

THE COMPLETE NPC



LAWS OF CHAOS

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INTRODUCTION

Every Dungeon Master has experienced the joy of watching their players interact with the campaign world in new and unexpected ways. Joy can quickly turn to terror when you suddenly need statistics on more than a dozen NPCs that you have been busily making up and describing with little to no preparation. I'll list a few examples most of us are more than familiar with.

Your group of players have been chatting up a hobgoblin merchant convoy and suddenly their thief does something inevitable and stupid and suddenly combat starts. You could choose to use the **hobgoblin** statistics found in various Dungeons and Dragons publications and muscle your way through the surprise, or you can quickly update existing NPCs like **thug** or **knight** using the Fast NPC Conversion table found in Chapter 1 of this work.

A few sessions later and the players are now playing 13th level characters and now the same thief has misbehaved while they are negotiating with a powerful frost giant warlord you never expected them to meet. You could choose to use the existing **frost giant** statistics and muscle your way through the surprise or you could use the Monstrous Race Fast Conversion rules found in Chapter 1 of this work.

Lastly, like all great books about NPCs, this one also includes a wide variety of NPCs from the CR 0 **conscript** to the CR 21 **telekinetic savant**. Some existing NPCs have also been updated with a random chance to be encountered mounted, the warhorse has been expanded to include light, medium, and heavy variants, and Chapter 3 lists suggested guidelines on intelligent mounts, exotic saddles, and barding for mounts that are not horses.

CREDITS

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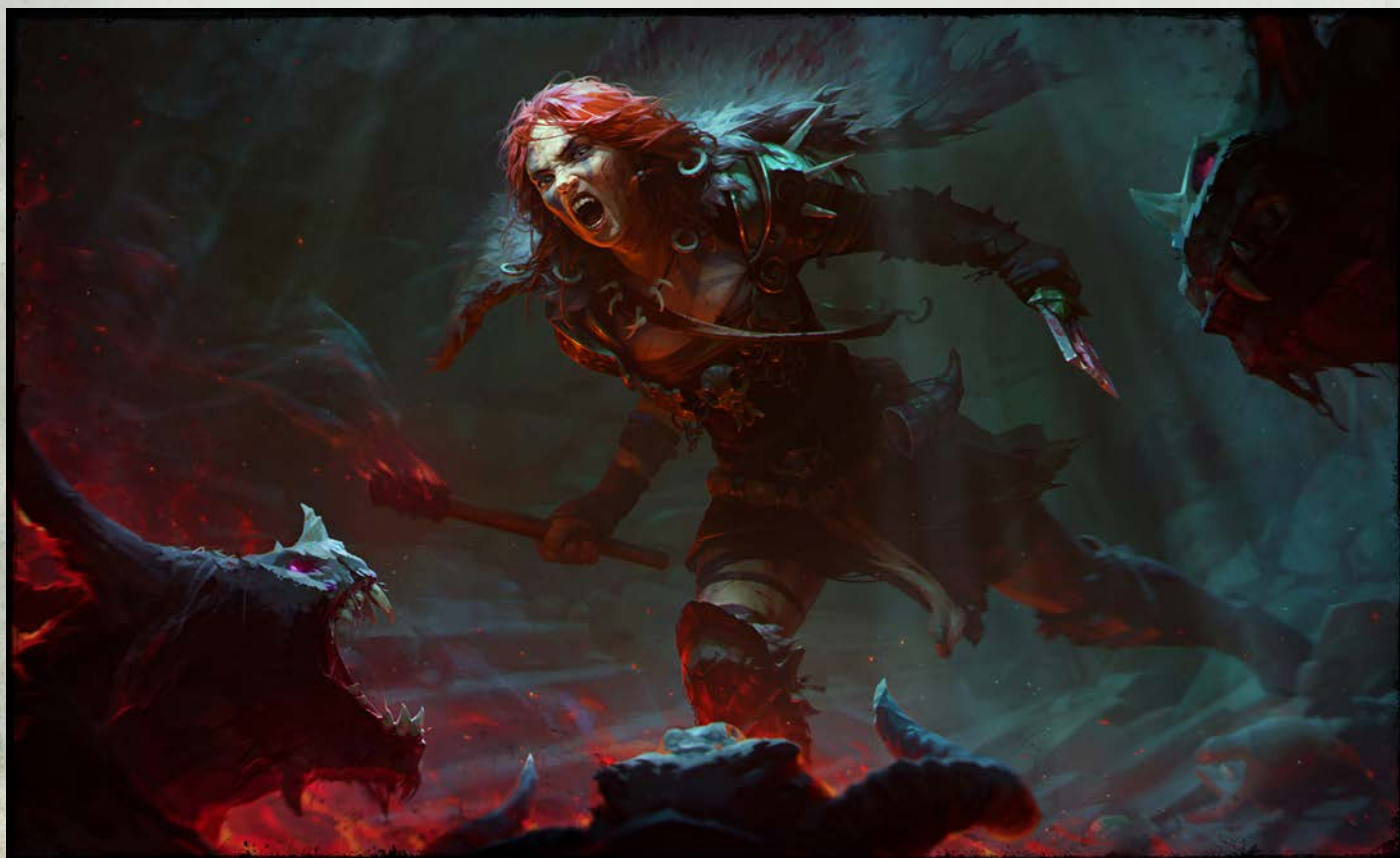
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ON THE COVER

Barbarian by ALEXANDR LESKINEN, is a portrait of Brynhildr Buðladóttir's final battle against the three Hell hounds – Pariah, Kin-biter, and Abrasion, sent to carry her into Hades. She defeated them all, and though she died, her actions allowed her soul to make its way to Elysium.





CHAPTER 1:

FAST NPC CONVERSIONS

HUMANOID RACE FAST CONVERSION

The best way to combine two different statistics blocks, be they monsters or NPCs, is to recreate the new statistic from scratch while carefully comparing what you want to merge. This method is best, but very time-consuming. Your players will head in many unimaginable directions, and you will often be required to create something quickly and will not have the luxury of building a new NPC from scratch in the middle of a session. The Humanoid Modifiers and Features table will allow you to make imperfect NPC combinations quickly. This method should be fine for random encounters or encounters that you did not plan, enabling you to alter an already existing NPC by quickly adding a non-human race to it. This assumes that the generic NPC statistic you are looking at is human.



