

THEMATIC NPCs VERSION 1.1

64 NPC STATBLOCKS BY THEME FROM CR 0 TO CR 18

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Special, special thanks to ZevTheWolf for the Infantry Captain template, looking over the statblocks, and in general being an excellent DM collaborator.



64 THEMATIC NPC TEMPLATES

As my campaign goes towards 10+, I feel a lack of NPCs geared towards higher levels campaigns. Mind you, legendary NPCs should be legendary, every bit as much so as beholders, ancient dragons, and the like. I made this compilation from a desire to move beyond DGScott's *Versatile NPCs* and the hole it helped fill in the existing content. I made this content from a thematic perspective because that's how I view my world. I see military, monastic, dark arts, urban, seafaring, these different areas that interact with each other. This compilation includes many NPCs, and I'll attempt to categorize and index them in an easily usable way.

This supplement considers the NPC templates set out in the *Monster's Manual*, *Volo's Guide to Monsters*, and 35 *Versatile NPCs* by /u/DGScott.

Note About Legendary NPCs: As of this time, I have not added legendary resistances and actions to even the higher level NPCs in this document (a handful do have legendary resistances). Appendix B on page 43 outlines my thoughts on Legendary Actions and gives some examples of those from the MM.

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ARCANE

Existing sources have covered clerics, warlocks, wizards, and even bards, but templates have seemed to actively avoid sorcerers. I dealt with sorcery points the way WotC dealt with Ki points when it comes to NPCs monks, *I just ignored them*. Instead, each sorcerer has a metamagic that is either always active or useable a certain number of times a day.

AIR SORCERER

Medium humanoid, any alignment

Armor Class 14 (17 with *mage armor*)

Hit Points 97 (15d8 + 30)

Speed 30 ft., fly 15 ft.

STR	DEX	CON	INT	WIS	CHA
8 (+0)	18 (+4)	14 (+2)	12 (+1)	13 (+1)	20 (+5)

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

Damage Immunities poison

Saving Throws Con +7, Cha +8

Skills Acrobatics +9, Sleight of hand +9, Stealth +9

Senses passive Perception 11

Languages Common, Primordial

Challenge 12 (8,400 XP)

Distance Spells. The sorcerer's spells have double the normal range.

Spellcasting. The sorcerer is a 15th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The sorcerer knows the following sorcerer spells:

Cantrips (at will): *gust, lightning lure, thunderclap, shocking grasp, dancing lights, minor illusion*
1st level (4 slots): *fog cloud, thunderwave, feather fall, mage armor*
2nd level (3 slots): *gust of wind, mirror image, warding wind*
3rd level (3 slots): *lightning bolt, fly, blink*
4th level (3 slots): *greater invisibility*
5th level (2 slots): *control winds*
6th level (1 slot): *chain lightning*
7th level (1 slot): *reverse gravity*
8th level (1 slot): *power word stun*

Actions

Shocking Bolt. *Ranged Spell Attack:* +10 to hit, range 60 ft., one target. Hit: 16 (3d10) lightning damage.

Shocking grasp. *Melee Spell Attack:* +10 to hit, reach 5 ft., one target. Hit: 13 (3d8) lightning damage.

EARTH SORCERER

Medium humanoid, any alignment

Armor Class 10 (13 with *mage armor*)

Hit Points 75 (10d8 + X)

Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	10 (+0)	13 (+1)	18 (+4)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Saving Throws Con +7, Cha +8

Skills Intimidation +8, Athletics +6, History +4

Senses passive Perception 10

Languages Common, Primordial

Challenge 7 (2,900 XP)

Extended Spell. When the sorcerer casts a spell that has a duration of 1 minute or longer, the duration is doubled, to a maximum duration of 24 hours.

Spellcasting. The sorcerer is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The sorcerer knows the following sorcerer spells:

Cantrips (at will): *mold earth, thunderclap, acid splash, light, message, prestidigitation*
1st level (4 slots): *earth tremor, chromatic orb, mage armor, shield, absorb elements*
2nd level (3 slots): *earthbind, Maximilian's earthen grasp*
3rd level (3 slots): *erupting earth*
4th level (3 slots): *vitriolic sphere*
5th level (2 slots): *wall of stone*

Subtle Spell. The sorcerer can cast spells without somatic or verbal components.

Actions

Flying Granite Block. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. Hit: 11 (2d10) bludgeoning damage.

Stone Fist Melee Spell Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

FIRE SORCERER

Medium humanoid, any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 187 (25d8 + 50)

Speed 30 ft., fly 15 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	14 (+2)	13 (+1)	22 (+6)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Saving Throws Con +8, Cha +12

Skills Intimidation +12, Religion +8, Arcana +8

Senses passive Perception 11

Languages Common, Primordial

Challenge 17 (18,000 XP)

Careful Spells. When the sorcerer casts a spell that forces other creatures to make a saving throw, it can protect some of those creatures from the spell's full force. It chooses up to 6 creatures. Chosen creatures automatically succeed on their saving throw against the spell.

Spellcasting. The sorcerer is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). The sorcerer knows the following sorcerer spells:

Cantrips (at will): *fire bolt*, *create bonfire*, *control flames*, *dancing lights*, *friends*, *light*

1st level (4 slots): *burning hands*, *mage armor*, *shield*, *absorb elements*

2nd level (3 slots): *scorching ray*, *pyrotechnics*

3rd level (3 slots): *fireball*, *flame arrows*

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

5th level (3 slots): *immolation*

6th level (2 slot): *sunbeam*

7th level (2 slot): *delayed blast fireball*, *fire storm*

8th level (1 slot): *incendiary cloud*

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

Actions

Fire Bolt. Ranged Spell Attack: +12 to hit, range 60 ft., one target. Hit: 18 (4d10) fire damage.

Fiery punch. Melee Spell Attack: +12 to hit, reach 5 ft., one target. Hit: 10 (1d8+6) fire damage.

WATER SORCERER

Medium humanoid, any alignment

Armor Class 12 (none)

Hit Points 65 (10d8 + 20)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	9 (-1)	14 (+2)	18 (+4)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Saving Throws Con +7, Cha +8

Skills Persuasion +8, Deception +8, Perception +6

Senses passive Perception 10

Languages Common, Primordial

Challenge 7 (2,900 XP)

Heightened Spell (3/day). The sorcerer picks one target of their spell, that target has disadvantage to save on the spell.

Spellcasting. The sorcerer is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The sorcerer knows the following sorcerer spells:

Cantrips (at will): *acid splash*, *frostbite*, *shape water*, *ray of frost*, *true strike*, *mending*

1st level (4 slots): *fog cloud*, *ice knife*, *shield*

2nd level (3 slots): *alter self*

3rd level (3 slots): *tidal wave*, *wall of water*, *water breathing*, *water walk*

4th level (3 slots): *ice storm*, *watery sphere*

5th level (2 slots): *cone of cold*

Actions

Ray of Frost. Ranged Spell Attack: +8 to hit, range 60 ft., one target. Hit: 9 (2d8) cold damage.

Frost fist. Melee Spell Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) cold damage.

RANGED NPCs

Archer NPCs to pad out your NPCs. Scout (CR 1/4), Archer (CR 3), and Seasoned Hunter (CR 3) have some bases covered, but I wanted to get those other levels. Sharpshooter, Sniper, and Legendary Archer have the sharpshooter feat, making them high-damage dealing ranged opponents. Legendary Archer and Sniper should both be relatively nasty enemies at long range.

LEGENDARY ARCHER

Medium humanoid, any alignment

Armor Class 18 (studded leather armor)
Hit Points 187 (25d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	17 (+3)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Str +8, Dex +12, Wis +9
Skills Acrobatics +12, Athletics +8, Perception +9, Stealth +12, Survival +9
Senses passive Perception 19
Languages Common
Challenge 14 (8,400 XP)

Cunning Action. The archer can take the Hide or Dash action as a bonus action.

Legendary Resistance (2/Day). If the archer fails a saving throw, it can choose to succeed instead.

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

Skulker. The archer can try to hide when it is lightly obscured from the creature from which you are hiding. When archer is hidden from a creature and misses it with a ranged weapon attack, making the attack doesn't reveal its position. Dim light doesn't impose disadvantage on archer's Wisdom (Perception) checks relying on sight.

Actions

Multiattack. The archer makes four weapon attacks.

Shortsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 6) piercing damage.

Longbow. *Ranged Weapon Attack:* +12 to hit, range 600 ft., one target. *Hit* 9 (1d8 + 6) piercing damage.

Longbow, Dead-eye Shot. *Ranged Weapon Attack:* +7 to hit, range 600 ft., one target. *Hit* 19 (1d8 + 15) piercing damage.

SHARPSHOOTER

Medium humanoid, any alignment

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

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	14 (+2)	11 (+0)	13 (+1)	10 (+0)

Skills Perception +3, Stealth +5
Senses passive Perception 13
Languages Common
Challenge 2 (450 XP)

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

Actions

Multiattack. The sharpshooter makes two weapon attacks.

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

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

Longbow, Dead-eye Shot. *Ranged Weapon Attack:* +0 to hit, range 600 ft., one target. *Hit* 17 (1d8 + 13) piercing damage.

SNIPER

Medium humanoid, any alignment

Armor Class 17 (studded leather armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

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

Skills Acrobatics +8, Athletics +5, Perception +5, Stealth +8, Survival +5

Senses passive Perception 15

Languages Common

Challenge 6 (2,300 XP)

Cunning Action. The sniper can take the Hide or Dash action as a bonus action.

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

Skulker. The sniper can try to hide when it is lightly obscured from the creature from which you are hiding. When the sniper is hidden from a creature and misses it with a ranged weapon attack, making the attack doesn't reveal its position. Dim light doesn't impose disadvantage on the sniper's Wisdom (Perception) checks relying on sight.

Actions

Multiattack. The sniper makes three weapon attacks.

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

Longbow. *Ranged Weapon Attack:* +8 to hit, range 600 ft., one target. *Hit* 9 (1d8 + 5) piercing damage.

Longbow, Dead-eye Shot. *Ranged Weapon Attack:* +3 to hit, range 600 ft., one target. *Hit* 19 (1d8 + 15) piercing damage.

The **sniper** and other skulkers prefer to fight from a distance. They will orchestrate with their allies to make sure that they are firing with advantage as often as possible. They will stay as far away from their enemies as possible, using their long range and stealthy abilities to harass their foes, while not the most deadly in a single strike, a lone sniper can often route a much larger force.

In lands contested with orcs, ogres, gnolls and other dangerous humanoids, snipers make excellent hunters, staying well out of range of larger and more deadly opponents.



DARK ARTS NPCs

Some NPCs, regardless of alignment, choose to mess with the dark arts. The following are humanoids who have dabbled with or have a connection with the dark arts. The Vermin Lord, specifically, is interesting because it is druidic in nature. The others have suffered from corruption or dabble in the dark arts in one way or another.

CORRUPTED HUMANOID

Medium humanoid, any evil

Armor Class 10
Hit Points 22 (5d8)
Speed 30 ft.

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

Senses darkvision 5 ft., passive Perception 10
Languages racial language + Infernal or Abyssal
Challenge 1/2 (100 XP)

Actions

Multiattack. The corrupted humanoid makes two claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 4 (1d4 + 2) slashing damage, the target must make a DC 12 Charisma save or they have disadvantage on their next attack.

DEMONOLOGIST

Medium humanoid, any alignment

Armor Class 12 (15 with mage armor)
Hit Points 83 (15d8 + 15)
Speed 30 ft.

