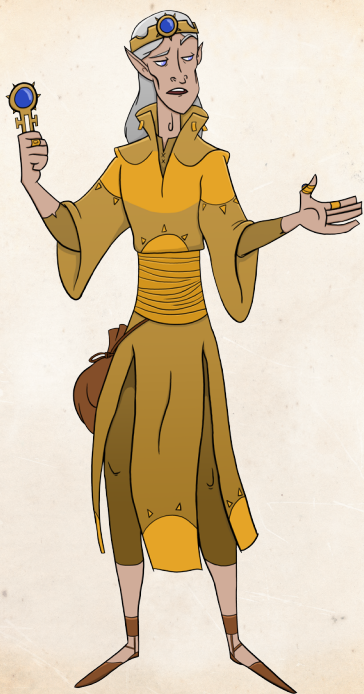


THE **DECK** ^{OF} **MANY** **NPCS**

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ACOLYTE

CR 1/4

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

ART: JORDAN RICHER

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ARCHMAGE

CR 12

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

ART: JORDAN RICHER

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ASSASSIN

CR 8

MEDIUM HUMANOID (ANY RACE), ANY NON-GOOD ALIGNMENT

ART: JORDAN RICHER

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BANDIT

CR 1/8

MEDIUM HUMANOID (ANY RACE), ANY NON-LAWFUL ALIGNMENT

ART: JORDAN RICHER

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STR 10 (+0) **DEX** 14 (+2) **CON** 12 (+1) **INT** 20 (+5) **WIS** 15 (+2) **CHA** 16 (+3)

ARCHMAGE 8,400XP

SAVING THROWS

Int +9, Wis +6

SENSES

Passive Perception 12

LANGUAGES

Any six languages

SKILLS

Arcana +13, History +13

DAMAGE RESISTANCE

Damage from spells; nonmagical bludgeoning, piercing, and slashing (from stonewood)

SPECIAL TRAITS

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

Cantrips (at will): fire bolt, light, mage hand, prestidigitation, shocking grasp

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

2nd level (3 slots): detect thoughts, mirror image, misty step

3rd level (3 slots): counterspell, fly, lightning bolt

4th level (3 slots): banishment, fire shield, stonewood*

5th level (3 slots): cone of cold, scrying, wall of force

6th level (1 slot): globe of invulnerability

7th level (1 slot): teleport

8th level (1 slot): mind blank*

9th level (1 slot): time stop

*The archmage casts these spells on itself before combat.

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.

ARMOR CLASS
12
15 WITH
MAGE ARMOR

HIT POINTS
99 (18D8 + 18)

SPEED
30 FT.

STR 11 (+0) **DEX** 12 (+1) **CON** 12 (+1) **INT** 10 (+0) **WIS** 10 (+0) **CHA** 10 (+0)

BANDIT 25XP

SENSES

Passive Perception 10

LANGUAGES

Any one language (usually Common)

ACTIONS

Scimitar.

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

Light Crossbow.

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

ARMOR CLASS
12
LEATHER ARMOR

HIT POINTS
11 (2D8 + 2)

SPEED
30 FT.

STR 10 (+0) **DEX** 10 (+0) **CON** 10 (+0) **INT** 10 (+0) **WIS** 14 (+2) **CHA** 11 (+0)

ACOLYTE 50XP

SENSES

Passive Perception 12

LANGUAGES

Any one language (usually Common)

SPECIAL TRAITS

Spellcasting.

The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks).

The acolyte has 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.

ARMOR CLASS
10

HIT POINTS
9 (2D8)

SPEED
30 FT.

STR 11 (+0) **DEX** 16 (+3) **CON** 14 (+2) **INT** 13 (+1) **WIS** 11 (+0) **CHA** 10 (+0)

ASSASSIN 3,900XP

SENSES

Passive Perception 13

LANGUAGES

Thieves' cant plus any two languages

SAVING THROWS

Dex +6, Int +4

SKILLS

Acrobatics +6, Deception +3, Perception +3, Stealth +9

DAMAGE RESISTANCES

Poison

SPECIAL TRAITS

Assassinate. During its first turn, the assassin 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 assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack. Once per turn, the assassin 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 assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

ARMOR CLASS
15
STUDD LEATHER

HIT POINTS
78 (12D8 + 24)

SPEED
30 FT.