HUMANOID MODIFIERS AND FEATURES

Race	Quick Statistics	Quick Features
Aarakocra	+1 AC	Speed 20 ft., fly 50 ft.
Aasimar	+1 Spell DC	Darkvision 60 ft., Celestial Resistance, Healing Hands
Bullywug	--	Amphibious, Speed 20 ft., swim 40 ft.
Changeling	--	Change Appearance, Unsettling Appearance
Derro	+1 AC	Small, Darkvision 120 ft., Magic Resistance, Sunlight Sensitivity
Dragonborn	+1 Attack	Breath Weapon by CR, Damage Resistance
Drow	+1 Spell DC	Fey Ancestry, Sunlight Sensitivity, Darkvision 120 ft.
Duergar	+1 Hit Point/HD	Speed 25 ft., Poison Resistance, Darkvision 120 ft., Duergar Resilience, Sunlight Sensitivity, Enlarge, Invisibility
Dwarf	+1 Hit Point/HD	Speed 25 ft., Darkvision 60 ft.
Elf	+1 AC	Fey Ancestry, Darkvision 60 ft.
Firbolg	+1 Spell DC	Hidden Step, Speech of Beast and Leaf
Firenewt	--	Amphibious, Fire Immunity, Multiattack, Spit Fire
Genasi, Air	+1 Hit Point/HD	Unending Breath
Genasi, Earth	+1 Hit Point/HD	Earth Walk
Genasi, Fire	+1 Hit Point/HD	Darkvision 60 ft., Fire Resistance
Genasi, Water	+1 Hit Point/HD	Swim 30 ft., Acid Resistance
Giff	+1 Hit Point/HD	Headfirst Charge, Firearms, Multiattack, Fragmentation Grenade
Gnoll	+1 Damage	Rampage, Darkvision 60 ft.
Gnome	+1 AC	Small, Speed 25 ft., Darkvision 60 ft.
Gnome, Deep	+1 AC	Small, Speed 20 ft., Stone Camouflage, Darkvision 120 ft.
Goblin	--	Small, Darkvision 60 ft.
Goliath	+1 Damage	Stone's Endurance
Grimlock	+1 Attack	Blind Senses, Stone Camouflage, Blindsight 30 ft.
Grung	+1 AC	Amphibious, Small, Speed 25 ft., Climb 25 ft., Poison Immunity, Poison Skin, Standing Leap
Half-Elf	--	Fey Ancestry, Darkvision 60 ft.
Half-Orc	+1 Hit Point/ HD	Darkvision 60 ft.

HUMANOID MODIFIERS AND FEATURES

Race	Quick Statistics	Quick Features
Halfling	+1 AC	Small, Lucky, Speed 25 ft.
Hobgoblin	+1 Attack	Darkvision 60 ft.
Human	--	Humans are the NPC default race
Kenku	+1 AC	Mimicry
Koalinh	--	Amphibious, Swim 20 ft., Darkvision 60 ft.
Kobold	-1 Damage	Small, Darkvision, Pack Tactics, Sunlight Sensitivity
Kuo-toa	--	Amphibious, Swim 30 ft., Darkvision 120 ft., Sunlight Sensitivity
Leonin	+1 Hit Point/HD	Speed 35 ft., Darkvision 60 ft., Daunting Roar
Lizardfolk	+1 AC	Swim 30 ft.
Locathah	+1 AC	Limited Amphibiousness, Swim 40 ft., Leviathan Will, Multiattack
Meazel	+1 AC	Darkvision 120 ft., Shadow Stealth, Garrote, Shadow Teleport
Merfolk	--	Amphibious, Speed 10 ft., Swim 40 ft.
Orc	+1 Damage	Darkvision 60 ft.
Sahuagin	+1 AC	Amphibious, Swim 40 ft., Darkvision 120 ft., Blood Frenzy, Multiattack
Tabaxi	+1 AC	Darkvision 60 ft., Feline Agility
Tiefling	+1 Spell DC	Infernal Legacy, Fire Resistance
Thri-kreen	+3 AC (no armor)	Darkvision 60 ft., Chameleon Carapace, Standing Leap, Multiattack
Turtle	+7 AC (no armor)	Shell Defense
Triton	--	Amphibious, Swim 30 ft., Control Air and Water, Guardians of the Depths
Troglodyte	+1 Hit Point/HD	Darkvision 60 ft., Chameleon Skin, Stench, Sunlight Sensitivity
Xvart	+1 AC	Small, Darkvision 30 ft., Low Cunning
Yuan-ti Pureblood	--	Poison Immunity, Darkvision 60 ft., Charisma Spellcasting, Magic Resistance

MERGING NPC EXAMPLES

I need a **leonin** race added to a **knight** NPC (**leonin knight**), and I don't have time to design this NPC from scratch. Therefore, I consult the above table and alter the existing knight statistics found in the Monster Manual. This new **leonin knight** has increased hit points, a base speed of 35 ft., darkvision 60 ft., and Daunting Roar. Using the above table, I quickly make a gnome bard as well.

Leonin Knight, Medium humanoid, AC 18, Hit Points 60, Speed 35 ft., darkvision 60 ft., passive Perception 10, CR 3. Brave, two greatsword attacks, heavy crossbow, Daunting Roar, Leadership.

Gnome Bard, Small humanoid, AC 16, Hit Points 44, Speed 25 ft., darkvision 60 ft., passive Perception 15, CR 2. Spellcasting, Song of Rest, Taunt, shortsword, shortbow.

NOTE

The above short-hand is something I use when recording quick notes on an encounter for my own use. I only use this fast method if I am not expecting the NPC to be a recurring character.



MONSTROUS RACE FAST CONVERSION

Combining creature statistics and NPC statistics is more art than science and more difficult when either the monster or the NPC is CR 1 or higher. The easiest way to do this is to consult the following table, add everything up, and see what your new creation looks like. The next few paragraphs will also provide notes and pointers to help you massage your new creation into something usable. Some combinations will be nonsensical, and the base monster statistics should then be used. An example of a combination not worth combining statistics for would be a *centaur commoner* or a *hill giant bandit*.