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

Saving Throws Int +10, Wis +5
Skills Arcane +10, Religion +10, History +10, Persuasion +7
Senses passive Perception 10
Languages Common, Infernal, Abyssal
Challenge 10 (5,900 XP)

Experienced Summoner. The demonologist has advantage on Constitution saves to keep concentration on summoning spells.

Spellcasting. The demonologist is a 15th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). The demonologist has the following wizard spells prepared:

Cantrips (at will): *acid splash, infestation, mage hand, poison spray, fire bolt*
1st level (4 slots): *find familiar, grease, Tenser's floating disk, unseen servant, mage armor*
2nd level (3 slots): *scorching ray, misty step*
3rd level (3 slots): *summon lesser demons, fireball, counterspell*
4th level (3 slots): *dimension door, Evard's black tentacles, summon greater demon*
5th level (3 slots): *cloudkill, infernal calling*
6th level (1 slot): *arcane gate*
7th level (1 slot): *plane shift, symbol*
8th level (1 slot): *incendiary cloud, mind blank*

Actions

Dagger. *Melee Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Fire Bolt. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 16 (3d10) fire damage.

Demonologists aren't always evil and may even be trying to permanently banish demons and devils from the prime material plane. Regardless of their goals, demonologists tread a dangerous path. They mess with dark powers beyond the understanding of mortals. Sometimes their meddling can lead to situations in and around the places they practice their arts.

THRALL

Medium humanoid, any alignment

Armor Class as NPC type

Hit Points as NPC type

Speed as NPC type

STR	DEX	CON	INT	WIS	CHA
+2	+0	+2	+0	+0	-4

Damage Vulnerabilities radiant, psychic

Damage Resistances fire, cold; bludgeoning, piercing, and slashing from nonmagical weapons

Languages Common, Infernal, Abyssal, telepathy unlimited ft. (with their master only)

Thralls have been claimed by infernal masters. If thralls are reduced to 0 hit points by radiant or psychic damage, when they wake up, they are no longer thralls. Until then, they serve their master's will.

DIRE RAT

Large beast, unaligned

Armor Class 13

Hit Points 39 (6d10 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	5 (-3)	10 (+0)	4 (-3)

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 1 (200 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 8 (2d4 + 3) piercing damage.

VERMIN LORD

Medium humanoid, any alignment

Armor Class 15 (studded leather armor)

Hit Points 60 (11d8 + 11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (+0)	16 (+3)	12 (+1)	10 (+0)	18 (+4)	14 (+2)

Saving Throws Wisdom +8, Charisma +6

Skills Animal Handling +8, Nature +4, Stealth +7, Survival +8

Senses darkvision 60 ft., passive Perception 14

Languages Common, Infernal, Abyssal

Challenge 6 (2,300 XP)

Shapechanger (3/day) The lord can use a bonus action to polymorph into a rat, a large rat, swarm of rats, or a dire rat. It takes on the statistics of the creature it turn into, but keeps it's mental stats. If the form is reduced to 0 or less hit points, the lord changes back to its normal form and any additional damage is take off it's regular form's hit points. Any equipment the lord is carrying merges into its new form.

Spellcasting. The lord is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The lord has the following druid spells prepared:

Cantrips (at will): *poison spray*, *druidcraft*, *infestation*, *mold earth*

1st level (4 slots): *beast bond*, *animal friendship*, *speak with animals*, *cure wounds*

2nd level (3 slots): *earthbind*, *locate animals or plants*, *pass without trace*, *spike growth*, *heat metal*

3rd level (3 slots): *conjure animals* (summons 8 swarms of rats), *plant growth*, *meld into stone*

4th level (3 slots): *giant rat* (as *giant insect* but changes 10 rats into 10 giant rats), *blight*

5th level (2 slots): *awaken*, *insect plague*

6th level (1 slot): *bones of the earth*

Actions

Multiattack. The lord makes two short sword attacks.

Shortsword. *Melee Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw taking 10 (3d6) poison damage on a failed save, or save for half.

Hand Crossbow. *Ranged Spell Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw taking 10 (3d6) poison damage on a failed save, or save for half.

TRANSFORMING HUMANOID

Medium humanoid, any evil

Armor Class 10 (None)

Hit Points 40 (9d8)

Speed 30 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	10 (+0)	14 (+2)	10 (+0)	16 (+3)

Skills Aracana +5, Deception +6, Intimidation +6, Persuasion +6

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

Senses darkvision 10 ft., passive Perception 10

Languages racial language + Infernal or Abyssal

Challenge 2 (450 XP)

Actions

Multiattack. The humanoids make two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 6 (1d6 + 3) slashing damage, the target must make a DC 14 Charisma save or they move at 1/2 of their normal speed and have disadvantage on attack rolls until the end of the humanoid's next turn.

In the process of transforming into a physical incarnation of a demon on the prime material plane, **transforming humanoids** resemble their race but with long, vicious claws, barbed teeth, and a set of underdeveloped demon wings springing from their back.

Once a **corrupted humanoid**, these poor lost souls have taken the next step in their devolution. Only the magic of a *greater restoration* or *wish* spell can revert the changes.



ESPIONAGE

For some options beyond Spy (CR 1), Master Thief (CR 5), and Assassin (CR 8). These statblocks offer some lower, medium, and higher-level options for rogue-based statblocks. I made sure they all have cunning action, but not necessarily all of the other rogue features.

INFILTRATOR

Medium humanoid, any alignment

Armor Class 14 (leather armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	14 (+2)	13 (+1)	14 (+2)

Saves Dex +7, Int +5

Skills Deception +10, History + 6, Investigation +6, Perception +5, Persuasion +10, Sleight of Hand +10, Stealth + 10

Senses passive Perception 15

Languages Common, Thieves' Cant + 2 others

Challenge 4 (1,100 XP)

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

Sneak Attack (1/Turn). The infiltrator deals an extra 17 (5d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the infiltrator that isn't incapacitated and the infiltrator doesn't have disadvantage on the attack roll.

Actions

Multiattack. The infiltrator makes two weapon attacks.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

INFORMANT

Medium humanoid, any alignment

Armor Class 12 (none)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +6, History + 3, Perception +3, Persuasion +6, Sleight of Hand +4, Stealth + 4

Senses passive Perception 13

Languages Common, Thieves' Cant, + 2 others

Challenge 1/2 (100 XP)

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

Sneak Attack (1/Turn). The informant deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the informant that isn't incapacitated and the informant doesn't have disadvantage on the attack roll.

Actions

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

As an **informant** will readily remind anyone who thinks other, informants are not active agents. They are typically just shady people who work with spies, the local guards, the local thieves' guild, or whoever will pay them the right coin. In a scrape, something very valuable has to be on the line for an informant to stick around a fight. They are much more likely to flee as quickly as possible.

Despite a lack of bravery, informants can be valuable friends and contacts. They typically know the word on the street and have several black market contacts. However, the average adventurer is cautioned not to trust informants any more than necessary.

INTELLIGENCE AGENT

Medium humanoid, any alignment

Armor Class 16 (leather armor)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

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

Saves Dex +10, Int +7

Skills Deception +13, History +7, Investigation +7, Perception +7, Persuasion +13, Sleight of Hand +15, Stealth +15

Senses blindsight 10 ft., passive Perception 17

Languages Common, Thieves' Cant + 4 others

Challenge 13 (10,000 XP)

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

Impostor. The agent must spend at least three hours listening to speech, examining handwriting, and observing mannerisms and can then impersonate the person. The agent's ruse is indiscernible to the casual observer. If a wary creature suspects something is a miss, the agent has advantage on any Charisma (Deception) checks made to avoid detection.

Sneak Attack (1/Turn). The agent deals an extra 28 (8d6) 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 agent that isn't incapacitated and the agent doesn't have disadvantage on the attack roll.

Actions

Multiattack. The agent makes two dagger attacks.

Dagger. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +10 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 5) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

An **intelligence agent** uses Purple Worm poison, and adventurer who kills one might be lucky enough to find 1d4 unused vials on the agent or in their belongings although finding a spy's stash can be almost impossible.

LEGENDARY OPERATIVE

Medium humanoid, any alignment

Armor Class 18 (studded leather armor)

Hit Points 163 (25d8 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	22 (+6)	14 (+2)	14 (+2)	14 (+2)	18 (+4)

Saves Dex +12, Int +8, Wis +8

Skills Deception +16, History +8, Investigation +8, Perception +8, Persuasion +16, Sleight of Hand +18, Stealth +18

Senses blindsight 10 ft., passive Perception 18

Languages Common, Thieves' Cant + 2 others

Challenge 17 (18,000 XP)

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

Legendary Resistance (2/Day). If the operative fails a saving throw, it can choose to succeed instead.

Sneak Attack (1/Turn). The operative deals an extra 35 (10d6) 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 operative that isn't incapacitated and the operative doesn't have disadvantage on the attack roll.

Soul of Deceit. the operative's thoughts can't be read by telepathy or other means, unless the operative allows it. The operative can present false thoughts by succeeding on a Charisma (Deception) check contested by the mind reader's Wisdom (Insight) check. Additionally, no matter what the operative says, magic that would determine if the operative is telling the truth indicates it is being truthful if the operative so chooses, and the operative can't be compelled to tell the truth by magic.

Actions

Multiattack. The operative makes two dagger attacks.

Dagger. *Melee or Ranged Weapon Attack:* +12 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +12 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 6) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

HOLY NPCs

To go with the acolyte (CR 1/8), priest (CR 2), heterodox priest (CR 5), and war priest (CR 9). These statblocks represent priests and those of faith in the established church. Martyr and Reverend Martyr are both designed to be part paladin and part cleric. Curate and Saint are both entirely cleric.

CURATE

Medium humanoid, any good or neutral alignment

Armor Class 15 (Chain Mail)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	13 (+1)	10 (+0)	15 (+2)	12 (+1)

Saving Throws Wis +4, Char +3
Skills History +2, Medicine +4, Persuasion +3, Religion +2
Senses passive Perception 12
Languages Common, Celestial
Challenge 1 (200 XP)

Spellcasting. The curate is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The curate has the following cleric spells prepared:

Cantrips (at will): *light, spare the dying*
1st level (4 slots): *healing word, cure wounds, sanctuary*
2nd level (2 slots): *gentle repose, lesser restoration*

Actions

Mace. *Melee Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

A **curate** is a normal cleric, but a little different from a priest. A curate is not a leader but a follower. Well behaved curates do paperwork, heal the sick, bash undead with their maces, and lay the dead to rest. A curate might be in charge of 1d6 acolytes at any time, and probably reports to a priest or another higher ranking church official.

MARTYR

Medium humanoid, any alignment

Armor Class 15 (Half-Plate)
Hit Points 68 (12d8 + 24)
Speed 30 ft.

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

Saving Throws Wis +7, Cha +6
Skills Athletics +7, Insight +7, Perception +7, Religion +3
Senses passive Perception 13
Languages Common, Celestial
Challenge 5 (1,800 XP)

Divine Eminence. As a bonus action, the martyr 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 martyr expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

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

Cantrips (at will): *light, spare the dying*
1st level (4 slots): *healing word, cure wounds, sanctuary, guiding bolt, bless*
2nd level (3 slots): *gentle repose, lesser restoration, aid*
3rd level (3 slots): *revivify, daylight*
4th level (1 slots): *divination*

Actions

Multiattack. The martyr makes two weapon attacks.