BANDIT CAPTAIN

CR 2

MEDIUM HUMANOID (ANY RACE), ANY NON-LAWFUL ALIGNMENT

ART: JORDAN RICHER

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BERSERKER

CR 2

MEDIUM HUMANOID (ANY RACE), ANY CHAOTIC ALIGNMENT

ART: JORDAN RICHER

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COMMONER

CR 0

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

ART: JORDAN RICHER

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CULTIST

CR 1/8

MEDIUM HUMANOID (ANY RACE), ANY NON-GOOD ALIGNMENT

ART: JORDAN RICHER

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

BERSERKER 450XP

SENSES

Passive Perception 10

LANGUAGES

Any one language
(usually Common)

SPECIAL TRAITS

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.

ACTIONS

Greataxe.

Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 9 (1d12 + 3) slashing damage.

ARMOR CLASS
13 HIDE ARMOR

HIT POINTS
67 (9D8 + 27)

SPEED
30 FT.

STR 11 (+0) **DEX** 12 (+1) **CON** 10 (+0) **INT** 10 (+0) **WIS** 11 (+0) **CHA** 10 (+0)

CULTIST 25XP

SENSES

Passive Perception 10

LANGUAGES

Any one language
(usually Common)

SKILLS

Deception +2,
Religion +2

SPECIAL TRAITS

Dark Devotion.

The cultist has advantage on saving throws against being charmed or frightened.

ACTIONS

Scimitar.

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

ARMOR CLASS
12 LEATHER ARMOR

HIT POINTS
9 (2D8)

SPEED
30 FT.

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

BANDIT CAPTAIN 450XP

SAVING THROWS

Str +4, Dex +5, Wis +2

SENSES

Passive Perception 10

SKILLS

Athletics +4, Deception +4

LANGUAGES

Any two languages

ACTIONS

Multiattack.

The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its 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 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

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.

ARMOR CLASS
15 STUDD LEATHER

HIT POINTS
65 (10D8 + 20)

SPEED
30 FT.

STR 10 (+0) **DEX** 10 (+0) **CON** 10 (+0) **INT** 10 (+0) **WIS** 10 (+0) **CHA** 10 (+0)

COMMONER 10XP

SENSES

Passive Perception 10

LANGUAGES

Any one language
(usually Common)

ACTIONS

Club.

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

ARMOR CLASS
10

HIT POINTS
4 (1D8)

SPEED
30 FT.



CULT FANATIC

CR 2

MEDIUM HUMANOID (ANY RACE), ANY NON-GOOD ALIGNMENT

ART: JORDAN RICHER

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DRUID

CR 2

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

ART: JORDAN RICHER

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GLADIATOR

CR 5

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

ART: JORDAN RICHER

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GUARD

CR 1/8

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

ART: JORDAN RICHER

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STR 10 (+0) **DEX** 12 (+1) **CON** 13 (+1) **INT** 12 (+1) **WIS** 15 (+2) **CHA** 11 (+0)

DRUID 450XP

SENSES

Passive Perception 14

LANGUAGES

Druidic plus any two languages

SKILLS

Medicine +4,
Nature +3,
Perception +4

SKILLS

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.

KSPNPC-001

ARMOR CLASS
11 WITH
BARKSKIN

HIT POINTS
27 (5D8 + 5)

SPEED
30 FT.

STR 13 (+1) **DEX** 12 (+1) **CON** 12 (+1) **INT** 10 (+0) **WIS** 11 (+0) **CHA** 10 (+0)

GUARD 25XP

SENSES

Passive Perception 12

LANGUAGES

Any one language (usually Common)

SKILLS

Perception +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.

KSPNPC-001

ARMOR CLASS
12 CHAIN SHIRT,
SHIELD

HIT POINTS
11 (2D8 + 2)

SPEED
30 FT.

STR 11 (+0) **DEX** 14 (+2) **CON** 12 (+1) **INT** 10 (+0) **WIS** 13 (+1) **CHA** 14 (+2)

CULT FANATIC 450XP

SENSES

Passive Perception 11

LANGUAGES

Any one language (usually Common)

SKILLS

Deception +4,
Persuasion +4,
Religion +2

SPECIAL TRAITS

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks).

The fanatic 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

ACTIONS

Multiattack. The fanatic makes two melee attacks.