For those looking for help combining something powerful with something powerful, or for those who want to take a slow and methodical approach to combining statistics blocks, read Appendix B. In that Appendix, I've done my best to show the entire process of making a **rakshasa archmage** slowly from scratch by combining two already existing statistics blocks.

Quick Statistics. This system cannot replace the accuracy and thoughtfulness that comes from building a monstrous NPC from scratch. As an example, specific attack, damage, and spell DC changes are not noted in the Monstrous Quick Modifier Table. The DM should take into account how a creature of exceptional ability would have vastly different statistics than a humanoid. A fire giant knight will not have the same attack and damage as a humanoid knight.

Proficiency. Some creatures are so powerful that they have a higher proficiency than a humanoid. A troll warlord will be more powerful and have a higher proficiency than a hobgoblin warlord. Proficiency is explained best in the Player's Handbook, but it modifies attack rolls, saving throws, skills, and more.

Hit Dice. Most creatures are sturdier than your average humanoid, and their increased hit dice are listed in the Monstrous Quick Modifier table below. The easiest way to handle this is to combine the hit dice of the two statistic blocks that you are merging and use the largest die. This will work seamlessly until you start dealing with Tier III and Tier IV monsters (e.g., the rakshasa's 13 additional hit dice - a rakshasa combined with an archmage will be very difficult to defeat and possibly have a CR greater than 20). The DM can also choose to interpret increased HD as the minimum HD of the new creation. This will result in its own problems (e.g., the rakshasa archmage may not be as powerful as it should be). When in doubt, choose something that makes sense to you and works within the magic and realism you have created for your campaign.

You should pay attention to creature size because it will change the size of the die used with Hit Dice. A Tiny pixie knight and a Huge fire giant knight will have vastly different Hit Dice. As a reminder, Tiny creatures have d4 Hit Dice, Small d6, Medium d8, Large d10, Huge d12, and Gargantuan d20.

Challenge Rating. Determining the overall CR of the new creation will be, at best, an educated guess. At a minimum, the new creation's CR is not lower than the CR of the most powerful of the two creature statistics blocks that you combined.

MONSTROUS QUICK MODIFIER

Race	Quick Statistics	Quick Features
Berbalang	+1 AC, +2 HD	Fly 45 ft., Truesight 120 ft., Spectral Duplicate, Intelligence Spellcasting, Multiattack
Cambion	+1 Proficiency, +5 HD	Additional Ability Saving Throw, Damage Resistances, Darkvision 60 ft., Charisma Bonus to AC, Charisma Spellcasting, Multiattack, Fire Ray, Fiendish Charm, Fly 60 ft.
Centaur	+2 HD	Large, Speed 50 ft., Charge, Multiattack
Cyclops	+1 Proficiency, +2 AC, +6 HD	Huge, Poor Depth Perception, Multiattack
Deep Scion	+3 HD	Amphibious, Swim 40 ft., Darkvision 120 ft., Shapechanger, Multiattack, Psychic Screech
Doppelganger	+1 AC, +3 HD	Charmed Immunity, Darkvision 60 ft., Shapechanger, Multiattack, Read Thoughts
Drider	+1 Proficiency, +3 AC, +6 HD	Large, Climb 30 ft., Darkvision 120 ft., Fey Ancestry, Wisdom Spellcasting, Spider Climb, Sunlight Sensitivity, Web Walker, Multiattack
Dryad	--	Darkvision 60 ft., Charisma Spellcasting, Magic Resistance, Tree Stride, Fey Charm
Ettercap	+1 AC, +2 HD	Climb 30 ft., Darkvision 60 ft., Spider Climb, Web Walker, Multiattack, Web
Ettin	+1 AC, +4 HD	Large, Speed 40 ft., Darkvision 60 ft., Two Heads, Wakeful, Multiattack
Gargoyle	+3 AC, +2 HD	Fly 60 ft., Damage Resistances, Damage Immunities, Condition Immunities, False Appearance, Multiattack
Giant, Cloud	+2 Proficiency, +2 AC, +9 HD	Huge, Speed 40 ft., Keen Smell, Charisma Spellcasting, Multiattack, Rock

