvantage against targets within 5 feet.

Lay On Hands (1/Day). The knight touches a willing creature or themselves and restores 30 hit points.

Knightly Inspiration (1/Day). The knight inspires creatures of their choice within 30 feet that can hear and understand them. For the next minute, inspired creatures gain an expertise die on attack rolls and saving throws. A creature can benefit from only one Knightly Inspiration at a time, and the knight cannot target themselves.

KNIGHT CHALLENGE 3

MEDIUM HUMANOID 700 XP

AC 18 (full plate)

HP 52 (8d8 + 16; bloodied 26)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 13

Saving Throws Str +5, Con +4, Wis +2

Skills Athletics +5, History + 2, Perception +2

Senses passive Perception 12

Languages any two

Brave. The knight has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The knight attacks twice with their greatsword.

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

Lance (Mounted Only). Melee Weapon Attack: +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage. If the knight moves at least 20 feet straight towards the target before the attack, they deal an extra 6 (1d12) piercing damage, and the target makes a DC 13 Strength saving throw, falling prone on a failure. This attack is made at disadvantage against targets within 5 feet.

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Knightly Inspiration (1/Day). The knight inspires creatures of their choice within 30 feet that can hear and understand them. For the next minute, inspired creatures gain an expertise die on attack rolls and saving throws. A creature can benefit from only one Knightly Inspiration at a time, and the knight cannot target themselves.

Knight Variant: Mountain Dwarf Defender

The mountain dwarf defender wears a medium shield, increasing their Armor Class to 20. The defender has the following additional trait:

Steadfast. When a defender would be pushed, pulled, or knocked prone, they are not knocked prone, and the distance of any push or pull is reduced by 10 feet.

The defender has the following attacks, which replace Multiattack and Greatsword.

Multiattack. The defender attacks twice with their warhammer.

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

KNIGHT CAPTAIN CHALLENGE 14

MEDIUM HUMANOID 11,500 XP

AC 20 (full plate, medium shield)

HP 171 (18d8 + 90; bloodied 85)

Speed 30 ft.

STR DEX CON INT WIS CHA

20 (+5) 12 (+1) 20 (+5) 12 (+1) 12 (+1) 16 (+3)

Proficiency +5; **Maneuver DC** 18

Saving Throws Con +10, Wis +6

Skills Athletics +10, History +6, Perception +6 (+1d4)

Condition Immunities frightened

Senses passive Perception 18

Languages any two

Magic Resistance. The knight captain has advantage on saving throws against spells and magical effects.

Superior Heavy Armor Master. While wearing heavy armor, the knight captain reduces bludgeoning, piercing, or slashing damage they take from nonmagical weapons by 5.

ACTIONS

Multiattack. The knight captain attacks four times.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage.

Composite Longbow. *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Command the Attack (1/Day). The knight captain issues a command to all nonhostile creatures within 30 feet.

Creatures who can see or hear the knight captain can use their reaction to make a single weapon attack with advantage.

Knightly Inspiration (1/Day). The knight captain inspires creatures of their choice within 30 feet that can hear and understand them. For the next minute, inspired creatures gain an expertise die on attack rolls and saving throws. A creature can benefit from only one

Knightly Inspiration at a time, and the knight captain cannot target themselves.

Knight Captain Variant: Mountain Dwarf Lord

The mountain dwarf lord has the following attacks, which replace Multiattack, Longsword, and Composite Longbow.

Multiattack. The mountain dwarf lord attacks four times with their battleaxe.

Battleaxe. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage.

The mountain dwarf lord has the following additional reaction:

Shield Block. When a creature attacks the mountain dwarf lord or a target within 5 feet, the mountain dwarf lord imposes disadvantage on that attack. To do so, the mountain dwarf lord must see the attacker and be wielding a shield.