Greatsword. *Melee Attack:* +7 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Guiding Bolt (costs 1 spell slot). Ranged Spell Attack: +7 to hit, range 120 ft., one target. Hit: 14 (4d6) radiant damage.

Whether through a specific set of circumstances, random chance, or being called by their deity directly, the **martyr** sees their own life as forfeit. Their only purpose in life is to fight the good fight and help others, with little to no regard for their own health and well-being.

A martyr will lead the fight in the battlefield, throw themselves headlong into a dungeon, or stand up to traveling adventurers who come into town and throw their weight around. Nothing pisses off a martyr like a traveling barbarian pushing around the townsfolk and being an ass.

REVEREND MARTYR

Medium humanoid, any alignment

Armor Class 10 (rags) or 18 (plate mail)
Hit Points 187 (25d8 + 75)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	8 (-1)	16 (+3)	14 (+2)

Saving Throws Wis +9, Char +8
Skills Athletics +10, Insight +9, Perception +9, Religion +5
Senses passive Perception 13
Languages Common, Celestial
Challenge 14 (11,500 XP)

Divine Eminence. As a bonus action, the martyr 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 martyr expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The martyr is a 15th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The martyr has the following cleric spells prepared:

Cantrips (at will): *light, spare the dying, guidance, sacred flame*
1st level (4 slots): *healing word, cure wounds, sanctuary, guiding bolt, bless*
2nd level (3 slots): *gentle repose, lesser restoration, aid*
3rd level (3 slots): *revivify, daylight*
4th level (3 slots): *divination*
5th level (2 slots): *mass cure wounds, holy weapon*
6th level (1 slot): *heal*
7th level (1 slot): *divine word*
8th level (1 slot): *holy aura*

Actions

Multiattack. The martyr makes two weapon attacks.

Greatsword. *Melee Attack:* +10 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Guiding Bolt (costs 1 spell slot). Ranged Spell Attack: * +10 to hit, range 120 ft., one target. Hit: 14 (4d6) radiant damage.

Through the grace of their deity, the **reverend martyr** has managed to survive all of the scrapes they've been in over the years. However, their search for a righteous death hasn't abated, and they are as reckless as they are powerful.

SAINT

Medium humanoid, any alignment

Armor Class 18 (plate mail)
Hit Points 225 (30d8 + 90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	16 (+3)	22 (+6)	16 (+3)

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

Saving Throws Str +9, Dex +9, Con +9, Int +9, Wis +12, Cha +9

Skills Animal Ken +12, Athletics +9, History +9, Insight +9, Perception +9, Persuasion +9, Religion +9

Senses passive Perception 19

Languages Common, Celestial
Challenge 18 (20,000 XP)

Spellcasting. The saint is a 20th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks). The saint has the following cleric spells prepared:

Cantrips (at will): *guidance, light, mending, sacred flame, word of radiance*
1st level (4 slots): *healing word, bless, detect evil and good, detect poison and disease, cure wounds, purify food and drink, sanctuary, guiding bolt*
2nd level (3 slots): *augury, gentle repose, lesser restoration, zone of truth*
3rd level (3 slots): *clairvoyance, create food and water, mass healing word, remove curse, revivify, spirit guardians, tongues, water walk*
4th level (3 slots): *banishment, divination*
5th level (3 slots): *Commune, dispel evil and good, flame strike, greater restoration, mass cure wounds, raise dead*
6th level (2 slot): *heal, harm, true seeing*
7th level (2 slot): *conjure celestial, divine word*
8th level (1 slot): *control weather*
9th level (1 slot): *mass heal, true resurrection*

Turn Undead. As an action, each undead that can see or hear the saint within 30 feet of them must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. Undead of CR 4 or lower who fail their saving throw are instantly destroyed.

Actions

Guiding Bolt (costs 1 spell slot). Ranged Spell Attack: * +12 to hit, range 120 ft., one target. Hit: 14 (4d6) radiant damage.

MILITARY NPCs

The other resources have many military-type NPCs, especially in *Versatile NPCs*. All of the NPCs in this section have some type of ability or focus that fills gaps in the existing statblocks. Medic heals, sapper blows up, novice soldier flees (and is 1/2 human/humanoid), infantry captain is great with some support, etc.

INFANTRY CAPTAIN

Medium humanoid (any race), any alignment

Armor Class 19 (splint mail, shield)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

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

Saving Throws Con +5, Cha +5
Skills Athletics +6, History +4, Perception +3, Persuasion +5
Senses passive Perception 13
Languages Any One Language
Challenge 6

Actions

Multiattack. The captain makes three melee attacks.

Longsword (One-handed). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 7 (1d8 + 3)

Longsword (Two-handed). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 8 (1d10 + 3)

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

Sound the Attack (Recharges after a short or long rest). up to 6 creatures of the captain's choice within 30 feet of it which can hear and understand it may use their reaction to move up to half of their movement speed and make one attack.

Rally (Recharge 6). Up to 6 creatures of the captain's choice within 30 feet of it gain 5 temporary hit points. If any of them are frightened by a spell or ability that allows a saving throw to break the effect, those creatures may immediately make a saving throw to resist the effect.

LEGENDARY SWORDMASTER

Medium humanoid, any alignment

Armor Class 18 (studded leather)
Hit Points 225 (30d8 + 90)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	16 (+3)	14 (+2)	16 (+3)	16 (+3)

Saving Throws Str +8, Dex +12
Skills Acrobatics +12, Athletics +8, History +8, Intimidation +9, Perception +9,
Senses passive Perception 12
Languages Common
Challenge 14 (11,500 XP)

Battlemaster Maneuvers. Once per turn, the swordmaster can use one of the following effects:

- **Lunging Attack:** One of the swordmaster's attacks has a reach of 10 ft.
- **Trip Attack:** A larger or smaller creature hit by one of the swordmaster's attacks must make a DC 20 Strength save or be knocked prone.
- **Sweeping Attack:** When the swordmaster hits a creature with an attack, they may then make an additional attack to another creature within 5 feet of the original target that is within reach.
- **Menacing Attack:** When the swordmaster hits a creature with an attack, the creature must make a DC 20 Wisdom save or be frightened until the end of the swordmaster's next turn.

Form Over Force. The swordmaster can use its Dexterity score instead of Strength to attack and damage with the longsword.

Actions

Multiattack. The swordmaster makes four weapon attacks.

Longsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 12 (1d8 + 8) piercing damage.

Reaction

Parry. When another creature damages the swordmaster, it can use its reaction to reduce the damage it takes by 13 (1d12 + 6).

Riposte. When a creature misses the swordmaster with a melee attack, they can use their reaction to make a melee weapon attack against the target.

MEDIC

Medium humanoid, any alignment

Armor Class 15 (chain shirt)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

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

Skills Athletics +3, Medicine +4, Nature +2, Stealth +4
Senses passive Perception 12
Languages Common
Challenge 1 (200 XP)

Healer. When the medic uses a healer's kit to stabilize a dying creature, the creature then regains 1 hit point. Also, as an action, the medic can spend one use of a healer's kit to tend to a creature and restore 1d6 + 4 hit points to it, plus additional hit points equal to the creature's maximum number of Hit Dice. The creature can't regain hit points from this feature or the *healer feat* again until it finishes a short or long rest.

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

While not masters of the battlefield, **medics** are the unsung heroes of wars. Braving the dangerous and chaotic environment of wars, medics go into the thick of it to lend aid to their allies. Some medics are members of the army, some are hired from local towns and hamlets, others are members of religious orders and sects who believe it is their duty to help others.

In addition to healing the wounded, medics might also have other job functions as well such as caring for the wounded, stabilizing the unconscious, disposing of bodies, preparing healing ointments for scouting groups, or even just overseeing the overall health of the officers and commanders.

No armed force is complete without medics in their number.

NOVICE SOLDIER

Medium humanoid, any alignment

Armor Class 14 (chain shirt)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

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

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

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

Actions

Spear (2 handed). *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit:* 6 (1d8 + 1) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 1) piercing damage.

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

PIKEMAN

Medium humanoid, any alignment

Armor Class 15 (scale mail)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Skills Athletics +4, Perception +3
Senses passive Perception 13
Languages Common
Challenge 1 (200 XP)

Set Versus Charge. As a bonus action, the pikeman chooses a creature it can see that is at least 20 feet away from it. If that creature moves within it's pike's reach on its next turn, the pikeman can make a pike melee attack against it as a reaction. If the attack hits, the target takes an extra 1d10 slashing damage. The pikeman can't use this ability if the creature used the Disengage action before moving.

Actions

Multiattack. Pikeman makes two melee weapon attacks.

Pike. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

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

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

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

SAPPER

Medium humanoid, any alignment

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

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	13 (+1)	10 (+0)	10 (+0)

Skills Athletics +3, Investigation +3, Stealth +4, Survival +2
Senses passive Perception 12
Languages Common
Challenge 1 (200 XP)

Cunning Action: On each of its turns, the sapper may use its bonus action to take the Dash, Dodge, or Disengage action.

Actions

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

Alchemist's Fire. *Ranged Weapon Attack:* +4 to hit, range 20 ft., one target. *Hit:* 2 (1d4) fire damage, the target continues to take damage every turn until it spends an action to make a DC 10 Dexterity check to extinguish the flames.

Rig to Blow (Recharge 5-6) The sapper rigs together several vials of alchemist fire combined with explosive charges. The sapper sets the bundle down in a square adjacent to it. At the end of the sapper's turn (but after any legendary actions are resolved), the bomb explodes in a 10-foot radius. All creatures in that radius must make a DC 12 Dexterity check or take 14 (6d4) fire damage, taking half on a successful save. The creatures continue to take 5 (2d4) fire damage at the start of each of their turns. A creature can end this damage by using its action to make a DC 12 Dexterity check to extinguish the flames.

The average **sapper** often looks more like a human-sized piece of walking coal than a soldier. Covered in ash and soot from whatever activity they have most recently been engaged in, most members of an army will avoid these crazy individuals whenever possible.

Less common than other units, sappers are not alchemists, but more like war-time engineers who have learned how to use alchemist's fire and other alchemical components to hurt the enemy. Often being covered in scars and burns and commonly missing fingers, sappers can make a difference in sieges with their knowledge of how to demolish enemy buildings and siege weapons.



SAVAGE INFANTRY

Medium humanoid, any alignment

Armor Class 13 (padded armor)

Hit Points 75 (10d8 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	9 (-1)	12 (+1)	8 (-1)

Skills Athletics +6, Stealth +4, Survival +4

Senses passive Perception 12

Languages Common

Challenge 3 (700 XP)

Aggressive. As a bonus action, the infantry can move up to its speed toward a hostile creature that it can see.

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

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

Actions

Multiattack. The infantry makes two weapon attacks.

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 4) slashing damage.

Javelin. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Making up for a lack of intelligence and social graces with pure ferocity, **savage infantry** often come from barbarian tribes, or maybe just brutes in the normal infantry whose bloodlust and savagery has served them well over the years.

Surviving through a combination of luck and brute force, these crazy warriors will often break through the front lines to draw first blood whenever possible. More common in mercenary contingents and outlander armies, these fierce warriors can be found in any army.

When the approaching orc army thinks that humans and other humanoids are cowardly creatures who hide behind their armor, shields, and ranged weapons, the savage infantry are there to prove them wrong.

MONASTIC NPCs

There are only a handful of monk NPC templates, Brawler (CR 1/2) and Martial Arts Adept (CR 3) to name two (the only two?). This section outlines many more, especially the all-powerful grand master.