MONSTROUS QUICK MODIFIER

Race	Quick Statistics	Quick Features
Giant, Fire	+2 Proficiency, +9 HD	Huge, Speed 40 ft., Fire Immunity, Multiattack, Rock
Giant, Cloud	+2 Proficiency, +2 AC, +9 HD	Huge, Speed 40 ft., Keen Smell, Charisma Spellcasting, Multiattack, Rock
Giant, Fire	+2 Proficiency, +9 HD	Huge, Speed 40 ft., Fire Immunity, Multiattack, Rock
Giant, Frost	+1 Proficiency, +8 HD	Huge, Speed 40 ft., Cold Immunity, Multiattack, Rock
Giant, Hill	+1 Proficiency, +1 AC, +5 HD	Huge, Speed 40 ft., Multiattack, Rock
Giant, Stone	+1 Proficiency, +2 AC, +7 HD	Huge, Speed 40 ft., Stone Camouflage, Multiattack, Rock
Giant, Storm	+3 Proficiency, +13 HD	Huge, Speed 50 ft., Swim 50 ft., Additional Ability Saving Throw, Cold Resistance, Lightning and Thunder Immunity, Amphibious, Charisma Spellcasting, Multiattack, Rock, Lightning Strike
Githyanki	+3 HD	Additional Ability Saving Throw, Intelligence Spellcasting (Psionics), Multiattack
Githzerai	+2 HD	Intelligence Spellcasting (Psionics), Psychic Defense, Multiattack
Half Dragon		This template is covered in the <i>Monster Manual</i>
Harpy	+1 HD	Speed 20 ft., Fly 40 ft., Multiattack, Luring Song
Jackalwere	--	Speed 40 ft., Damage Immunities, Shapechanger, Pack Tactics, Sleep Gaze
Lamia	+4 HD	Darkvision 60 ft., Charisma Spellcasting, Multiattack, Intoxicating Touch
Lycanthrope Werebat	+2 HD	Climb 30 ft., Fly 60 ft., Damage Immunities, Shapechanger, Sunlight Sensitivity, Multiattack
Lycanthrope Werebear	+1 Proficiency, +5 HD	Damage Immunities, Shapechanger, Multiattack
Lycanthrope Wereboar	+4 HD	Damage Immunities, Shapechanger, Charge, Relentless, Multiattack
Lycanthrope Wererat	+2 HD	Damage Immunities, Shapechanger, Multiattack
Lycanthrope Wereraven	+2 HD	Fly 50 ft., Damage Immunities, Shapechanger, Multiattack
Lycanthrope Weretiger	+4 HD	Damage Immunities, Darkvision 60 ft., Shapechanger, Pounce, Multiattack
Lycanthrope Werewolf	+3 HD	Damage Immunities, Shapechanger, Multiattack
Medusa	+1 Proficiency, +2 AC, +6 HD	Darkvision 60 ft., Petrifying Gaze, Multiattack
Merrow	+1 AC, +2 HD	Amphibious, Large, Speed 10 ft., Swim 40 ft., Darkvision 60 ft., Multiattack
Mind Flayer	+1 Proficiency, +7 HD	Darkvision 120 ft., Magic Resistance, Intelligence Spellcasting (Psionics), Extract Brain, Mind Blast
Minotaur	+2 AC, +3 HD	Large, Speed 40 ft., Charge, Reckless, Gore
Modron, Quadron	+2 AC, +1 HD	Fly 30 ft., Truesight 120 ft., Disintegration, Multiattack
Mummy	+1 AC, +3 HD	Undead, Speed 20 ft., Fire Vulnerability, Damage Resistances, Damage Immunities, Condition Immunities, Darkvision 60 ft., Multiattack, Rotting Fist, Dreadful Glare
Neogi	+2 AC, +3 HD	Small, Climb 30 ft., Darkvision 60 ft., Mental Fortitude, Spider Climb, Multiattack, Enslave
Ogre	+2 HD	Large, Speed 40 ft., Darkvision 60 ft.
Ogre, Half-Ogre	+1 HD	Large, Darkvision 60 ft.

MONSTROUS QUICK MODIFIER

Race	Quick Statistics	Quick Features
Ogre, Oni	+1 Proficiency, +7 HD	Large, Fly 30 ft., Additional Ability Saving Throw, Charisma Spellcasting, Magic Weapons, Regeneration, Multiattack, Change Shape
Pixie	--	Tiny, Speed 10 ft., Fly 30 ft., Magic Resistance, Charisma Spellcasting, Superior Invisibility
Quaggoth	+2 HD	Climb 30 ft., Darkvision 120 ft., Poison Immunity, Wounded Fury, Multiattack
Quickling	+1 HD	Tiny, Speed 120 ft., Darkvision 60 ft., Blurred Movement, Evasion, Multiattack
Rakshasa	+3 Proficiency, +3 AC, +13 HD	Speed 40 ft., Damage Vulnerabilities, Damage Immunities, Darkvision 60 ft., Limited Magic Immunity, Charisma Spellcasting, Multiattack
Redcap	+2 AC, +3 HD	Small, Speed 25 ft., Darkvision 60 ft., Iron Boots, Multiattack, Ironbound Pursuit
Revenant	+1 Proficiency, 5 HD	Undead, Additional Ability Saving Throw, Damage Resistances, Damage Immunities, Condition Immunities, Darkvision 60 ft., Regeneration, Rejuvenation, Turn Immunity, Multiattack, Vengeful Glare
Satyr	--	Magic Resistance
Sprite	--	Tiny, Speed 10 ft., Fly 40 ft., Heart Sight, Invisibility
Succubus/Incubus	+2 AC, +4 HD	Fly 60 ft., Damage Resistances, Darkvision 60 ft., Telepathic Bond, Shapechanger, Charm, Draining Kiss, Etherealness
Tlincalli	+1 Proficiency, +2 AC, +5 HD	Large, Speed 40 ft., Darkvision 60 ft., Multiattack, Sting
Troll	+1 Proficiency, +2 AC, +5 HD	Large, Darkvision 60 ft., Regeneration, Multiattack
Vampire	+3 Proficiency, +2 AC, +13 HD	Undead, Damage Resistances, Darkvision 120 ft., Shapechanger, Legendary Resistance, Misty Escape, Regeneration, Spider Climb, Vampire Weaknesses, Multiattack, Bite, Charm, Children of the Night, Legendary Actions
Vampire Spawn	+1 Proficiency, +1 AC, +5 HD	Undead, Damage Resistance, Darkvision 60 ft., Regeneration, Spider Climb, Vampire Weakness, Multiattack, Bite
+ <i>Vril</i>	--	Small, Blindsight 60 ft, Sonic Shriek
+ <i>Wemic</i>	+3 HD	Large, Speed 40 ft., Pact Tactics, Pounce, Multiattack
Wight	+3 HD	Undead, Damage Resistances, Poison Immunity, Condition Immunities, Darkvision 60 ft., Sunlight Sensitivity, Multiattack, Life Drain

EXAMPLES

Adding NPC statistics to monsters with a CR higher than 1 takes slightly more time than the usual humanoids, but this method is still much faster than creating an NPC from scratch.

Stone Giant Alchemist. Huge giant, AC 14, Hit Points 126, Speed 40 ft., darkvision 60 ft., passive Perception 15, CR 8, Alchemy (DC 13, +5 to hit with spell attacks), Potion of Acid Breath, Stone Camouflage, two greatclub attacks (+10, 3d8 + 6), rock (+10, 4d10 + 6; DC 18 Str or prone).

Mind Player Telekinetic Savant. Medium aberration, AC 19, Hit Points 182, Fly 50 ft. (hover). And this combination only gets weirder and more difficult to do quickly. This NPC is a good example of how things break down or are completely ridiculous at tier IV of Dungeons and Dragons. Something this insane needs to be made from scratch. Following the fast rules will not do justice to this creature, your campaign, or your players. As a guess, I would make this combination CR 25 or more. Appendix B shows my slow, methodical method for combining statistics and uses the rakshasa and archmage as an example.