MAGE CHALLENGE 6

MEDIUM HUMANOID 2,300 XP

AC 12 (15 with mage armor)

HP 67 (9d8 + 27; bloodied 33)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +3; **Maneuver DC** 13

Saving Throws Int +6, Wis +4

Skills Arcana +6 (+1d4), History +6, Investigation +6, Perception +4

Senses passive Perception 14

Languages any three

Spellcasting. The mage is a 9th 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, light, mage hand, prestidigitation*

1st-level (4 slots): *detect magic, identify, mage armor, shield*

2nd-level (3 slots): *alter self, misty step*

3rd-level (3 slots): *clairvoyance, counterspell, fireball*

4th-level (3 slots): *dimension door, greater invisibility*

5th-level (1 slot): *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.

Fire Bolt (Cantrip; V, S). *Ranged Spell*
Attack: +6 to hit, range 120 ft., one target.
Hit: 11 (2d10) fire damage.

Fireball (3rd-Level; V, S, M). Fire streaks from the mage to a point within 120 feet and explodes in a 20-foot radius, spreading around corners. Each creature in the area makes a DC 14 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save or half damage on a success.

Dimension Door (4th-Level; V). The mage teleports to a location within 500 feet. They can bring along one willing Medium or smaller creature within 5 feet. If a creature would teleport to an occupied space, it takes 14 (4d6) force damage, and the spell fails.

Greater Invisibility (4th-Level; V, S, Concentration). The mage or a creature they touch is invisible for 1 minute.

Cone of Cold (5th-Level; V, S, M). Frost blasts from the mage in a 60-foot cone. Each creature in the area makes a DC 14 Constitution saving throw, taking 36 (8d8) cold damage on a failure or half damage on a success.

BONUS ACTIONS

Misty Step (2nd-Level; V). The mage teleports to an unoccupied space they can see within 30 feet. The mage can't cast this spell and a 1st-level or higher spell on the same turn.

REACTIONS

Counterspell (3rd-Level; S). When a creature the mage can see within 60 feet casts a spell, the mage attempts to interrupt it. If the creature is casting a 2nd-level spell or lower, the spell fails. If the creature is casting a 3rd-level or higher spell, the mage makes an Intelligence check against a DC of 10 + the spell's level. On a success, the spell fails, and the spellcasting creature can use its reaction to try to cast a second

spell with the same casting time so long as it uses a spell slot level equal to or less than half the original spell slot. If the mage casts *counterspell* with a higher spell slot, the interrupted spell fails if its level is less than that of *counterspell*.

Shield (1st-Level; V, S). When the mage is hit by an attack or targeted by *magic missile*, they gain a +5 bonus to AC (including against the triggering attack) and immunity to *magic missile*. These benefits last until the start of their next turn.

Mage Variant: Forest Gnome Illusionist

The illusionist can communicate with Small and Tiny beasts, and can innately cast *blur*, *disguise self*, and *major image* once each per long rest with no material components.

Instead of preparing *clairvoyance*, the illusionist prepares *hypnotic pattern*.

Hypnotic Pattern (3rd-Level; S, M, Concentration). A swirling pattern of light appears at a point within 120 feet. Each creature within 10 feet of the pattern that can see it makes a DC 14 Wisdom saving throw. On a failure, the creature is charmed for 1 minute. While charmed, the creature is incapacitated and its Speed is 0. The effect ends on a creature if it takes damage or if another creature uses an action to shake it out of its daze.

Mage Variant: Necromancer

Instead of preparing *clairvoyance*, the necromancer prepares *animate dead*. The necromancer can turn the intact corpses of creatures up to CR 5 into skeletons and zombies (applying the skeleton or zombie template to the base creature).

Mage Variant: Shadow Elf Mage

The mage gains darkvision out to a range of 120 feet, and can innately cast *dancing lights* as a cantrip and *faerie fire* and *darkness* once each per long rest with no material components, using Intelligence as their spellcasting ability.

Instead of preparing *fireball*, the mage prepares *lightning bolt*. Instead of *cone of cold*, the mage prepares *cloudkill*.