GRAND MASTER

Medium humanoid, any alignment

Armor Class 20 (none)
Hit Points 187 (25d8 + 75)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	16 (+3)	14 (+2)	18 (+4)	14 (+2)

Saving Throws St +8, Dex +12, Con +9, Int +8, Wis +10, Cha +8

Damage Immunities poison

Condition Immunities poisoned

Skills Acrobatics +12, Insight +10, Medicine +10, Stealth +12

Senses passive Perception 14

Languages Common, understands all spoken languages

Challenge 17 (18,000 XP)

Cunning Actions. The master can take the Dodge, Disengage, or Dash action as a bonus action on their turn. If the master takes the dash action, it's jump distance is tripled (42 feet).

Ki-Empowered Strikes. The master's unarmed strikes count as magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage.

Quivering Palm (3/day). The master has the ability to set up lethal vibrations in someone's body. When the master hits a creature with an unarmed strike, it starts these imperceptible vibrations, which last for 20 days.

If the master uses their action to end the vibrations and the target is on the same plane of existence, the creature must make a DC 18 Constitution saving throw or it is reduced to 0 hit points.

If it succeeds, it takes 55 (10d10) necrotic damage. Only one creature can be affected at a time. The master can choose to end the vibrations harmlessly without using an action.

Tranquility. The master enters a special meditation that surrounds them with an aura of peace. At the end of a long rest, they gain the effect of a sanctuary spell that lasts until the start of their next long rest (the spell can end early as normal). The saving throw DC for the spell equals 18.

Unarmored Defense. The master's AC equals 10 + Dexterity modifier + Wisdom modifier when wearing no armor and not using a shield.

Unarmored Movement. The master has the ability to move along vertical surfaces and liquids without falling during their move.

Actions

Multiattack. The master makes 4 unarmed strike attacks or 3 dart attacks.

Unarmed strike. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. **Hit:** 11 (1d10 + 6) bludgeoning damage. If the target is a creature, the master can choose one of the following additional effects:

- The target must succeed on a DC 18 Strength saving throw or drop one item it is holding (master's choice).
- The target must succeed on a DC 18 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 18 Constitution saving throw or be stunned until the end of the master's next turn.

Dart. Ranged Weapon Attack: +12 to hit, range 20/60 ft., one target. **Hit:** 8 (1d4 + 6) piercing damage.

Reactions

Deflect Missiles. The master can use its reaction to deflect or catch missiles when hit by ranged attacks. The damage of the attack is reduced by 11 (1d10 + 6).

The **grand master** has earned his or her title because it is *the* grand master. Often coming around only once in several generations, the grand master has learned to transcend their fleshly prison, achieving full enlightenment.

Aside from a plethora of powerful abilities and effects, grand masters are teachers and mirrors of truth and discovery. Instead of being sources of knowledge, the grand master is there to guide their students to help discover their own truths and knowledge, just as their teachers did for them.

The grand master doesn't solve problems, they empower their students to solve problems for themselves.

SACRED FIST

Medium humanoid, any alignment

Armor Class 17 (none)

Hit Points 97 (15d8 + 30)

Speed 55 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Str +5, Dex +9, Con +7, Int +6, Wis +8, Cha +5

Damage Immunities poison

Condition Immunities poisoned

Skills Acrobatics +4, Insight +3, Stealth +4

Senses passive Perception 13

Languages Common, understands all spoken languages

Challenge 8 (3,900 XP)

Cunning Actions. The fist can take the Dodge, Disengage, or Dash action as a bonus action on their turn. If the fist takes the dash action, it's jump distance is tripled (30 feet).

Ki-Empowered Strikes. The fist's unarmed strikes count as magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage.

Timeless Body. The fist's ki sustains them so that they suffer none of the frailty of old age and can't be aged magically. They can still die of old age, however. In addition, they no longer need food or water.

Unarmored Defense. The fist's AC equals 10 + Dexterity modifier + Wisdom modifier when wearing no armor and not using a shield.

Unarmored Movement. The fist has the ability to move along vertical surfaces and liquids without falling during their move.

Actions

Multiattack. The fist makes 4 unarmed strike attacks or 3 dart attacks.

Unarmed strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. If the target is a creature, the fist can choose one of the following additional effects:

- The target must succeed on a DC 15 Strength saving throw or drop one item it is holding (fist's choice).
- The target must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 15 Constitution saving throw or be stunned until the end of the fist's next turn.

Dart. *Ranged Weapon Attack:* +9 to hit, range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Reactions

Deflect Missiles. The fist can use its reaction to deflect or catch missiles when hit by ranged attacks. The damage of the attack is reduced by 9 (1d10 + 4).

Unlike the other monks, a **sacred fist** is named for a specific purpose. Whether to seek out an enemy, punish with wicked, or protect a place of importance or power. Due to their ability to survive without food or drink, some sacred fists are taken to remote or virtually inaccessible locations and tasked as guardians of ancient libraries, temples, tombs, or vaults.

Different from the holy orders, monks are often more neutral than good or evil. As a result, if a sacred fist has given an oath to protect something, they are unlikely to let anyone have access to it.

In combat, sacred fists are dangerous combatants who are difficult to pin down and who will easily take advantage of their mobility to avoid larger, slower targets while picking off more less-armored, more dangerous targets first like spellcasters, rogues, and archers.



TEMPLE ACOLYTE

Medium humanoid, any alignment

Armor Class 14 (none)
Hit Points 16 (3d8 + 3)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	11 (+0)	14 (+2)	10 (+0)

Skills Acrobatics +4, Insight +3, Stealth +4
Senses passive Perception 12
Languages Common
Challenge 1/2 (450 XP)

Unarmored Defense. The acolyte's AC equals 10 + Dexterity modifier + Wisdom modifier when wearing no armor and not using a shield.

Actions

Multiattack. The acolyte makes 2 unarmed strike attacks or 2 dart attacks.

Unarmed strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage. If the target is a creature, the acolyte can choose one of the following additional effects:

- The target must succeed on a DC 12 Strength saving throw or drop one item it is holding (acolyte's choice).
- The target must succeed on a DC 12 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 12 Constitution saving throw or be stunned until the end of the acolyte's next turn.

Dart. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Reactions

Deflect Missiles. The acolyte can use its reaction to deflect or catch missiles when hit by ranged attacks. The damage of the attack is reduced by 7 (1d10 + 2).

As opposed to holy acolytes, **temple acolytes** are trained in hand to hand combat, but mostly they are free labor. Temple acolytes tend the grounds, cook, clean, and perform all of the needed day to day functions of their temple or monastery in hopes that such mundane and banal chores will eventually lead to enlightenment.

SEAFARING NPCs

These are some seafaring NPCs. I normally use brigands (CR 1/8) and brigand leader (CR 2) for pirate and pirate captains, but these NPC statblocks are specifically for pirates and sailors. These statblocks make use of the mariner feat from *Unearthed Arcana*. I hope that makes it into print at some point.

DECK BOSS

Medium humanoid, any alignment

Armor Class 16 (studded leather armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft., swim 30 ft., climb 30 ft.

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

Skills Athletics +7, Deception +6, Intimidation +6, Perception +4, Persuasion +6,

Senses passive Perception 15

Languages Common, Thieves' Cant

Challenge 6 (2,300 XP)

Brute. The boss does an extra die of damage with melee attacks.

Charger. When the boss uses its action to dash, it can use a bonus action to make one melee weapon attack or to shove a creature. If it moves at least 10 feet in a straight line immediately before taking this bonus action, the boss can either gain a +5 bonus to the attack's damage roll or push the target up to 10 feet away from it.

Crossbow Expert. The boss ignores the loading property of crossbows.

Mariner. As long as the boss is not wearing heavy armor or using a shield, it has a swimming and climbing speed equal to its normal speed, and gains a +1 to AC.

Tavern Brawler. If the boss hits a creature with an unarmed strike or improvised weapon, it can use a bonus action to attempt to grapple the target.

Actions

Multiattack. The boss makes three melee weapon attacks or two ranged weapon attacks.

Mace. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Whip. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Improvised Weapon or Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Also good as a first mate, the **deck boss** helps keep order on the ship. Whether a pirate ship, slaver ship, war galley or just normal merchant feighter, life at sea is hard and in addition to the leadership provided by the ship's captain, the deck boss bolsters that with a health dose of fear.

A brutish person and practiced wrestler, the deck boss answers even possible insubordination by tossing the offender overboard.

INFAMOUS PIRATE CAPTAIN

Medium humanoid, any alignment

Armor Class 17 (studded leather armor)

Hit Points X (20d8 + 40)

Speed 30 ft., swim 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Dex +9, Int +6, Wis +7

Skills Acrobatics +9, Athletics +6, Deception +8, Insight +7, Intimidation +8, Perception +7, Persuasion +8, Sleight of Hand +9, Stealth +9

Senses passive Perception 17

Languages Common, Thieves' Cant

Challenge 9 (5,000 XP)

Crossbow Expert. Hand crossbows count as melee weapons for the captain, and it ignores the loading property.

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

Mariner. As long as the captain is not wearing heavy armor or using a shield, it has a swimming and climbing speed equal to its normal speed, and gains a +1 to AC.

Panache. As an action, the captain can make a Charisma (Persuasion) check contested by a creature's Wisdom (Insight) check. The creature must be able to hear and understand the captain. If the captain succeeds, the creature has disadvantage on attack rolls against targets other than the captain and can't make opportunity attacks against targets other than the captain. This effect lasts for 1 minute, until one of captain's companions attacks the target or affects it with a spell, or until the captain and the target are more than 60 feet apart.

Rakish Audacity. The captain adds its Charisma bonus to initiative rolls.

Sneak Attack (1/turn). The captain deals an extra 21 (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, when the target is within 5 feet of an ally of the captain that isn't incapacitated and the captain doesn't have disadvantage on the attack roll, or if no creature other than the target is within 5 feet of the captain.

Actions

Multiattack. The captain makes two rapier attacks and one whip or hand crossbow attack, two hand crossbow attacks, or two whip attacks.

Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Whip. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Hand Crossbow. *Melee or Ranged Weapon Attack:* +9 to hit, range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Reactions

Uncanny Dodge. When the captain is hit by a source of damage it can see, it can use its reaction to take 1/2 damage from the attack.

Being a pirate captain in general takes guts but being an **infamous pirate captain** takes real stones. Not only are these captains vicious, violent, uncompromising, and masters of sea warfare, they are also very good at it.

Traveling adventurers paying for passage on an infamous pirate captain's ship would be wise to be polite, or they might find themselves being tossed overboard or worse.

PIRATE NAMES

Taken from fantasynmegenerators.com, here as some example pirate names.

MALE

- Ardley 'The Bright' Barrie
- Nickleby 'Buccaneer' Xensor
- Manley 'Temptation' Ward
- Everild 'Golden Tooth' Yao
- Graydon 'Merry' Jasper
- True 'Mumbling' Burlingame
- Sheffield 'Fearless' Upir
- Presley 'The Fool' Balthier

FEMALE

- Cherry 'The Witch' Swet
- Shandy 'Shaded' Zeddicus
- Rosalie 'The Sour' Rhys
- Bulah 'The Stubborn' Seth
- Fleta 'Treasure' Granite
- Beck 'Vicious' Bryce
- Alene 'Phantasm' Armstead
- Bridget 'Devil's Smile' Buckley

LEGENDARY PIRATE CAPTAIN

Medium humanoid, any alignment

Armor Class 19 (studded leather armor)

Hit Points 210 (28d8 + 84)

Speed 30 ft., swim 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	16 (+3)	14 (+2)	14 (+2)	18 (+3)

Saving Throws Dex +10, Int +8, Wis +8

Skills Acrobatics +18, Athletics +8, Deception +9, Intimidation +9, Perception +8, Persuasion +15, Sleight of Hand +18, Stealth +18

Senses blindsight 10 ft., passive Perception 18

Languages Common, Thieves' Cant

Challenge 15 (13,000 XP)

Crossbow Expert. Hand crossbows count as melee weapons for the captain, and it ignores the loading property.