+Vril and Wemic are detailed in Chapter 4





CHAPTER 2:

COMBINED LIST OF NPCs

MATT FORSYTH

NEW AND OLD NPCs



his chapter contains a list of official Dungeons and Dragons 5th Edition NPCs and their sources. NPCs appearing in this work are marked in bold. This list excludes unique NPCs, such as Elminster or Halaster Blackcloak, and NPCs that are race-specific.

The terms Tiers I, II, III, and IV refer to tiers of play found in the *Dungeon Master's Guide* and are used to separate different tiered NPCs with the same name, such as the assassins.

Abbreviations. The *Complete NPC* uses the following abbreviations:

BGDA: *Baldur's Gate: Descent into Avernus*

CNPC: *The Complete NPC*

GoS: *Ghosts of Saltmarsh*

MM: *Monster Manual*

MOT: *Mystic Odysseys of Theros*

MToF: *Mordenkainen's Tome of Foes*

VGtM: *Volo's Guide to Monsters*

WDH: *Waterdeep: Dragon Heist*

COMBINED NPCs LIST

Name	CR	Source	Page	Name	CR	Source	Page
Abjurer	9	VGtM	209	Commoner	0	MM	345
Acolyte	¼	MM	342	Conjurer	6	VGtM	212
Adventurer (Tier I)	1	CNPC	14	Conscript	0	CNPC	47
Adventurer (Tier II)	5	CNPC	15	Cultist	⅛	MM	345
Adventurer (Tier III)	12	CNPC	16	Fist of Bane	½	BGDA	232
Adventurer (Tier IV)	17	CNPC	17	Iron Consul	2	BGDA	232
Alchemist (Tier I)	½	CNPC	26	Black Gauntlet of Bane	6	BGDA	232
Alchemist (Tier II)	5	CNPC	27	Night Blade	¼	BGDA	233
Alchemist (Tier III)	11	CNPC	28	Reaper of Bhaal	2	BGDA	233
Apprentice Wizard	¼	VGtM	209	Death's Head of Bhaal	5	BGDA	233
Archdruid	12	VGtM	210	Necromite of Myrkul	½	BGDA	234
Archer	3	VGtM	210	Skull Lasher of Myrkul	1	BGDA	234
Archmage	12	MM	342	Master of Souls	4	BGDA	234
Assassin (Tier I)	½	CNPC	35	Fathomer	2	GoS	236
Assassin	8	MM	343	Cult Fanatic	2	MM	345
Assassin (Tier III)	12	CNPC	36	Cutpurse	¼	CNPC	37
Bandit	⅛	MM	343	Death Priest	7	CNPC	33
Bandit Captain	2	MM	344	Diviner	8	VGtM	213
Bandit Marauder	¼	CNPC	19	Druid	2	MM	346
Bandit Veteran	7	CNPC	19	Enchanter	5	VGtM	213
Bard	2	VGtM	211	Evoker	9	VGtM	214
Berserker	2	MM	344	Gladiator	5	MM	346
Blackguard	8	VGtM	211	Griffon Cavalry Rider	2	WDH	197
Burglar	¼	CNPC	37	Guard	⅛	MM	347
Cavalier Banneret	6	CNPC	23	Guard, Mounted	¼	CNPC	45
Cavalier Captain	10	CNPC	24	Guard, Sergeant	1	CNPC	45
Cavalier Esquire	½	CNPC	20	Guard, Veteran	6	CNPC	46
Cavalier Knight	4	CNPC	21	Guard, Watch	¼	CNPC	46
Cavalier Lance	1	CNPC	20	Illusionist	3	VGtM	214
Cavalier Marshal	13	CNPC	25	Knight	3	MM	347
Champion	9	VGtM	212	Kraken Priest	5	VGtM	215
Charlatan	¼	CNPC	37	Life Priest	6	CNPC	34

COMBINED NPCs LIST

Name	CR	Source	Page	Name	CR	Source	Page
Mage	6	MM	347	Soldier, Heavy Cavalry	½	CNPC	48
Martial Arts Adept	3	VGtM	216	Soldier, Heavy Pike	½	CNPC	49
Master Thief	5	VGtM	216	Soldier, Pike	¼	CNPC	49
Murderer	2	CNPC	38	Soldier, Sergeant	2	CNPC	49
Necromancer	9	VGtM	217	Spy	1	MM	349
Noble	⅛	MM	348	Swashbuckler	3	VGtM	217
Noble Baron/Baroness	½	CNPC	29	Telekinetic	1	CNPC	52
Noble Duke/Duchess	5	CNPC	30	Telekinetic Adept	6	CNPC	53
Noble King/Queen	11	CNPC	31	Telekinetic Psion	13	CNPC	54
Noble Lord/Lady	¼	CNPC	29	Telekinetic Savant	21	CNPC	55
Noble Prince/Princess	7	CNPC	30	Telekinetic Wild	¼	CNPC	52
Pirate Bosun	½	GoS	247	Thief	⅛	CNPC	39
Pirate Captain	2	GoS	247	Thief Guildmaster	14	CNPC	39
Pirate Deck Wizard	1	GoS	248	Thunder Squire	1/2	CNPC	41
Pirate First Mate	1	GoS	248	Thunder Knight	5	CNPC	42
Priest	2	MM	348	Thunder Knight Learning	12	CNPC	42
Rip Tide Priest	2	GoS	248	Thunder Knight Waiting	17	CNPC	43
Scout	½	MM	349	Thug	½	MM	350
Seneschal	3	CNPC	32	Transmuter	5	VGtM	218
Skilled Expert	0	CNPC	32	Tribal Warrior	⅛	MM	350
Skilled Master	0	CNPC	32	Veteran	3	MM	350
Soldier, Bowman	¼	CNPC	47	War Priest	9	VGtM	218
Soldier, Captain	2	CNPC	50	Warlock of the Archfey	4	VGtM	219
Soldier, Cavalry	¼	CNPC	47	Warlock of the Fiend	7	VGtM	219
Soldier, Foot	¼	CNPC	48	Warlock of the Great Old One	6	VGtM	220
Soldier, General	9	CNPC	50	Warlord	12	VGtM	220



ADVENTURERS

Adventurers come in every imaginable shape and size, but the ones listed here are examples of a humanoid that dabbles in a little bit of everything, hoping to handle any situation that they find themselves in. These adventurers are almost always encountered alone and embody the phrase, “jack of all trades, master of none.”