Lightning Bolt (3rd-Level; V, S, M). A bolt of lightning 5 feet wide and 100 feet long arcs from the mage. Each creature in the area makes a DC 14 Dexterity saving throw, taking 28 (8d6) lightning damage on a failure or half damage on a success.

Cloudkill (5th-Level; V, S, Concentration). A 20-foot-radius sphere of poisonous, sickly green fog appears centered on a point within 120 feet. It lasts for 10 minutes. It spreads around corners, heavily obscures the area, and can be dispersed by a strong wind, ending the spell early. Until the spell ends, when a creature starts its turn in the area or enters it for the first time on a turn, it makes a DC 14 Constitution saving throw, taking 22 (5d8) poison damage on a failure or half damage on a success. The fog moves away from the mage 10 feet at the start of each of its turns, sinking to the level of the ground in that space.

MASTER ASSASSIN CHALLENGE 17 MEDIUM HUMANOID 18,000 XP

AC 18 (leather brigandine)
HP 143 (22d8 + 44; bloodied 71)
Speed 30 ft.

STR DEX CON INT WIS CHA
20 (+5) 20 (+5) 14 (+2) 15 (+2) 12 (+1) 12 (+1)

Proficiency +6; **Maneuver DC** 19
Saving Throws Dex +11, Int +8, Wis +7
Skills Acrobatics +11, Deception +7 (+1d6), Perception +7, Sleight of Hand +11, Stealth +11 (+1d8)

Senses blindsight 20 ft., darkvision 60 ft., passive Perception 17

Languages any three

Crossbow Expert. The master assassin ignores the loading quality of light crossbows, and being within 5 feet of a hostile creature doesn't impose disadvantage on the master assassin's ranged attack rolls.

Deadly Poison. As part of making an attack, the master assassin can apply a

deadly poison to their weapons (included below). The master assassin carries 3 doses of this poison. A single dose can coat two melee weapons or up to 10 pieces of ammunition.

Death Strike (1/Turn). When the master assassin scores a critical hit against a living creature that is surprised, that creature makes a DC 18 Constitution saving throw. On a failure, it is reduced to 0 hit points. The creature dies if it fails two death saves before it stabilizes.

Epic Assassinate. During the first turn of combat, the master assassin has advantage on attack rolls against any creature that hasn't acted. Any hit the master assassin scores against a surprised creature is a critical hit, and every creature that can see the master assassin's attack is rattled until the end of the master assassin's next turn.

Evasion. When the master assassin makes a Dexterity saving throw against an effect that deals half damage on a success, they take no damage on a success and half damage on a failure.

Sneak Attack (1/Turn). The master assassin deals an extra 28 (8d6) damage when they hit with a weapon attack while they have advantage on the attack, or when the master assassin's target is within 5 feet of an ally of the master assassin while the master assassin doesn't have disadvantage on the attack.

ACTIONS

Multiattack. The master assassin attacks twice.

Shortsword. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage. The target makes a DC 19 Constitution saving throw, taking 17 (5d6) poison damage on a failure, or half as much damage on a success.

Light Crossbow. Ranged Weapon Attack: +11 to hit, range 80/320 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage. The target makes a DC 19 Constitution saving throw, taking 17 (5d6) poison damage on a failure, or half as much damage on a success.

BONUS ACTIONS

Cunning Action. The assassin takes the Dash, Disengage, Hide, or Use an Object action.

Rapid Attack. The assassin attacks with their shortsword.

Master Assassin Variant: Master Thief

Master thieves pride themselves on being able to steal anything, no matter how well-guarded. Many master thieves avoid killing when possible.

A master thief doesn't have the Death Strike or Epic Assassinate traits. A creature reduced to 0 hit points by their poison damage is stable but unconscious for 1 hour or until a creature uses an action to shake it awake. The master thief has the following additional trait:

Cunning Celerity. The master thief takes two bonus actions on each of their turns.