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

Mariner. As long as the captain is not wearing heavy armor or using a shield, it has a swimming and climbing speed equal to its normal speed, and gains a +1 to AC.

Panache. As an action, the captain can make a Charisma (Persuasion) check contested by a creature's Wisdom (Insight) check. The creature must be able to hear and understand the captain. If the captain succeeds, the creature has disadvantage on attack rolls against targets other than the captain and can't make opportunity attacks against targets other than the captain. This effect lasts for 1 minute, until one of the captain's companions attacks the target or affects it with a spell, or until the captain and the target are more than 60 feet apart.

Rakish Audacity. The captain adds its Charisma bonus to initiative rolls.

Sneak Attack (1/turn). The captain deals an extra 35 (10d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, when the target is within 5 feet of an ally of the captain that isn't incapacitated and the captain doesn't have disadvantage on the attack roll, or if no creature other than the target is within 5 feet of the captain.

Actions

Multiattack. The captain makes two rapier attacks and one whip or hand crossbow attack, two hand crossbow attacks, or two whip attacks.

Rapier. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

Whip. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.

Hand Crossbow. *Melee or Ranged Weapon Attack:* +9 to hit, range 20/60 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

Reactions

Uncanny Dodge. When the captain is hit by a source of damage it can see, it can use its reaction to take 1/2 damage from the attack.

More feared, or at least as feared, on the seas as the kraken itself, **legendary pirate captains** only come about every so often. While possibly not, a legendary pirate captain is most likely a very evil person, as it is only through such a reputation that they truly become feared. As witty and charming as they are deadly, only a fool would pick a fight with such a person.

Beyond that, each legendary pirate captain also has a treasure, or treasures, worth more than some kingdoms themselves. Many a traveling adventurer has gone looking for such treasures only to find the treasure's owner has returned.

PIRATE SHIP NAMES

Taken from fantasynmegenerators.com, here are some example pirate ship names:

- The Speedy Plunder
- The Good Fear
- The Sudden Treasure
- The Bearded Privateer
- The Red Knave
- The Dirty Hind
- The Victory Abandoned
- The Night Hangman
- The Gold Privateer
- The New Rover
- The Disgraced Servant
- The Howling Revenge
- The Poison Murderer
- The Seas' Hangman
- The Dishonorable Seas
- The Loyal Squid
- The Murderous Minnow

SAILOR

Medium humanoid, any alignment

Armor Class 13 (leather armor)
Hit Points 17 (3d8 + 3)
Speed 30 ft., swim 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+2)	10 (+0)	10 (+0)	8 (-1)

Skills Athletics +3, Perception +2
Senses passive Perception 13
Languages Common
Challenge 1/4 (50 XP)

Mariner. As long as the sailor is not wearing heavy armor or using a shield, it has a swimming and climbing speed equal to its normal speed, and gains a +1 to AC.

Actions

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

Javelin. *Ranged Weapon Attack:* +3 to hit, 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Whether impressed into service or because they voluntarily entered the trade, being a **sailor** is hardly the safest and easiest profession available in the known realms. The life is fraught with peril, if not from harpies, krakens, Kua-Toa, pirates and other terrors of the sea, even a sailor's comrades might be the end of them. As a result, sailor's often adopt a "work hard, play hard" mentality.

In combat, a sailor is likely to avoid melee combat whenever possible. Instead, they will throw daggers or javelins at opponents, fleeing when necessary.

PIRATE

Medium humanoid, any alignment

Armor Class 13 (none)
Hit Points 28 (5d8 + 5)
Speed 30 ft., swim 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	10 (+0)	10 (+0)	12 (+1)

Skills Athletics +3, Acrobatics +6, Sleight of Hand +4, Perception +5, Intimidation +3
Senses passive Perception 15
Languages Common, Thieves' Cant
Challenge 1 (200 XP)

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

Mariner. As long as the pirate is not wearing heavy armor or using a shield, it has a swimming and climbing speed equal to its normal speed, and gains a +1 to AC.

Actions

Multiattack. The pirate makes two attacks, one with it's rapier and one with it's dagger.

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

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Whether out of desperation, or due to a major lack of critical thinking skills, **pirates** are the crazy ones in an environment full of crazy people. As if being a sailor wasn't dangerous enough, pirates actually go looking for danger and the spoils available for those who brave the dangers and live.

Life at sea is hard on people, and most pirates don't live past 1/3 of their race's average life expectancy. Whether brave or foolhardy, most pirates fight like it's their last day to live.

PIRATE CAPTAIN

Medium humanoid, any alignment

Armor Class 16 (studded leather armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft., swim 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	12 (+1)	12 (+1)	15 (+2)

Skills Acrobatics +11, Athletics +5, Deception +5, Insight +5, Intimidation +10, Perception +5, Persuasion +6, Sleight of Hand +11, Stealth +11

Senses passive Perception 15

Languages Common, Thieves' Cant

Challenge 5 (1,800 XP)

Crossbow Expert. Hand crossbows count as melee weapons for the captain, and it ignores the loading property.

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

Mariner. As long as the captain is not wearing heavy armor or using a shield, it has a swimming and climbing speed equal to its normal speed, and gains a +1 to AC.

Rakish Audacity. The captain adds its Charisma bonus to initiative rolls.

Sneak Attack (1/Turn). The captain deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, when the target is within 5 feet of an ally of the captain that isn't incapacitated and the captain doesn't have disadvantage on the attack roll, or if no creature other than the target is within 5 feet of the captain.

Actions

Multiattack. The captain makes two rapier attacks and one hand crossbow attack, or two hand crossbow attacks.

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

Hand Crossbow. *Melee or Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Reactions

Uncanny Dodge. When the captain is hit by a source of damage it can see, it can use its reaction to take 1/2 damage from the attack.

PRIVATEER

Medium humanoid, any alignment

Armor Class 13 (none)

Hit Points 28 (5d8 + 5)

Speed 30 ft., swim 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	10 (+0)	10 (+0)	12 (+1)

Skills Athletics +3, Intimidation +3, Perception +2, Persuasion +3, Sleight of Hand +4, Stealth +4

Senses passive Perception 15

Languages Common, Thieves' Cant

Challenge 1 (200 XP)

Crossbow Expert. Hand crossbows count as melee weapons for the privateer, and it ignores the loading property.

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

Mariner. As long as the privateer is not wearing heavy armor or using a shield, it has a swimming and climbing speed equal to its normal speed, and gains a +1 to AC.

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

Actions

Multiattack. The privateer makes two scimitar attacks, two hand crossbow attacks, or one scimitar and one hand crossbow attack.

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

Hand Crossbow. *Melee or Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Net. *Melee Weapon Attack:* +6, reach 5 ft. or range 5/15 ft., one target. A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

VETERAN PRIVATEER

Medium humanoid, any alignment

Armor Class 16 (studded leather armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft., swim 30 ft., climb 30 ft.

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

Skills Athletics +5, Intimidation +4, Perception +3, Persuasion +4, Sleight of Hand +6, Stealth +6

Senses passive Perception 15

Languages Common, Thieves' Cant

Challenge 4 (1,100 XP)

Crossbow Expert. Hand crossbows count as melee weapons for the privateer, and it ignores the loading property.

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

Mariner. As long as the privateer is not wearing heavy armor or using a shield, it has a swimming and climbing speed equal to its normal speed, and gains a +1 to AC.

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

Sneak Attack (1/turn). The privateer deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the privateer that isn't incapacitated and the privateer doesn't have disadvantage on the attack roll.

Actions

Multiattack. The privateer makes two scimitar attacks, two hand crossbow attacks, or one scimitar and one crossbow attack.

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

Hand Crossbow. Melee or Ranged Weapon Attack: +6 to hit, range 20/60 ft., one target. **Hit:** 6 (1d6 + 3) piercing damage.

Net. Melee Weapon Attack: +6, reach 5 ft. or range 5/15 ft., one target. A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

While **pirates** and **pirate captains** are fierce in their own right, **privateers** and **veteran privateers** specialize in teamwork and working together. They've learned that fortune favors the force with both overwhelming numbers and a single mindset. As a result, privateers will use the ship environment to their advantage, climbing up rigging, firing at nearby enemies with their hand crossbows, entangling opponents with nets, and distracting nearby opponents so that their allies can sneak in some deadly stabs or crossbow shots.

WANTED

Pirate Captain Dearth "The Mad" Cromwell (Pirate Captain CR 5) and his first mate Josephine 'Brown Tooth' (Deck Boss CR 6) have remained at large on the western sea for the last decade.

With a contingent of dangerous pirates (1d4 Veteran Privateers CR 4, 2d4 Privateers CR 1, 2d6 Pirates CR 1, and 3d6 Sailors CR 1/4), the local crown has offered a bounty of 5,000 gold for their successful capture or deaths.

Rumors are that Captain Cromwell and his crew have amassed a sizeable treasure over the years to the adventurer or bounty hunter willing to take it.

They were last seen in port in the small village of Whitehead Beach, sailing south in their ship the Gallow's Friend.

Any information leading to their arrest will be worth a reward of 100 gold pieces.

UNHOLY NPCs

Aside from cultists (CR 1/8) and cult fanatics (CR 2), these NPC statblocks represent priests of the unholy. In my games and settings, there are always places where organized evil religions exist. These statblock represent organized religious entities in evil churches. The base unholy statblocks are for those of the Death Domain as printed in the DMG.

UNHOLY ARCHBISHOP, SERVANT OF DEATH

Medium humanoid, any evil alignment

Armor Class 19 (half plate, shield)

Hit Points 255 (30d8 + 120)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	18 (+4)	14 (+2)	22 (+6)	14 (+2)

Damage Resistances necrotic, cold

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Saving Throws Cons +10, Wis +12, Char +8

Skills Arcane +8, Deception +8, History +8, Insight +8, Perception +12, Persuasion +5, Religion +8

Senses passive Perception 22

Languages Common, Abyssal, Infernal

Challenge 17 (18,000 XP)

Inescapable Destruction. Necrotic damage dealt by the archbishop ignores resistance to necrotic damage.

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

Cantrips (at will): *chill touch*, *thaumaturgy*, *resistance*, *toll the dead*, *mending*

1st level (4 slots): *false life*, *ray of sickness*, *bane*, *detect evil and good*, *inflict wounds*, *command*, *cure wounds*

2nd level (3 slots): *blindness/deafness*, *ray of enfeeblement*, *hold person*, *locate object*

3rd level (3 slots): *animate dead*, *vampiric touch*, *bestow curse*, *dispel magic*, *speak with dead*, *clairvoyance*

4th level (3 slots): *blight*, *death ward*, *freedom of movement*, *locate creature*

5th level (2 slots): *antilife shell*, *cloudkill*, *scrying*, *insect plague*, *geas*, *contagion*

6th level (2 slot): *harm*, *create undead*, *planar ally*

7th level (2 slot): *symbol*, *fire storm*, *divine word*

8th level (1 slot): *earthquake*, *antimagic field*

9th level (1 slot): *gate*

Touch of Death (3/day). When the archbishop hits a creature with a melee attack, it deals an extra 45 points of necrotic damage.