Adventurer NPCs will also function well if the Dungeon Master uses them as bounty hunters, tomb robbers, or specialized agents and spies for large organizations.

ADVENTURER (TIER I)

Medium humanoid (any race), any

Armor Class 16 (breastplate)

Hit Points 27 (6d8)

Speed 30 ft.

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

Saving Throws Str +3, Dex +4, Cha +4

Skills Athletics +3, Insight +4, Investigation +5, Perception +6, Performance +4, Stealth +4, Survival +4

Senses passive Perception 16

Languages any three languages

Challenge 1 (200 XP)

Horde Breaker. Once on each of the adventurer's turns when they make a weapon attack, they can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of the weapon.

Spellcasting. The adventurer is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). They can cast the following spells:

Cantrips (at will): *dancing lights*, *friends*, *mending*, *vicious mockery*

1st level (4 slots): *cure wounds*, *detect magic*, *hail of thorns*, *identify*, *magic missile*

2nd level (2 slots): *enhance ability*, *invisibility*, *silence*

Taunt. The adventurer can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the adventurer, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the adventurer's next turn.

Actions

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

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



ADVENTURER (TIER II)

Medium humanoid (any race), any

Armor Class 17 (breastplate)

Hit Points 54 (12d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (0)	12 (+1)	15 (+2)	16 (+3)

Saving Throws Str +4, Dex +6, Cha +6

Skills Acrobatics +6, Athletics +4, Insight +5, Investigation +7, Perception +8, Performance +6, Stealth +6, Survival +5

Senses passive Perception 18

Languages any four languages

Challenge 5 (1,800 XP)

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

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

Horde Breaker. Once on each of the adventurer's turns when they make a weapon attack, they can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of the weapon.

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

Spellcasting. The adventurer is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). They can cast the following spells:

Cantrips (at will): *dancing lights, friends, mending, vicious mockery*

1st level (4 slots): *cure wounds, detect magic, hail of thorns, identify, magic missile*

2nd level (3 slots): *enhance ability, hold person, invisibility, silence*

3rd level (3 slots): *nondetection, stinking cloud, water breathing*

Taunt. The adventurer can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the adventurer, the target must succeed on a DC 14 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the adventurer's next turn.

Actions

Multiattack. The adventurer attacks twice with their shortsword or twice with their longbow.

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

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Reactions

Luck (2/Day). The adventurer can use their reaction and choose to succeed on a saving throw they failed as long as they are not incapacitated or otherwise unable to move.

ADVENTURERS AS ALLIES

These adventures tend to be very paranoid NPCs with very flexible morals. They know that they are often outnumbered if they discover competition while exploring or looting the deep dark places and will either avoid, help, or hinder the characters based on how the adventurer perceives them. If the characters catch the adventurer unawares then they will likely win any conflict and the adventurer is much more likely to behave and/or be helpful. If you are using the adventurer as an antagonist then the adventurer will attempt to trail the characters and wait for the opportune moment to strike or begin negotiations when the characters are tired or wounded.



ADVENTURER (TIER III)

Medium humanoid (any race), any

Armor Class 17 (breastplate)

Hit Points 81 (18d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	11 (0)	12 (+1)	15 (+2)	16 (+3)

Saving Throws Str +6, Dex +8, Wis +7, Cha +8

Skills Acrobatics +8, Arcana +6, Athletics +6, Insight +7, Investigation +11, Perception +12, Performance +8, Stealth +8, Survival +7

Senses passive Perception 22

Languages any five languages

Challenge 12 (8,400 XP)

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

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

Horde Breaker. Once on each of the adventurer's turns when they make a weapon attack, they can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of the weapon.

Multiattack Defense. After being hit by an attack, the adventurer gains a +4 bonus to AC until the beginning of their next turn.

Sneak Attack. Once per turn, the adventurer deals an extra 10 (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 adventurer that isn't incapacitated and the adventurer doesn't have disadvantage on the attack roll.

Spellcasting. The adventurer is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). They can cast the following spells:

Cantrips (at will): *dancing lights*, *friends*, *mending*, *poison spray*, *vicious mockery*
1st level (4 slots): *cure wounds*, *detect magic*, *hail of thorns*, *identify*, *magic missile*
2nd level (3 slots): *detect thoughts*, *enhance ability*, *hold person*, *silence*
3rd level (3 slots): *nondetection*, *stinking cloud*, *water breathing*
4th level (3 slots): *freedom of movement*, *grasping vine*, *greater invisibility*
5th level (1 slot): *mislead*

Taunt. The adventurer can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the adventurer, the target must succeed on a DC 16 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the adventurer's next turn.

Actions

Multiattack. The adventurer attacks twice with their shortsword or twice with their longbow.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Blurred Assault. If the adventurer can see two or more targets within 10 feet, they can make a blurred attack with their shortsword against all targets within 10 feet. The adventurer becomes blurred, shifting and wavering to all who can see them. Until the beginning of their next turn, all attackers have disadvantage on attack rolls against the adventurer as long as they rely on sight and the adventurer is not restrained or otherwise unable to move. The adventurer cannot use Horde Breaker with this action.

Reactions

Luck (3/Day). The adventurer can use their reaction and choose to succeed on a saving throw they failed as long as they are not incapacitated or otherwise unable to move.

There was something immediately wrong. This hidden temple should have been completely untouched for the last fifty years, but that simply wasn't the case. Javin still checked for traps, that idiot Red Claw still cast her divination spells, and I still led from the front, but something was wrong. We knew right away because all the traps were destroyed and lurking monsters killed; we stilled continued to explore. We decided that other adventurers had cleared the way for us – all of us hoping that they conveniently expired somewhere deeper into the rich ruins.