MINSTREL CHALLENGE 2

MEDIUM HUMANOID 450 XP

AC 15 (leather)

HP 32 (5d8 + 10; bloodied 16)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 13

Saving Throws Dex +5, Cha +5

Skills Deception +5, Performance +5 (+1d4), Persuasion +5

Senses passive Perception 11

Languages any three

Spellcasting. The minstrel is a 5th level spellcaster. Their spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). They have the following bard spells prepared:

Cantrips (at will): *light, mage hand, minor illusion, vicious mockery*

1st-level (4 slots): *charm person, disguise self, healing word*

2nd-level (3 slots): *enthrall, invisibility, shatter*

3rd-level (2 slots): *hypnotic pattern, major image*

ACTIONS

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

Vicious Mockery (Cantrip; V). A creature within 60 feet that can hear the minstrel makes a DC 14 Wisdom saving throw. On a failure, it takes 7 (2d6) psychic damage and has disadvantage on the first attack roll it makes before the end of its next turn.

Invisibility (2nd-Level; V, S, M, Concentration). The minstrel or a creature they touch is invisible for 1 hour. The spell ends if the invisible creature attacks or casts a spell.

Shatter (2nd-Level; V, S, M). An ear-splitting ringing sound fills a 10-foot-radius sphere emanating from a point the minstrel can see within 60 feet. Creatures in the area make a DC 14 Constitution saving throw, taking 13 (3d8) thunder damage on a failed save or half damage on a success. A creature made of stone, metal, or other inorganic material has disadvantage on its saving throw. Unattended objects in the area also take the damage.

Hypnotic Pattern (3rd-Level; S, M, Concentration). A swirling pattern of light appears at a point within 120 feet. Each creature within 10 feet of the pattern that can see it makes a DC 14 Wisdom saving throw. On a failure, the creature is charmed for 1 minute. While charmed, the creature is incapacitated and its Speed is 0. The effect ends on a creature if it takes damage or if another creature uses an action to shake it out of its daze.

BONUS ACTIONS

Martial Encouragement. Until the beginning of the minstrel's next turn, one creature within 30 feet that can hear the minstrel deals an extra 3 (1d6) damage whenever it deals weapon damage.

Healing Word (1st-Level; V). The minstrel or a living creature within 60 feet regains 5 (1d4 + 3) hit points. The minstrel can't cast this spell and a 1st-level or higher spell on the same turn.

Minstrel Variant: Orcish Wildling Minstrel

The orcish wildling minstrel is proficient in History (+3), Nature (+3), and Survival (+3) and has an expertise die (+1d4) in each. Once every 30 days, they can innately cast *legend lore* with no material component.

NOBLE CHALLENGE 1/4

MEDIUM HUMANOID 50 XP

AC 15 (breastplate)

HP 13 (3d8; bloodied 6)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 11

Skills Deception +4 (+1d4), History +2, Insight +3 (+1d4), Intimidation +4, Performance +4, Persuasion +4

Senses passive Perception 11

Languages any two

ACTIONS

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

REACTIONS

Parry. If the noble is wielding a melee weapon and can see their attacker, they add 2 to their AC against one melee attack that would hit them.

Noble Variant: High Elf Noble

The high elf noble gains an expertise die (+1d4) on History and Persuasion checks. Additionally, the high elf noble can cast the *ray of frost* cantrip, using Charisma as their spellcasting ability (+4 to hit with spell attacks).

Ray of Frost (Cantrip; V, S). *Ranged Spell Attack:* +4 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 noble's next turn.

PRIEST CHALLENGE 2

MEDIUM HUMANOID 450 XP

AC 14 (scale)

HP 32 (5d8 + 10; bloodied 16)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 11

Saving Throws Wis +5, Cha +3

Skills Medicine +5, Insight +5, Persuasion +3, Religion +3 (+1d4)

Senses passive Perception 13

Languages any two

Spellcasting. The priest is a 5th 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): *light, sacred flame, thaumaturgy*

1st-level (4 slots): *ceremony, detect evil and good, guiding bolt, healing word*

2nd-level (3 slots): *lesser restoration, zone of truth*

3rd-level (2 slots): *dispel magic, spirit guardians*

ACTIONS

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage. On a hit, the priest can expend a spell slot to deal 7 (2d6) radiant damage, plus an extra 3 (1d6) radiant damage for each level of the spell slot expended above 1st.