Actions

Multiattack. The archbishop makes two weapon attacks.

Scimitar. *Melee Attack:* +9 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage + 9 (2d8) necrotic damage.

Chill Touch. *Ranged Spell Attack:* +12 to hit, range 120 ft., two targets. Hit: 18 (4d8) necrotic damage, on a hit, the target takes 4d8 necrotic damage, and it can't regain hit points until the start of the unholy archbishop's next turn. Until then, the hand clings to the target. If the unholy archbishop hits an undead target, it also has disadvantage on attack rolls against the unholy archbishop until the end of the bishop's next turn.

Serving one of the lawful evil or neutral evil gods who espouse death, the **unholy archbishop** is a threat to life itself wherever it goes. Looking more like the undead who follow it than a normal humanoid, the unholy bishop is feared by all who heard of it.

QUICK UNDEAD COMPUTATIONS

3 x 3rd level slots for animate dead = +12 zombies or skeletons. 3 x 4th level slots = +18 zombies or skeletons. 2 x 5th level slots = +16 zombies or skeletons. 2 x 6th level slots = +6 ghouls. 1 x 7th level slot = +4 ghouls. 1 x 8th level slot = +5 ghouls, +2 ghosts, or +2 wights. 1 x 9th level slot = +6 ghouls, +3 ghosts or wights, or +2 mummies.

Using all of its spell slots of 3rd level and above, an **unholy archbishop** could have a standing army of:

- 46 skeletons (CR 1/4)
- 10 ghouls (CR 1)
- 5 wights (CR 3)

Using all of its spell slots for 3rd level and above, an **unholy bishop** could have a standing armory of:

- 46 skeletons (CR 1/4)
- 10 ghouls (CR 1)
- 2 wights (CR 3)

Meanwhile an **unholy deacon** would only have a standing army of:

- 18 skeletons (CR 1/4)

UNHOLY BISHOP

Medium humanoid, any evil alignment

Armor Class 19 (half plate, shield)

Hit Points 187 (25d8 + 75)

Speed 30 ft.

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

Saving Throws Wis +10, Char +7

Skills Arcane +5, Deception +7, Insight +10, Perception +10, Persuasion +7, Religion +5

Senses passive Perception 20

Languages Common, Abyssal, Infernal

Challenge 15 (13,000 XP)

Inescapable Destruction. Necrotic damage dealt by the bishop ignores resistance to necrotic damage.

Spellcasting. The bishop is a 15th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). The bishop has the following cleric spells prepared:

Cantrips (at will): *chill touch*, *thaumaturgy*, *resistance*, *toll the dead*, *mending*

1st level (4 slots): *false life*, *ray of sickness*, *bane*, *detect evil and good*, *inflict wounds*, *command*, *cure wounds*

2nd level (3 slots): *blindness/deafness*, *ray of enfeeblement*, *hold person*, *locate object*

3rd level (3 slots): *animate dead*, *vampiric touch*, *bestow curse*, *dispel magic*, *speak with dead*

4th level (3 slots): *blight*, *death ward*, *freedom of movement*, *locate creature*

5th level (2 slots): *antilife shell*, *cloudkill*, *scrying*, *insect plague*, *geas*

6th level (1 slot): *harm*, *create undead*

7th level (1 slot): *symbol*, *fire storm*

8th level (1 slot): *earthquake*

Touch of Death (3/day). When the bishop hits a creature with a melee attack, it deals an extra 35 points of necrotic damage.

Actions

Multiattack. The bishop makes two weapon attacks.

Scimitar. *Melee Attack:* +7 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage + 9 (2d8) necrotic damage.

Chill Touch. *Ranged Spell Attack:* +10 to hit, range 120 ft., two targets. Hit: 13 (3d8) necrotic damage, on a hit, the target takes 3d8 necrotic damage, and it can't regain hit points until the start of the bishop's next turn. Until then, the hand clings to the target. If the bishop hits an undead target, it also has disadvantage on attack rolls against the bishop until the end of the bishop's next turn.

GODS OF DEATH

Evil gods of death from different settings. The unholy clergy NPCs could be in service of any of these gods, depending upon the setting.

FORGOTTEN REALMS

- Bhaal, god of murder (NE)
- Myrkul, god of death (NE)
- Shar, goddess of darkness and loss (NE)
- Talona, goddess of disease and poison (CE)

GREYHAWK

- Incubulos, god of plague and famine (NE)
- Iuz, god of pain and oppression (CE)
- Nerull, god of death (NE)

DRAGONLANCE

- Takhisis, goddess of night and hatred (LE)
- Chemosh, god of the undead (LE)
- Morgion, god of disease and secrecy (NE)

EBERRON

- The Keeper, god of greed and death (NE)

NONHUMAN DIETIES

- Blibdoolpoolp, kuo-toa goddess (NE)
- Laogzed, troglodyte god of hunger (CE)

DRAGON PANTHEON

- Faluzure, lesser god of energy draining, undeath, decay, and exhaustion (?E)
- Null, god of death, fate, knowledge, law, and scalykind (LE)
- Tiamatt, goddess of evil dragons, greed, tyranny, and vengeance (LE)
- Kalzareinad, the keeper of dark wonders, dragon god of uncaring, evil, or selfish use of magic, god of dark secrets (NE)

HISTORICAL GODS

- Celtic - Arawn, god of life and death (NE)
- Greek - Hades, god of the underworld (LE)
- Egyptian - Set, god of darkness and desert storms (CE)
- Norse - Hel, goddess of the underworld (NE)

UNHOLY CURATE

Medium humanoid, any evil alignment

Armor Class 15 (chain shirt)

Hit Points 28 (5d8 + 5)

Speed 30 ft.

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

Saving Throws Wis +4, Cha +4

Skills Religion +3, History +3, Intimidation +4, Medicine +4

Senses passive Perception 12

Languages Common, Abyssal, Infernal

Challenge 2 (450 XP)

Spellcasting. The curate is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The curate has the following cleric spells prepared:

Cantrips (at will): *thaumaturgy*, *toll the dead*, *chill touch*

1st level (4 slots): *false life*, *ray of sickness*, *bane*, *inflict wounds*, *detect evil and good*

2nd level (2 slots): *blindness/deafness*, *ray of enfeeblement*, *hold person*, *augury*

Touch of Death (1/day). When the curate hits a creature with a melee attack, it deals an extra 11 points of necrotic damage.

Actions

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

Chill Touch. *Ranged Spell Attack:* +4 to hit, range 120 ft., Two targets. Hit: 4 (1d8) necrotic damage, on a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of the curate's next turn. Until then, the hand clings to the target. If the curate hits an undead target, it also has disadvantage on attack rolls against the curate until the end of the curate's next turn.

Not quite the lowest tier of the religious pyramid, unholy curates are doing better than acolytes and cultists (and the walking dead), but they still have a lot of room to advance. Life is competitive at the low levels, and rather than digging graves, unholy curates spend a fair amount of time undigging them.

Typical daily activities for unholy curates include keeping an eye out for good adventurers, terrorizing the local peasants, and practicing necromantic magics.

UNHOLY DEACON

Medium humanoid, any evil alignment

Armor Class 19 (half plate, shield)

Hit Points 68 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Wis +7, Cha +5

Skills Arcane +4, Deception +5, Insight +7, Perception +7, Persuasion +5, Religion +4

Senses passive Perception 17

Languages Common, Abyssal, Infernal

Challenge 9 (5,000 XP)

Inescapable Destruction. Necrotic damage dealt by the deacon ignores resistance to necrotic damage.

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

Cantrips (at will): *chill touch*, *thaumaturgy*, *resistance*, *toll the dead*, *mending*

1st level (4 slots): *false life*, *ray of sickness*, *bane*, *detect evil and good*, *inflict wounds*, *command*

2nd level (2 slots): *blindness/deafness*, *ray of enfeeblement*, *hold person*, *locate object*

3rd level (3 slots): *animate dead*, *vampiric touch*, *bestow curse*, *dispel magic*, *speak with dead*

4th level (1 slots): *blight*, *death ward*, *freedom of movement*

Touch of Death (2/day). When the deacon hits a creature with a melee attack, it deals an extra 19 points of necrotic damage.

Actions

Multiattack. The deacon makes two weapon attacks.

Scimitar. *Melee Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage + 4 (1d8) necrotic damage.

Chill Touch. *Ranged Spell Attack:* +7 to hit, range 120 ft., two targets. Hit: 9 (2d8) necrotic damage, on a hit, the target takes 2d8 necrotic damage, and it can't regain hit points until the start of the deacon's next turn. Until then, the hand clings to the target. If the deacon hits an undead target, it also has disadvantage on attack rolls against the deacon until the end of the deacon's next turn.

URBAN NPCs

Aside from Commoner (CR 0) and the other statblocks, I was looking for some social-urban stats. Normal-ish people my party might come across. Some of these stats are outright silly, others are a bit more serious. Have a problem with murder-hobos? The real answer is to talk to them about it. For some fun, this section has a beefy bartender, a legendary beefy bartender, a dishonored veteran, and more. Have fun!

SILLY VS SERIOUS

This section has both serious and silly stats. If you are one of those people who wants to avoid silly things like Camelot, here's a quick guide to which Urban NPCs are silly and which aren't.

- Beefy Bartender - very silly
- Beggar - not that silly
- Charmer - not that silly
- Diplomat - very silly
- Dishonored Veteran - **serious**
- Gangster - **serious**
- Hulking Slave - **serious**
- Knowledgeable Elder - **serious**
- Legendary Beefy Bartender - very, very silly
- Normal Bartender - not that silly
- Talented Child Pickpocket - not that silly
- Town Cryer - very silly
- Veteran Scammer - not that silly
- Wee Con Artist - **serious**

BEEFY BARTENDER

Medium humanoid, any alignment
The gigantic bartender nods as you walk in.

Armor Class 14 (none)
Hit Points 105 (14d8 + 42)
Speed 40 ft.

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

Damage Resistances bludgeoning, piercing, and slashing damage

Saving Throws Str +11, Con +10

Skills Athletics + 8, Insight +5, Intimidation +5, Perception +5, Persuasion +5

Senses passive Perception 18

Languages Common, Thieves' Cant

Challenge 8 (3,900 XP)

Bouncer. The bartender can move grappled targets at its normal speed.

Brute. The bartender does an one extra die of damage with attacks.

Rager. The bartender adds +3 damage to Strength attacks, has advantage on Strength checks, and has resistance to bludgeoning, piercing, and slashing damage.

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

Tavern Brawler. If the bartender hits a creature with an unarmed strike or improvised weapon, it can use a bonus action to attempt to grapple the target.

Unarmored Defense. The bartender's armor class equals 10 + its Dexterity modifier + its Constitution modifier if it not wearing any armor or using a shield.

Actions

Multiattack. The bartender makes two weapon attacks.

Improvised Weapon or Unarmed Strike. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or ranged 20/60 feet, one target. *Hit:* 12 (2d4 + 7) bludgeoning damage. If the bartender moves more than 10 feet in a straight line before attacking a target and then hits, it then automatically shoves the creature 10 feet away in the opposite direction or deals an additional 5 points of damage on the hit.