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

KSPNPC-001

ARMOR CLASS
13 LEATHER ARMOR

HIT POINTS
33 (6D8 + 6)

SPEED
30 FT.

STR 18 (+4) **DEX** 15 (+2) **CON** 16 (+3) **INT** 10 (+0) **WIS** 12 (+1) **CHA** 15 (+2)

GLADIATOR 1,800XP

SENSES

Passive Perception 11

LANGUAGES

Any one language (usually Common)

SAVING THROWS

Str +7, Dex +5, Con +6

SKILLS

Athletics +10,
Intimidation +5

SPECIAL TRAITS

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

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

ACTIONS

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. and range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 9 (2d4 + 4) 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

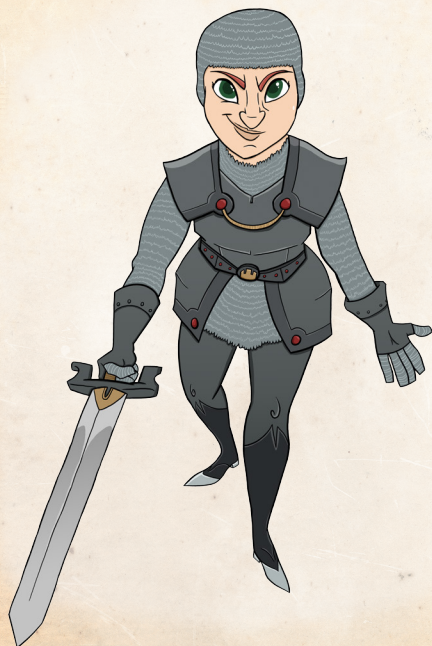
Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

KSPNPC-001

ARMOR CLASS
16 STUDDED LEATHER,
SHIELD

HIT POINTS
112 (15D8 + 45)

SPEED
30 FT.



KNIGHT

CR **3**

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

ART: JORDAN RICHER

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MAGE

CR **6**

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

ART: JORDAN RICHER

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NOBLE

CR **1/8**

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

ART: JORDAN RICHER

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PRIEST

CR **2**

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

ART: JORDAN RICHER

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STR 9 (-1) **DEX** 14 (+2) **CON** 11 (+0) **INT** 17 (+3) **WIS** 12 (+1) **CHA** 11 (+0)

MAGE 2,300XP

SAVING THROWS

Int +6, Wis +4

SENSES

Passive Perception 11

SKILLS

Arcana +6, History +6

LANGUAGES

Any four languages

SPECIAL TRAITS

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, mage hand, prestidigitation

1st level (4 slots): detect magic, mage armor, magic missile, shield

2nd level (3 slots): misty step, suggestion

3rd level (3 slots): counterspell, fireball, fly

4th level (3 slots): greater invisibility, ice storm

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.

KSPNPC-001

ARMOR CLASS
12
15 WITH
MAGE ARMOR

HIT POINTS
40 (9D8)

SPEED
30 FT.

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

PRIEST 450XP

SENSES

Passive Perception 13

LANGUAGES

Any two languages

SKILLS

Medicine +7,

Persuasion +3,

Religion +4

SPECIAL TRAITS

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

2nd level (3 slots): lesser restoration, spiritual weapon

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

ACTIONS

Mace. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

KSPNPC-001

ARMOR CLASS
13
CHAIN SHIRT

HIT POINTS
27 (5D8 + 5)

SPEED
25 FT.

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

KNIGHT 700XP

SAVING THROWS

Con +4, Wis +2

LANGUAGES

Any one language (usually Common)

SENSES

Passive Perception 10

SPECIAL TRAITS

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

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.

KSPNPC-001

ARMOR CLASS
18 PLATE

HIT POINTS
52 (8D8 + 16)

SPEED
30 FT.

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

NOBLE 25XP

SENSES

Passive Perception 12

LANGUAGES

Any two languages

SKILLS

Deception +5,

Insight +4,

Persuasion +5

ACTIONS

Rapier.

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

REACTIONS

Parry.

The noble adds 2 to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon.

KSPNPC-001

ARMOR CLASS
15
BREASTPLATE

HIT POINTS
9 (2D8)

SPEED
30 FT.