Sacred Flame (Cantrip; V, S). One creature the priest can see within 60 feet makes a DC 13 Dexterity saving throw, taking 9 (2d8) radiant damage on a failure. This spell ignores cover.

Guiding Bolt (1st-Level; V, S). *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 14 (4d6) radiant damage, and the next attack roll made against the target before the end of the priest's next turn has advantage.

Dispel Magic (3rd-Level; V, S). The priest scours the magic from one creature, object, or magical effect within 120 feet that they can see. A spell ends if it was cast with a 3rd-level or lower spell slot. For spells using a 4th-level or higher spell slot, the priest makes a Wisdom ability check (DC 10 + the spell's level) for each one, ending the effect on a success.

Spirit Guardians (3rd-Level; V, S, M, Concentration). Spectral forms surround the priest in a 10-foot radius for 10 minutes. The priest can choose creatures

they can see to be unaffected by the spell. Other creatures treat the area as difficult terrain, and when a creature enters the area for the first time on a turn or starts its turn there, it makes a DC 13 Wisdom saving throw, taking 10 (3d6) radiant or necrotic damage (priest's choice) on a failure or half damage on a success.

BONUS ACTIONS

Healing Word (1st-Level; V). The priest or a living creature within 60 feet regains 5 (1d4 + 3) hit points. The priest can't cast this spell and a 1st-level or higher spell on the same turn.

Priest Variant: Trickster Priest

The priest wears leather armor (AC 12), and is proficient in Deception (+3) and Stealth (+2). The priest has the following trait:

Trickster Priest Spellcasting. Instead of preparing *light*, *guiding bolt*, *zone of truth*, and *dispel magic*, the priest prepares *minor illusion*, *disguise self*, *invisibility*, and *major image*, all of which are cleric spells for them.

The priest has the following additional action:

Invisibility (2nd-Level; V, S, M, Concentration). The priest or a creature they touch is invisible for 1 hour. The spell ends if the invisible creature attacks or casts a spell.

Priest Variant: Warhordling Orc Eye

The eye gains blindsight out to a range of 10 feet. They gain the following traits:

Aggressive Charge. The eye moves up to their Speed towards an enemy they can see or hear.

Warhordling Orc Eye Spellcasting. Instead of preparing *light*, *healing word*, and *zone of truth*, the eye prepares *guidance*, *bless*, and *arcane eye*. *Arcane eye* is a cleric spell for them, and they have advantage on attack rolls made against targets they can see with *arcane eye*.

PUGILIST CHALLENGE 4

MEDIUM HUMANOID 1,100 XP

AC 14 (Wisdom)

HP 75 (10d8 + 30; bloodied 37)

Speed 40 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 13

Saving Throws Str +5, Dex +4

Skills Athletics +5, Intimidation +2

Senses passive Perception 12

Languages any one

Unarmored Defense. The pugilist's AC equals 10 + their Dexterity modifier + their Wisdom modifier.

ACTIONS

Multiattack. The pugilist attacks three times with their fists.

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

BONUS ACTIONS

Haymaker (1/Day). The pugilist attacks with their fists. On a hit, the attack deals an extra 7 (2d6) damage.

Head Shot (1/Day). The pugilist attacks with their fists. On a hit, the target makes a DC 13 Constitution saving throw. On a failure, it is stunned until the end of the pugilist's next turn.

REACTIONS

Opportune Jab. If a creature attempts to grapple the pugilist, the pugilist attacks that creature with their fists.

Pugilist Variant: Hill Dwarf Wrestler

The wrestler has the following additional actions:

Grab. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. *Hit:* 13 (3d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the pugilist can't grapple a different target.

Pin. Melee Weapon Attack: +5 to hit, reach 5 ft., one grappled creature. *Hit:* 13 (3d6 + 3) bludgeoning damage, and the target is restrained until the grapple ends.