BEGGAR

Medium humanoid, neutral cautious

Armor Class 10 (none)
Hit Points 11 (2d8 +2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (+0)	12 (+1)	9 (-1)	14 (+2)	9 (-1)

Skills Insight +6, Perception +6, Persuasion +1
Senses passive Perception 16
Languages Common, Thieves' Cant
Challenge 0 (0 XP)

Watchful Observer. If the beggar is doing nothing else, it has advantage on perception rolls to observe its surroundings and insight rolls to watch the interactions of others.

CHARMER

Medium humanoid, chaotic kinky

Armor Class 11 (none)
Hit Points 13 (3d8)
Speed 30 ft.

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

Skills Deception +6, Insight +3, Perception +3, Persuasion +6, Sleight of Hand +3
Senses passive Perception 11
Languages Common + 2 others
Challenge 1/8 (3,900 XP)

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

Distracting Presence. As an action, the charmer talks to up to 5 creatures it can communicate with, they do not need to speak the same language. Each of the targets must make a DC 12 Wisdom (Insight) check or be distracted for 1d4 turns. Distracted creatures have disadvantage on perception checks, and their passive perception is lowered by 5.

Actions

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

DIPLOMAT

Medium humanoid, lawful arrogant

Armor Class 10 (none)
Hit Points 11 (2d8 +2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	12 (+1)	14 (+2)	13 (+1)	15 (+2)

Skills Deception +4, History +4, Intimidation +6, Persuasion +4
Senses passive Perception 11
Languages Common + 3 others
Challenge 0 (0 XP)

Stories of the Past. Characters listening to the diplomat talk about politics for more than 1 minute must make a DC 12 Save (Player's choice but must explain) or zone out for the rest of the conversation. While zoned out, choose one of the following to happen to a random zoned out character.

While you weren't paying attention, the diplomat...

- *fixed your armor.* (dwarf)
- *braided your hair.* (elf)
- *took 1d4 coins from your moneypouch.* (halfling)
- *built you a clockwork toy.* (rock gnome)
- *gave you a little pet bird.* (forest gnome)
- *beat you in an army wrestling match.* (half-orc)
- *drank a glass of wine with you.* (half-elf)
- *bought your eternal soul for a gold piece.* (tiefling)
- *set your hair on fire.* (fire genasi)
- *gave you a seal shell.* (water genasi)
- *took you on a hike.* (goliath)

Actions

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

DISHONORED VETERAN

Humanoid, any alignment

Armor Class 13 (chain shirt)

Hit Points 120 (16d8 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	10 (+0)	14 (+2)	9 (-1)

Saving Throws Con +6, Str +8

Skills Athletics +8, Insight +6, Perception +6

Senses passive Perception 16

Languages Common

Challenge 7 (2,900 XP)

Aggressive. As a bonus action, the veteran can move up to its speed toward a hostile creature that it can see.

Wounded Fury. While it has 1/2 of its hit points maximum or fewer, the veteran has advantage on melee attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack and is immune to charm and fear effects.

Actions

Multiattack. The veteran makes three weapon attacks.

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

GANGSTER

Medium humanoid, any alignment

Armor Class 14 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	9 (-1)	10 (+0)	14 (+2)

Saving Throws Dex +5, Int +2

Skills Athletics +6, Deception +5, Intimidation +5, Perception +3, Stealth +5

Senses passive Perception 13

Languages Common, Thieves' Cant

Challenge 3 (700 XP)

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

Menacing Strike (1/turn). When the gangster hits a creature with an attack, the creature must make a DC 14 Wisdom save or be frightened until the end of the gangster's next turn.

Sneak Attack (1/Turn). The gangster deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the gangster that isn't incapacitated and the gangster doesn't have disadvantage on the attack roll.

Actions

Multiattack. The gangster makes two shortsword attacks and one melee dagger attack or throws two daggers.

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

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

HULKING SLAVE

Medium or large humanoid, any alignment

Armor Class 10

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+1)	15 (+2)	8 (-1)	10 (+0)	9 (-1)

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

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

Powerful Build. If medium sized, the slave counts as one size larger when determining carrying capacity and the weight they can push, drag, or lift.

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

Actions

Multiattack. The slave makes two fist attacks per turn.

Fist. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 9 (2d4 + 4) bludgeoning damage.

Boulder. *Range Weapon Attack:* * +4 to hit, range 20/40 ft., 13 (2d8 + 4) bludgeoning damage.

KNOWLEDGEABLE ELDER

Medium humanoid, any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (+0)	10 (+0)	16 (+3)	17 (+3)	15 (+2)

Saving Throws Wis +5

Skills Arcana +5, Deception +4, History +5, Insight +7, Intimidation +4, Perception +7, Religion +5

Senses passive Perception 17

Languages Common + 3 others

Challenge 0 (0 XP)

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.

LEGENDARY BEEFY BARTENDER

Medium or large humanoid, any alignment
The gigantic bartender nods as you walk in.

Armor Class 16 (none)
Hit Points 170 (20d8 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	14 (+2)	14 (+2)	14 (+2)

Saving Throws Str +11, Dex +8, Con +10, Int +8, Wis +8, Char +8
Damage Resistances bludgeoning, piercing, and slashing damage
Condition Immunities charmed, stunned, paralyzed, poisoned
Skills Athletics +11, Insight +8, Intimidation +8, Perception +8, Persuasion +8
Senses passive Perception 18
Languages Common, Thieves' Cant
Challenge 15 (13,000 XP)

Bouncer. The bartender can move grappled targets at its normal speed.

Brute. The bartender does an two extra die of damage with attacks.

Rager. The bartender adds +4 damage to Strength attacks, has advantage on Strength checks, and has resistance to bludgeoning, piercing, and slashing damage.

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

Tavern Brawler. If the bartender hits a creature with an unarmed strike or improvised weapon, it can use a bonus action to attempt to grapple the target.

Unarmored Defense. The bartender's armor class equals 10 + its Dexterity modifier + its Constitution modifier if it not wearing any armor or using a shield.

Actions

Multiattack. The bartender makes three weapon attacks.

Improvised Weapon or Unarmed Strike. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or ranged 20/60 feet., one target. *Hit:* 16 (3d4 + 9) bludgeoning damage. If the bartender moves more than 10 feet in a straight line before attacking a target and then hits, it then automatically shoves the creature 10 feet away in the opposite direction or deals an additional 5 points of damage on the hit.

Towering over the party, this massive bartender is a hulking beast of a person. Rumor has it, legendary beefy bartender is rumored to once have been a legendary barbarian in their day. Now retired to run an inn or bar, the LBB is happy serving drinks, listening to bards, and cracking the heads of uppity adventurers who come into their establishment and start trouble.

NORMAL BARTENDER

Medium humanoid, true neutral

Armor Class 10 (none)
Hit Points 13 (3d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	13 (+1)	15 (+2)

Skills Acrobatics +4, Insight +4, Perception +3, Persuasion +3

Senses passive Perception 13

Languages Common + 2 others

Challenge 0 (0 XP)

Run for cover. The bartender has advantage on initiative. The bartender can use a bonus action to use the Dash, Disengage, or Dodge action, all the while shouting "GUARDS, GUARDS, GUARDS!". The bartender can shout the word "GUARDS!" while they take any bonus action, action, or move.

TALENTED CHILD PICKPOCKET

Small humanoid, chaotic desperate

Armor Class 12 (none)
Hit Points 7 (2d8 -2)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	8 (-1)	7 (-2)	11 (+0)	12 (+1)

Skills Perception +2, Persuasion +3, Sleight of Hand +6, Stealth +6,

Senses passive Perception 12

Languages Common, Thieves' Cant

Challenge 0 (0 XP)

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

Opportunist. The pickpocket has advantage on sleight of hand and stealth checks on targets who aren't paying attention to it.

Actions

Rock. Ranged Weapon Attack: +0 to hit, reach 5 ft. or range 10/20 ft., one target. **Hit:** 1 (1d2) bludgeoning damage.

TOWN CRYER

Medium humanoid, lawful sad

Armor Class 9 (none)
Hit Points 3 (1d8 -1)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	9 (-1)	9 (-1)	9 (-1)	9 (-1)	12 (+1)

Skills Persuasion +3

Senses passive Perception 10

Languages Common, Thieves' Cant

Challenge 0 (0 XP)

Incessantly Crying. Anyone who comes within 5 feet of the cryer must make a DC 11 Wisdom save or lose 1d4 temporary hit points as the alligator tears of the cryer eat through those HP.

Braving the Tears. If party members talk to the cryer, they must each make a DC 11 Constitution check or they take a point of exhaustion as the cryer tells them their woe tale.

Reward for the Empathic. The cryer stops crying and feels better. They relay information about rumors of a magical item in an abandoned place in town if the party feels they have the mettle to go retrieve it.

VETERAN SCAMMER

Medium humanoid, chaotic greedy

Armor Class 13 (none)
Hit Points 14 (4d8 -4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	9 (-1)	10 (+0)	12 (+1)	16 (+3)

Skills Deception +7, Perception +3, Performance +7, Persuasion +5, Sleight of Hand +5, Stealth +5

Senses passive Perception 13

Languages Common, Thieves' Cant

Challenge 0 (0 XP)

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

WEE CON ARTIST

Small humanoid, any alignment

Armor Class 12

Hit Points 31 (7d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	14 (+2)	12 (+1)	17 (+3)

Skills Acrobatics +6, Deception +7, Insight +3, Perception +3, Performance +5, Persuasion +7, Sleight of Hand +6

Senses passive Perception 13

Languages Common and Undercommon + 1 other
Challenge 1/2 (100 XP)

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

Nimble. The con artist can move through the space of any enemy that is medium or larger.

Sneak Attack (1/Turn). The con artist deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the con artist that isn't incapacitated and the wee con artist doesn't have disadvantage on the attack roll.

Actions

Sand in the Eyes. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 2 (1d4) piercing damage and the target must make a DC 12 Constitution save or be blinded until they spend an action rubbing their eyes.

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

WILDERNESS NPCs

This section is NPCs for wilderness encounters that do not involve giants, hags, dire wolves, etc. The following are various wilderness NPCs to be encountered in camps, hamlets, very small villages, or even in cabins in the woods. The forest witch and witch doctor specifically are unique spellcasting classes, as their spells do not come from a specific list. Instead, they have spells based upon specific schools of magic.

FOREST WITCH

Medium humanoid, any alignment

Armor Class 12 (none)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	18 (+4)	12 (+1)	10 (+10)

Saving Throws Int +8, Wis +5
Skills Medicine +5, Nature +9, Perception +5
Senses passive Perception 15
Languages Common, Sylvan, Abyssal, Primordial
Challenge 4 (1,100 XP)

Spellcasting. The witch is a 9th-level spellcaster. The witch's spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The witch knows the following spells:

Cantrips (at will): *druidcraft*, *shillelagh*, *ray of frost*, *dancing lights*
1st level (4 slots): *cure wounds*, *detect magic*, *identify*, *jump*
2nd level (3 slots): *see invisibility*, *detect thoughts*
3rd level (3 slots): *fly*, *lightning bolt*, *mass healing word*
4th level (3 slots): *giant insect*, *polymorph*
5th level (1 slot): *contact Other Plane*, *reincarnate*

Actions

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

Ray of Frost. *Range Spell Attack:* +8 to hit, range 60 ft., one target. Hit: 9 (2d8) cold damage.