SCOUT

CR **1/2**

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

ART: JORDAN RICHER

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SPY

CR **1**

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

ART: JORDAN RICHER

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THUG

CR **1/2**

MEDIUM HUMANOID (ANY RACE), ANY NON-GOOD ALIGNMENT

ART: JORDAN RICHER

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TRIBAL WARRIOR

CR **1/8**

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

ART: JORDAN RICHER

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

SPY 200XP

SENSES
Passive Perception 16
LANGUAGES
Any two languages

SKILLS
Deception +5,
Insight +4,
Investigation +5,
Perception +6,
Persuasion +5,
Sleight of Hand +4,
Stealth +4

SPECIAL TRAITS

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

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

ACTIONS

Multiattack. The spy 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.

KSPNPC-001

ARMOR CLASS 12 **HIT POINTS** 27 (6D8) **SPEED** 30 FT.

STR 11 (+0) **DEX** 14 (+2) **CON** 12 (+1) **INT** 11 (+0) **WIS** 13 (+1) **CHA** 11 (+0)

SCOUT 100XP

SENSES
Passive Perception 15
LANGUAGES
Any one language
(usually Common)

SKILLS
Nature +4, Perception +5,
Stealth +6, Survival +5

SPECIAL TRAITS

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.

Longbow.

Ranged Weapon Attack: +4 to hit, ranged 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

KSPNPC-001

ARMOR CLASS 13 LEATHER ARMOR **HIT POINTS** 16 (3D8 +3) **SPEED** 30 FT.

STR 13 (+1) **DEX** 11 (+0) **CON** 12 (+1) **INT** 8 (-1) **WIS** 11 (+0) **CHA** 8 (-1)

TRIBAL WARRIOR 25XP

SENSES
Passive Perception 10

LANGUAGES
Any one language

SPECIAL TRAITS

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: +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.

KSPNPC-001

ARMOR CLASS 12 HIDE ARMOR **HIT POINTS** 11 (2D8 +2) **SPEED** 30 FT.

STR 15 (+2) **DEX** 11 (+0) **CON** 14 (+2) **INT** 10 (+0) **WIS** 10 (+0) **CHA** 11 (+0)

THUG 100XP

SENSES
Passive Perception 10
LANGUAGES
Any one language
(usually Common)

SKILLS
Intimidation +2

SPECIAL TRAITS

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.

ACTIONS

Multiattack.

The thug 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.

KSPNPC-001

ARMOR CLASS 11 LEATHER ARMOR **HIT POINTS** 32 (5D8 +10) **SPEED** 30 FT.



VETERAN

CR 3

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

ART: JORDAN RICHER

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MASTER ROGUE

CR 5

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

ART: JORDAN RICHER

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BARD

CR 2

MEDIUM HUMANOID, ANY ALIGNMENT

ART: JORDAN RICHER

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NECROMANCER

CR 9

MEDIUM HUMANOID (ANY RACE), ANY ALIGNMENT

ART: JORDAN RICHER

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STR 11 (+0) DEX 18 (+4) CON 14 (+2) INT 11 (+0) WIS 11 (+0) CHA 12 (+1)

MASTER ROGUE 1,800XP

SENSES

Passive Perception 13

SKILLS

Acrobatics +7, Athletics +3,
Perception +3, Sleight of hand +7,
Stealth +7

SAVING THROWS

Dex +7, Int +3

LANGUAGES

Thieves' cant plus any one
language (usually Common)

SPECIAL TRAITS

Cunning Action. On each of its turns, the master rogue can use a bonus action to take the Dash, Disengage or Hide action.

Evasion. If the master rogue is subjected to an effect that allows it to make a Dexterity saving throw to take only half the damage, the master rogue instead takes no damage, if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The master rogue deals an extra 14 (4d6) damage when it hits a target with a weapon attack and as advantage on the roll, or when the target is within 5 feet of an ally of the master rogue that isn't incapacitated and the master rogue doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The master rogue makes three dagger attacks.

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.

Smoke Bomb (2/Day). A cloud of smoke fills a 10 ft. radius up to 20 ft. away from the master rogue, causing the area to block all visibility for 1 minute.

REACTIONS

Uncanny Dodge. The master rogue halves the damage that it takes from an attack that hits it. The master rogue must be able to see the attacker.

ARMOR CLASS 16 HIT POINTS 84 (13D8 + 26) SPEED 30 FT.