Body Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one grappled creature. *Hit:*

20 (5d6 + 3) bludgeoning damage, and the grapple ends.

SCOUT CHALLENGE 1/2

MEDIUM HUMANOID 100 XP

AC 15 (leather)

HP 19 (3d8 + 6; bloodied 9)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 13

Saving Throws Dex +5

Skills Nature +2, Perception +4 (+1d4), Stealth +5, Survival +4

Senses passive Perception 16

Languages any one

Keen Hearing and Sight. The scout has advantage on Perception checks that rely on hearing or sight.

ACTIONS

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

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

Scout Variant: Deep Gnome Scout

The scout has the following additional traits:

Camouflage. The scout has advantage on Stealth checks made to hide in rocky terrain.

Deep Gnome Resistance. The scout has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Deep Gnome Magic. The deep gnome can innately cast *blindness/deafness* (blindness only), *disguise self*, and *nondetection* once per long rest without using material components, using Intelligence for their spellcasting ability.

The scout's actions are replaced with the following actions:

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

Blindness (2nd-Level; V). A creature within 30 feet makes a DC 10 Constitution saving throw. On a failure, the target is

blinded for 1 minute. It repeats the saving throw at the end of each of its turns, ending the effect on a success.

Scout Variant: Forest Gnome Scout

The scout can communicate with Small and Tiny beasts, and can innately cast *blur*, *disguise self*, and *major image* once each per long rest with no material components.

Scout Variant: Wood Elf Scout

The scout has a Speed and a climb speed of 35.

SOLDIER CHALLENGE 1/2

MEDIUM HUMANOID 100 XP

AC 16 (leather brigandine, medium shield)

HP 19 (3d8 + 6; bloodied 9)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 12

Saving Throws Str +4, Con +4

Skills Perception +2, Survival +2

Senses passive Perception 12

Languages any one

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 9 (2d6 + 2) piercing damage if within 5 feet of an ally that is not incapacitated.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

BONUS ACTIONS

Tactical Movement. Until the end of the soldier's turn, their Speed is halved and their movement doesn't provoke opportunity attacks.

Soldier Variant: Deep Dwarf Soldier

The deep dwarf's CR is 1 (200 XP). They have darkvision out to a distance of 120 feet. They have the following additional traits:

Deep Dwarf Resistance. The soldier has advantage on saving throws against

illusions and to resist being charmed or paralyzed.

Deep Dwarf Magic. The deep dwarf can innately cast *enlarge/reduce* (self only, enlarge only) and *invisibility* (self only) once per long rest without using material components, using Intelligence for their spellcasting ability.

Instead of a spear attack, the deep dwarf soldier has the following actions:

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 if within 5 feet of an ally that is not incapacitated, plus 2 (1d4) damage when Enlarged.

Enlarge (2nd-Level; V, S, Concentration). The soldier and their equipment grow to Large size for 1 minute. They have advantage on Strength checks and Strength saving throws, and their attacks deal an extra 2 (1d4) damage (included in their War Pick attack).

Invisibility (2nd-Level; V, S, Concentration). The soldier is invisible for 1 hour. The spell ends if the soldier attacks or casts a spell.

Soldier Variant: Mountain Dwarf Soldier

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, or 9 (2d6 + 2) slashing damage if within 5 feet of an ally that is not incapacitated.

SOLDIER SQUAD CHALLENGE 5 LARGE GROUP OF MEDIUM HUMANOIDS 1,800 XP

AC 16 (leather brigandine, medium shield)
HP 97 (15d8 + 30; bloodied 48)
Speed 30 ft.

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

Proficiency +3; **Maneuver DC** 12
Skills Perception +3, Survival +3
Senses passive Perception 13
Languages any one

Area Vulnerability. The squad takes double damage from any effect that targets an area.

Squad Dispersal. When the squad is reduced to 0 hit points, it turns into 2 (1d4) soldiers with 9 hit points each.