HOLISTIC HEALER

Medium humanoid, any alignment

Armor Class 11 (none)
Hit Points 9 (2d8)
Speed 30 ft.

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

Skills Animal Handling +4, Medicine +4, Nature +3, Survival +4
Senses passive Perception 12
Languages Common
Challenge 0 (0 XP)

Natural Remedies. Given 1 round and supplies, the healer can apply herbs and ointments to a target, healing them for 1d4 + 4 hit points. A person can only benefit from this healing 1/long rest.

Actions

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

The old man or lady down the road, the young boy or girl who spends way too much time out in nature collecting plants, the disabled war veteran who has a bunch of dried roots hanging in his or her window, the **holistic healer** can take on many forms.

The core of this character is that they do not heal with magic but know how. Their reception and willing to heal the party or others beyond their community will often be determined by how they are treated.

A crafty holistic healer might even have 1d4 *potions of poison* lying around to give to those who might mistreat them.

OUTLAW

Medium humanoid, any alignment

Armor Class 16 (studded leather)
Hit Points 82 (11d8 + 33)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+3)	9 (-1)	14 (+2)	12 (+1)

Saving Throws Str +3, Dex +5

Skills Acrobatics +8, Animal Handling +6, Deception +5, Perception +6, Stealth +8, Survival +5

Senses passive Perception 16

Languages Common

Challenge 7 (2,900 XP)

Combat Maneuvers. Once per turn, the outlaw can use one of the following effects:

- **Trip Attack:** A larger or smaller creature hit by one of the outlaw's attacks must make a DC 15 Strength save or be knocked prone.
- **Menacing Attack:** When the outlaw hits a creature with an attack, the creature must make a DC 15 Wisdom save or be frightened until the end of the outlaw's next turn.
- **Disarming Attack:** When the outlaw hits a creature with a weapon attack, the target must make a DC 15 Strength check or drop a weapon of the outlaw's choice which lands at the creature's feet.

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

Sneak Attack (1/Turn). The outlaw deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, when the target is within 5 feet of an ally of the outlaw that isn't incapacitated and the outlaw doesn't have disadvantage on the attack roll, or if no creature other than the target is within 5 feet of the outlaw.

Actions

Multiattack. The outlaw makes three shortsword attacks or two longbow attacks.

Shortsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Long Bow. Range Weapon Attack: +8 to hit, range 80/320 ft., one target. **Hit:** 8 (1d8 + 4) piercing damage, and the target must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Reaction

Parry. When another creature damages the outlaw, the outlaw can use its reaction to reduce the damage by 1d12+4.

The **outlaw** isn't in the wilderness by choice. The outlaw is on the run either on their own or with a small group of allies who may or may not know their true identity. If confronted, the outlaw will not hesitate to run if things get tough, after all that's what they are doing in the wilderness in the first place.

The outlaw's combat maneuvers, combined with their cunning action, can make them a difficult foe to take down although their real advantage lay in their damage output. The outlaw is most likely to try and take out the weakest foe possible, then flee if they don't have backup.

Outlaws are commonly in the company of Brigands (CR 1/8), Brigand Captains (CR 2) and other low-lives who take to the woods.

OUTLAW NAMES

Taken from fantasynmegenerators.com, example outlaw names:

- Billy Eyepatch
- Lyndon Bulletproof
- Grady the Bull
- Scot Two Face
- Fredrick Ghost
- Straight Jacket Dominik
- Two Face Curtis
- Lunatic Robin
- Shark Aaron
- Mad Man Colby
- Ashi Ghost
- Felicity the Nightmare
- Lillie the Beast
- Erika the Heist
- Wild Serenity
- Razortooth Sydnee
- Pickpocket Reese
- Rusty Charity
- Bullseye Macy

TRAPPER

Medium humanoid, any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Animal Handling +3, Nature +2, Perception +3, Stealth +4, Survival +3

Senses passive Perception 13

Languages Common

Challenge 1/8 (3,900 XP)

Trapper. Given 1 minute and supplies, the trapper can create a trap large enough to restrain a large or smaller creature. The DC to spot and escape the trap is 11.

Actions

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

Short Bow. *Range Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

VETERAN WILDERNESS GUIDE

Medium humanoid, any alignment

Armor Class 15 (leather armor)

Hit Points 104 (16d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	10 (+0)	16 (+3)	8 (-1)

Saving Throws Str +5, Dex +8

Skills Animal Handling +7, Athletics +5, Nature +4, Perception +7, Survival +7

Senses passive Perception 17

Languages Common + 2 others

Challenge 6 (2,300 XP)

Eagle Eye. The guide has advantage on Perception checks (sight), and does not suffer penalties for shooting at targets with 1/2 or 3/4 cover.

Natural Healer (3/day). Using herbs and other natural components, the guide can cast *cure wounds* at 1st level, Wisdom is its spellcasting ability for the purpose of this spell.

Stealthy Aura (3/day). For the next hour, up to 10 creatures within 30 feet of the guide gain a +10 to their stealth checks.

Wilderness Guide. The guide ignores difficult terrain movement penalties and cannot get lost in the wild.

Actions

Multiaattack. The guide makes three weapon attacks.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit* 7 (1d6 + 4) piercing damage plus 3 (1d6) force damage.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 100/400 ft., one target. *Hit* 8 (1d8 + 4) piercing damage plus 3 (1d6) force damage.

WARRIOR SHEPHERD

Medium humanoid, any alignment

Armor Class 13 (leather armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	8 (-1)	13 (+2)	10 (+0)

Skills Animal handling +4, Athletics +2, Perception +4, Survival +4

Senses passive Perception 14

Languages Common

Challenge 1/2 (100 XP)

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

Actions

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

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

WILDLING

Medium humanoid, any alignment

Armor Class 13 (hide)

Hit Points 58 (9d8 + 18)

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	8 (-1)	14 (+2)	8 (-1)

Saving Throws Con +7

Skills Athletics +6, Perception +5, Stealth +4, Survival +5

Senses passive Perception 15

Languages Unfamiliar dialect of Common

Challenge 2 (450 XP)

Aggressive. The wildling can use a bonus action to move up to its movement towards an enemy.

Brute. The wildling does an extra die of damage with melee weapon attacks.

Reel-em In. The wildling can use its bonus action and pull a creature previously hit by a javelin whose line it can reach, 10 feet closer to it. The creature can resist by making a contested Strength (Athletics) check.

Actions

Multiattack. The wildling makes three claw glove attacks or two javelin attacks.

Claw gloves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (2d4 +3) slashing damage.

Roped, Barbed Javelins. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. Hit: 6 (1d6 +3) piercing damage. Once hit, the creature then has a javelin sticking out of it, it must use an action to remove the barbed using a DC 11 Wisdom (Medicine) check, taking 1d4 piercing damage on a fail. Alternatively, it can strike the rope (AC 14, hit points 2). The creature cannot move beyond 60 feet from the wildling until it does, but it still has the javelin embedded in it.

WITCH DOCTOR

Medium humanoid, any alignment

Armor Class 13

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	18 (+0)	12 (+1)	8 (-1)

Saving Throws Int +9, Wis +6

Skills Medicine +6

Senses passive Perception 16

Languages Common, Abyssal, Primordial

Challenge 6 (2,300 XP)

Spellcasting. The doctor is a 14th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The doctor knows the following spells:

Cantrips (at will): *chill touch, minor illusion, spare the dying, toll the dead*

1st level (4 slots): *ray of sickness, inflict wounds, silent image, disguise self, cause fear*

2nd level (3 slots): *blur, mirror image, blindness/deafness*

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

4th level (3 slots): *phantasmal killer, blight*

5th level (2 slots): *dream, raise dead*

6th level (1 slot): *magic jar, create undead*

7th level (1 slot): *simulacrum*

Actions

Ray of Frost. *Range Spell Attack:* +9 to hit, range 60 ft., one target. Hit: 13 (3d8) cold damage.

Chill Touch. *Range Spell Attack:* +9 to hit, range 120 ft., one target. Hit: 13 (3d8) necrotic damage and can't regain hit points until the start of the doctor's next turn. If the doctor hits an undead target, it also has disadvantage on attack rolls against the doctor until the end of its next turn.

APPENDIX A: NPC TEMPLATE

SPELLCASTING NPC

Medium humanoid, any alignment

Armor Class 10 (type)
Hit Points X (Xd8 + X)
Speed 30 ft.

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

Saving Throws Save +X
Skills Skill +X
Senses passive Perception X
Languages Common
Challenge X (X XP)

Innate Spellcasting. The X's innate spellcasting ability is Intelligence. The X can innately cast the following spells (spell save DC X), requiring no material components:

At will:

Cantrips:

3/day each:

2/day each:

1/day each: **

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

Cantrips (at will):

1st level (4 slots):

2nd level (3 slots):

3rd level (3 slots):

4th level (3 slots):

5th level (3 slots):

6th level (2 slot):

7th level (2 slot):

8th level (1 slot):

9th level (1 slot):

Actions

X. Melee or Ranged Spell Attack: +X to hit, reach X ft. or range X/X ft., one target. Hit: X (XdX) X damage.

APPENDIX B: LEGENDARY ACTIONS

I did not build out legendary actions for the higher-level NPCs in this supplement, but I thought I'd address the issue here. From looking at the MM and other sources, legendary actions aren't given out automatically because a creature had a high CR. For example, the Balor (CR 19) and Death Knight (CR 17) from the MM don't have legendary actions meanwhile the Vampire (CR 13) does. Therefore, it makes sense that legendary actions are instead given to creatures meant to feel like main antagonists, like the real bad guys. For more information see page 11 of the MM.

Instead of making legendary actions for these NPCs, I decided instead to compile some examples. If you'd like one of these statblocks to be a more threatening antagonist, build out some legendary actions for them.

WHAT LEGENDARY ACTIONS SHOULD NPCs GET?

In order to get a good handle on legendary actions, I looked through the MM and VGtM to see what legendary actions were given to all of the creatures in there. I made a list summarizing what types of legendary actions those get. Standard creatures with legendary actions get 3.

"The creature can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The creature regains spent legendary actions at the start of its turn."

Here are some examples:

- Make a regular attack (1 action)
- Move up to 1/2 its speed (1 action)
- Move up to its speed (1 action)
- Grapple or shove a creature (1 action)
- Make a powerful attack, such as a bite (2 actions)
- Make a skill check (1 action)
- Cast a Cantrip (1 action)
- Cast a spell (3 actions)
- Cast a 1st level spell (1 action)
- Cast a 2nd level spell (2 actions)
- Cast a 3rd level spell (3 actions)
- Use a unique ability, like a minor buff (1 action)
- Use a unique ability, usually an attack with a minor side effect or a major buff (2 actions)
- Use a unique ability, usually a powerful debuff of some kind or a self-heal (3 actions)

For the NPCs in this supplement, some other possible legendary actions include

- Move up to its speed or 1/2 its speed without provoking attacks of opportunity (1 action)
- Drink a healing potion (2 actions)
- Take the Dodge action (2 actions)
- Use the Help action (1 action)
- Drink a potion (2 actions)

ADDING LEGENDARY RESISTANCE

Adding legendary resistance to a creature has the following effect on CR:

"Each per-day use of this trait increases the monster's effective hit points based on the expected challenge rating: 1-4, 10 hp; 5-10, 20 hp; 11 or higher, 30 hp."

Based on this, adding 2-3 uses of legendary resistance to a creature can be expected to increase its CR by up to 1.