STR 9 (-1) DEX 14 (+2) CON 12 (+1) INT 17 (+3) WIS 12 (+1) CHA 11 (+0)

NECROMANCER 5000XP

SENSES

Passive Perception 11

LANGUAGES

Any four languages

DAMAGE RESISTANCES

Necrotic

SKILLS

Arcana +7, History +7

SAVING THROWS

Int +7, Wis +5

SPECIAL TRAITS

Spellcasting. The necromancer is a 12th-level spellcaster. Its spellcasting ability is intelligence (Spell Save DC 15, +7 to hit with spell attacks).

The necromancer has the following wizard spells prepared:

Cantrips (at will): chill touch, dancing lights, mage hand, mending

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

2nd level (3 slots): blindness/deafness*, ray of enfeeblement*, web

3rd level (3 slots): animate dead*, bestow curse*, vampiric touch*

4th level (3 slots): blight*, dimension door, stoneskin

5th level (2 slots): Bigby's hand, cloudkill

6th level (1 slot): circle of death*

*Necromancy spell of 1st level or higher

Grim Harvest (1/Turn). When necromancer kills a creature that is neither a construct nor undead with a spell of 1st level or higher, the necromancer regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

ACTIONS

Withering Touch. Melee Spell Attack: +7 to hit, reach 5ft., one target. Hit: 5 (2d4) necrotic damage.

ARMOR CLASS 12 15 WITH MAJOR ARMOR HIT POINTS 66 (12D8 + 12) SPEED 30 FT.

STR 16 (+3) DEX 13 (+1) CON 14 (+2) INT 10 (+0) WIS 11 (+0) CHA 10 (+0)

VETERAN 700XP

SENSES

Passive Perception 12

LANGUAGES

Any one language
(usually Common)

SKILLS

Athletics +5,
Perception +2

ACTIONS

Multiattack.

The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

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.

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: 6 (1d10 + 1) piercing damage.

ARMOR CLASS 17 SPLINT HIT POINTS 58 (9D8 + 18) SPEED 30 FT.

STR 11 (+0) DEX 14 (+2) CON 12 (+1) INT 10 (+0) WIS 13 (+1) CHA 14 (+2)

BARD 450XP

SENSES

Passive Perception 15

SKILLS

Acrobatics +4, Perception +5, Performance +6

SAVING THROWS

Dex +4, Wis +3

LANGUAGES

Any two languages

SPECIAL TRAITS

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

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

1st level (3 slots): charm person, healing word, heroism, sleep, thunderwave

2nd level (3 slots): invisibility, shatter

Song of Rest. The bard 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. The bard can confer this benefit on itself as well.

Taunt (2/Day). The bard can use a bonus action on its turn to taunt one creature within 30 ft. of it. If the target can hear the bard, 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 bard'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, reach 30/120 ft., one target. Hit: 5 (1d6+2) piercing damage.

ARMOR CLASS 15 HIT POINTS 44 (8D8 + 8) SPEED 30 FT.



TERRY ASKEW

CR **1/2**

MEDIUM HUMANOID (TARRASQUE CULTIST), UNALIGNED

ART: JORDAN RICHER

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

TERRY ASKEW 50XP

SENSES

Passive Perception 12

SKILLS

Athletics +5, Survival +4

LANGUAGES

Common and one other language (usually inane gibberish)

SPECIAL TRAITS

That Mascot Uniform Smell. Due to Terry never removing his costume, his incredible musk gives him advantage on animal handling skills, whether he wants it or not.

Accidental Spellcasting. Terry is a 1st-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks).

Terry has following cleric spells prepared:

Cantrips (at will): light, mending, thaumaturgy

1st level (3 slots): animal friendship, sanctuary, shield of faith

ACTIONS

Big Doomsday Sign. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d6+3) bludgeoning damage.

Spew Nonsense. Terry starts shouting gibberish about the end times. Any one able to hear Terry must make a DC 12 Wisdom saving throw or be Stunned until the end of his next turn. A creature effected by this ability can attempt the saving throw again at the beginning of their turn to stop its effects.

ARMOR CLASS

12

HIT POINTS

13 (3D8)

SPEED

30 FT.

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

TERRY ASKEW 50XP

SENSES

Passive Perception 12

SKILLS

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LANGUAGES

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ARMOR CLASS

12

HIT POINTS

13 (3D8)

SPEED

30 FT.



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