Squad. The squad is composed of 5 or more soldiers. If it is subjected to a spell, attack, or other effect that affects only one target, it takes any damage but ignores other effects. It can share its space with Medium or smaller creatures or objects. The squad can move through any opening large enough for one Medium creature without squeezing.

ACTIONS

Spears. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 31 (6d6 + 10) piercing damage, or half damage if the squad is bloodied.

BONUS ACTIONS

Tactical Movement. Until the end of the squad's turn, their Speed is halved and their movement doesn't provoke opportunity attacks.

STRIDER CHALLENGE 5 MEDIUM HUMANOID 1,800 XP

AC 16 (leather)
HP 90 (12d8 + 36; bloodied 45)
Speed 30 ft.

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

Proficiency +3; **Maneuver DC** 15
Saving Throws Dex +7, Wis +7
Skills Nature +4 (+1d6), Perception +7 (+1d6), Stealth +7 (+1d4), Survival +7 (+1d6)

Senses passive Perception 20
Languages any two

Keen Hearing and Sight. The strider has advantage on Perception checks that rely on hearing or sight.

Trackless Travel. The strider can't be tracked by nonmagical means.

Trained Accuracy. The strider's weapon attacks deal an extra 7 (2d6) damage (included below).

ACTIONS

Multiattack. The strider attacks twice.
Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.
Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.

BONUS ACTIONS

Aimed Strike. The strider gains advantage on their next attack made before the end of their turn.
Skirmish Step. The strider moves up to half their Speed without provoking opportunity attacks.

Strider Variant: Wood Elf Sharpshooter

The sharpshooter has the following additional attacks:

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 7 (2d6) damage.
Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 10 (1d8+4) piercing damage plus 7 (2d6) damage. This attack ignores half or three-quarters cover, and long range doesn't impose disadvantage on the attack roll.

THUG CHALLENGE 1

MEDIUM HUMANOID 200 XP

AC 14 (leather)
HP 32 (5d8 + 10; bloodied 16)
Speed 30 ft.
STR DEX CON INT WIS CHA
16 (+3) 12 (+2) 14 (+2) 10 (+0) 10 (+0) 10 (+0)
Proficiency +2; **Maneuver DC** 13
Skills Intimidation +2
Senses passive Perception 10
Languages any one

ACTIONS

Multiattack. The thug attacks twice with their brass knuckles.
Brass Knuckles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage. If this damage reduces the target to 0 hit points, it is unconscious and stable.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 feet, one target. *Hit:* 7 (1d10 + 2) piercing damage.

VETERAN CHALLENGE 3

MEDIUM HUMANOID 700 XP

AC 16 (hauberk)
HP 58 (9d8 + 18; bloodied 29)
Speed 30 ft.
STR DEX CON INT WIS CHA
16 (+3) 12 (+1) 14 (+2) 10 (+0) 10 (+0) 10 (+0)
Proficiency +2; **Maneuver DC** 13
Saving Throws Str +5, Dex +3, Con +4
Skills Athletics +5, Intimidation +2 (+1d4), Perception +2, Survival +2
Senses passive Perception 12
Languages any two

ACTIONS

Multiattack. The veteran makes two melee attacks.
Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.
Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.
Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

BONUS ACTIONS

Tactical Movement. Until the end of the veteran's turn, their Speed is halved and their movement doesn't provoke opportunity attacks.

REACTIONS

Off-Hand Counter. When the veteran is missed by a melee attack by an attacker they can see within 5 feet, the veteran makes a shortsword attack against the attacker.

WARRIOR CHALLENGE 1/8

MEDIUM HUMANOID 25 XP

AC 13 (leather)
HP 11 (2d8 + 2; bloodied 5)
Speed 30 ft.
STR DEX CON INT WIS CHA
12 (+1) 12 (+1) 12 (+1) 10 (+0) 14 (+2) 10 (+0)
Proficiency +2; **Maneuver DC** 11

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

Senses passive Perception 14

Languages any one

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.