We debated what to do if we encountered them wounded. We began to get greedy. But it was faster, and it had been listening, and it decided to fall upon us when we fell into a deep pit. I don't know who or what it was, but my chums are all dead and I weep at the bottom of this pit, having drunk all our potions. I don't weep for my fellow robbers. I weep because I must climb out of this pit and return with nothing. First I'll need to come up with a good lie – maybe an acid-spewing hydra finally defeated us? Yeah ... that could work. An undead acid-spewing hydra. How many heads would be too many?

Thedman Axespine, Survivor

ADVENTURER (TIER IV)

Medium humanoid (any race), any

Armor Class 18 (breastplate)

Hit Points 156 (24d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	12 (+1)	15 (+2)	16 (+3)

Saving Throws Str +7, Dex +10, Con +8, Int +7, Wis +8, Cha +9

Skills Acrobatics +10, Arcana +7, Athletics +7, Deception +21, Insight +8, Investigation +13, Perception +14, Performance +9, Stealth +10, Survival +8

Senses passive Perception 24

Languages any six languages

Challenge 17 (18,000 XP)

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

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

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

Horde Breaker. Once on each of the adventurer's turns when they make a weapon attack, they can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of the weapon.

Multiattack Defense. After being hit by an attack, the adventurer gains a +4 bonus to AC until the beginning of their next turn.

Sneak Attack. Once per turn, the adventurer deals an extra 17 (7d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the adventurer that isn't incapacitated and the adventurer doesn't have disadvantage on the attack roll.

Spellcasting. The adventurer is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). They can cast the following spells:

Cantrips (at will): *dancing lights*, *friends*, *mending*, *poison spray*, *vicious mockery*

1st level (4 slots): *cure wounds*, *detect magic*, *hail of thorns*, *identify*, *magic missile*

2nd level (3 slots): *detect thoughts*, *enhance ability*, *hold person*, *silence*

3rd level (3 slots): *nondetection*, *stinking cloud*, *water breathing*

4th level (3 slots): *freedom of movement*, *grasping vine*, *greater invisibility*

5th level (2 slots): *conjure volley*, *mislead*

6th level (1 slot): *true seeing*

Taunt. The adventurer can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the adventurer, the target must succeed on a DC 17 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the adventurer's next turn.

Actions

Multiattack. The adventurer attacks three times with their shortsword or three times with their longbow.

Shortsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 4) piercing damage.

Blurred Assault. If the adventurer can see two or more targets within 10 feet, they can make a blurred attack with their shortsword against all targets within 10 feet. The adventurer becomes blurred, shifting and wavering to all who can see them. Until the beginning of their next turn, all attackers have disadvantage on attack rolls against the adventurer as long as they rely on sight and the adventurer is not restrained or otherwise unable to move. The adventurer cannot use Horde Breaker with this action.

Volley. The adventurer makes a ranged attack against any number of creatures within 10 feet of a point they can see within weapon range. The adventurer makes a separate attack roll for each target.

Reactions

Luck (4/Day). The adventurer can use their reaction and choose to succeed on a saving throw they failed as long as they are not incapacitated or otherwise unable to move.



BANDITS

What separates a bandit from a thief or rogue is the use of brute force over finesse, and bandits tend to work in large groups. Bandits are listed separately from criminals because the criminals in this work tend to be town and city dwellers, where bandits traditionally plague commerce and the frontier.

Almost any NPC statistic can be used as a bandit. Depending on the level and prevalence of magic in your campaign, a bandit group may or may not have arcane and divine spellcasters supporting them. Bandits tend to be evil or neutral in their moral outlook, but there are plenty of historical examples of “good” bandits who tend to name themselves freedom fighters, defenders of the poor, etc.

BANDIT (TIER I)

CR 1/8

Mount. Some bandits (10%) are encountered riding **camels**, **riding horses**, or other non-intelligent mounts. [See Chapter 3.](#)

Monster Manual

BANDIT CAPTAIN (TIER I)

CR 2

Mount. Some bandit captains (25%) are encountered riding **camels**, **riding horses**, **light** or **medium warhorses**, or other non-intelligent mounts. [See Chapter 3.](#)

Monster Manual

BANDIT MARAUDER (TIER I)

Medium humanoid (any race), any

Armor Class 15 (scale mail)

Hit Points 18 (4d8)

Speed 30 ft.

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

Skills Animal Handling +2

Senses passive Perception 10

Languages any one language

Challenge 1/4 (50 XP)

Harass. If mounted, the marauder has advantage on ranged weapon attack rolls if there are at least two other mounted allies within 30 feet of the target.

Mount. Marauders are encountered riding **camels** or **riding horses**. See Chapter 3.

Actions

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

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

BANDIT VETERAN (TIER II)

Medium humanoid (any race), any

Armor Class 17 (half plate and shield)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (0)	16 (+3)	13 (+1)	13 (+1)	11 (0)

Saving Throws Con +6

Skills Athletics +6, Animal Handling +4, Intimidation +3, Perception +4

Senses passive Perception 14

Languages any two languages

Challenge 7 (2,900 XP)

Discipline. The bandit has advantage on saving throws against being charmed, frightened, or any other effect that changes their emotions or compels them to act.

Improved Critical. The bandit scores a critical hit on a roll of 19 or 20.

Mount. Some bandits (25%) are encountered riding **camels**, **riding horses**, **light** or **medium warhorses**, or other non-intelligent mounts. See Chapter 3.

Shield Tactics. If using a shield and not surprised, the bandit gains a +4 to their AC until the beginning of their next turn after being attacked.

Stubborn. The bandit uses Constitution for all saving throws so long as they are not surprised or have had their movement reduced to 0.

Actions

Multiattack. The bandit attacks three times with a longsword and once with a shield.

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

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

Shield. *Melee Weapon Attack:* +6 to hit, range 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage. Hit targets must succeed on a DC 14 Strength saving throw or be knocked prone.