Warrior Variant: Dragonbound Warrior

The dragonbound warrior is CR 1/4 (50 XP).

They have the following additional traits:

Draconic Resistance. The warrior is resistant to one damage type dealt by their draconic master's breath weapon.

Draconic Smite. The warrior's weapon attacks deal an additional (1d6) damage of one damage type dealt by their draconic master's breath weapon.

Warrior Variant: Shadow Elf Warrior

The shadow elf warrior is CR 1/4 (50 XP).

They gain darkvision out to a range of 120 feet). They have the following additional trait:

Shadow Elf Spellcasting. The warrior's spellcasting ability is Wisdom (spell save DC 12). The warrior can innately cast the following spells, requiring no material components:

At Will: *dancing lights*

1/day each: *darkness, faerie fire*

Instead of a spear, the warrior has the following actions:

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

Hand Crossbow. Ranged Weapon Attack: +3 to hit, range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it makes a DC 13 Constitution saving throw. On a failure, the target is poisoned for 1 hour. If it fails the saving throw by 5 or more, it falls unconscious until it is no longer poisoned, it takes damage, or a creature takes an action to shake it awake.

Warrior Variant: Warhordling Orc Warrior

The warhordling orc warrior is CR 1/4 (50 XP). Instead of a spear, the warrior has the following action:

Greataxe. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 7 (1d12 + 1) slashing damage.

They have the following additional bonus action:

Aggressive Charge. The warrior moves up to their Speed towards an enemy they can see or hear.

WARRIOR BAND CHALLENGE 3

LARGE GROUP OF MEDIUM

HUMANOIDS 700 XP

AC 13 (leather)

HP 55 (10d8 + 10; bloodied 27)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 11

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

Senses passive Perception 14

Languages any one

Area Vulnerability. The band takes double damage from any effect that targets an area.

Band Dispersal. When the band is reduced to 0 hit points, it turns into 2 (1d4) warriors with 5 hit points each.

Band. The band is composed of 5 or more warriors. If it is subjected to a spell, attack, or other effect that affects only one target, it takes any damage but ignores other effects. It can share its space with Medium or smaller creatures or objects. The band can move through any opening large enough for one Medium creature without squeezing.

ACTIONS

Spears. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 22 (5d6 + 5) piercing damage, or half damage when bloodied.

Squad Template

You can treat a group of 5 to 10 identical NPCs or other monsters as a single creature by applying the Squad template to the base creature's stat block. This allows high-level characters to battle large numbers of enemies without bogging down the game in dozens of die rolls each turn.

The squad template is best used on intelligent, organized creatures with a Challenge Rating 3 or lower that are size Small or larger. Creatures with short, simple stat blocks make the best squads. Depending on the nature and organization of the creatures, the squad may be called a unit, squad, or horde of creatures.

A squad retains all the statistics of one of its members except as noted below.

Size. The squad's Size increases by two categories.

Type. The squad's new type is "group of [the original creature's size and type]."

Challenge Rating. You can recalculate the squad's CR using the information in Appendix C: Designing Monsters, or you can use the following shortcut: new CR = (old CR x 4) + 2, rounded up. An altered Challenge Rating may cause the squad's Proficiency Bonus to change as well.

HP. The squad's hit points, bloodied hit points, and number of hit dice are multiplied by 5.

Traits. The squad gains the following traits:

Area Vulnerability. The squad takes double damage from any effect that targets an area.

Squad Dispersal. When the squad is reduced to 0 hit points, it turns into 2 (1d4) base creatures, each of which are bloodied.

Squad. The squad is composed of 5 or more creatures. If it is subjected to a spell, attack, or other effect that affects only one target, it takes any damage but ignores other effects. It can share its space with Medium or smaller creatures or objects. The squad can move through any

opening large enough for one base creature without squeezing.

Damage and Healing. Any action or trait that deals damage deals five times the usual damage, or half that if the squad is bloodied. Any action or trait that restores hit points restores five times the usual hit points, or half that if the squad is bloodied.