CAVALIERS

Cavaliers are usually nobles who have joined the military or pursued extensive martial training. They will be mounted on the best horse they can afford. The difference between cavaliers and knights usually boils down to semantics, but for this work, cavaliers fit into a feudal setting and are folded into a military organization during times of war or for special missions. Cavaliers are more dangerous than simple mounted warriors but are often encountered leading mounted troops.

The different tiers of cavaliers represent rank, experience, training, and often access to wealth: the best horses and plate armor tend to be expensive.

CAVALIER ESQUIRE (TIER I)

Medium humanoid (any race), usually lawful

Armor Class 15 (scale mail)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

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

Saving Throws Dex +3

Skills Athletics +4, Animal Handling +5

Senses passive Perception 11

Languages any two languages

Challenge ½ (50 XP)

Charge. If mounted, the cavalier has advantage on melee weapon damage rolls if their mount traveled at least 20 feet in a straight line towards the target on the same turn.

Mount. Most cavaliers (90%) are encountered riding **camels**, **riding horses**, **light** or **medium warhorses**, or other non-intelligent mounts. See Chapter 3.

Mounted Combat - Basic. If attacking with a melee weapon, the cavalier has advantage against any target that is smaller in size than their mount, unless the target is also mounted.

Actions

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

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

CAVALIER LANCE (TIER I)

Medium humanoid (any race), usually lawful

Armor Class 18 (breastplate and shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

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

Saving Throws Dex +3

Skills Athletics +5, Animal Handling +5

Senses passive Perception 11

Languages any two languages

Challenge 1 (200 XP)

Bolster. Allies within 20 feet that can see the cavalier have proficiency on any saving throw as long as the cavalier is mounted and engaged in combat.

Charge. If mounted, the cavalier has advantage on melee weapon damage rolls if their mount traveled at least 20 feet in a straight line towards the target on the same turn.

Mount. Cavaliers are encountered riding **camels**, **riding horses**, **light** or **medium warhorses**, or other non-intelligent mounts. See Chapter 3.

Mounted Combat - Basic. If attacking with a melee weapon, the cavalier has advantage against any target that is smaller in size than their mount, unless the target is also mounted.

Actions

Lance. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage. The cavalier has disadvantage if attacking targets that are 5 feet or closer. The lance must be wielded with two hands unless the cavalier is mounted.

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

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



CAVALIER KNIGHT (TIER I)

Medium humanoid (any race), usually lawful

Armor Class 20 (plate and shield)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Saving Throws Str +5, Dex +3

Skills Athletics +5, Animal Handling +5

Senses passive Perception 11

Languages any two languages

Challenge 4 (1,100 XP)

Bolster. Allies within 30 feet that can see the cavalier have proficiency on any saving throw as long as the cavalier is mounted and engaged in combat.

Heavy Armor Mastery. While wearing heavy armor, bludgeoning, piercing, and slashing damage that the cavalier takes from nonmagical weapons is reduced by 3.

Improved Charge. If mounted, the cavalier adds 7 (2d6) damage to melee weapon damage once per turn if the cavalier's mount traveled at least 20 feet in a straight line towards the target on the same turn.

Mount. Cavaliers are encountered riding **camels**, **riding horses**, **light** or **medium warhorses**, or other non-intelligent mounts. See Chapter 3.

Mounted Combat - Basic. If attacking with a melee weapon, the cavalier has advantage against any target that is smaller in size than their mount, unless the target is also mounted.

Actions

Multiattack. The cavalier makes two melee attacks.

Lance. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage. The cavalier has disadvantage if attacking targets that are 5 feet or closer. The lance must be wielded with two hands unless the cavalier is mounted.

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

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



CAVALIER BANNERET (TIER II)

Medium humanoid (any race), usually lawful

Armor Class 20 (plate and shield)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	13 (+1)	13 (+1)	14 (+2)

Saving Throws Str +7, Con +5, Dex +4

Skills Athletics +7, Animal Handling +7, Insight +4

Senses passive Perception 11

Languages any two languages

Challenge 6 (2,300 XP)

Bolstering Presence. Allies within 30 feet that can see the cavalier have advantage on saving throws and attack rolls as long as the cavalier is mounted and engaged in combat.

Heavy Armor Mastery. While wearing heavy armor, bludgeoning, piercing, and slashing damage that the cavalier takes from nonmagical weapons is reduced by 3.

Improved Charge. If mounted, the cavalier adds 10 (3d6) damage to melee weapon damage once per turn if the cavalier's mount traveled at least 20 feet in a straight line towards the target on the same turn.

Mount. Cavaliers are encountered riding **camels**, **riding horses**, **light** or **medium warhorses**, or other non-intelligent mounts. See Chapter 3.

Mounted Combat - Advanced. If attacking with a melee weapon, the cavalier has advantage against any target that is smaller in size than their mount, unless the target is also mounted. The cavalier and their mount do not provoke an attack of opportunity while moving in combat unless their enemy is mounted or a size category larger than their mount. The cavalier's mount has advantage on all saving throws so long as the cavalier is mounted and not incapacitated.

Actions

Multiattack. The cavalier makes three melee attacks.

Lance. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage. The cavalier has disadvantage if attacking targets that are 5 feet or closer. The lance must be wielded with two hands unless the cavalier is mounted.

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

Heavy Crossbow. *Ranged Weapons Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Reactions

Mounted Reaction. The cavalier can force a melee or ranged attack that targets their mount to target them instead.



CAVALIER CAPTAIN (TIER II)

Medium humanoid (any race), usually lawful

Armor Class 22 (plate and shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

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

Saving Throws Str +8, Con +7, Dex +5

Skills Athletics +8, Animal Handling +9, Insight +5, Intimidation +6

Senses passive Perception 11

Languages any two languages

Challenge 10 (5,900 XP)

Bolstering Presence. Allies within 30 feet that can see the cavalier have advantage on saving throws and attack rolls as long as the cavalier is mounted and engaged in combat.

Brutal Lance. The cavalier, while mounted and attacking with a lance, scores a critical hit on a roll of 19 or 20 and rolls one additional die of damage when determining the extra damage for a critical hit.

Heavy Armor Mastery. While wearing heavy armor, bludgeoning, piercing, and slashing damage that the cavalier takes from nonmagical weapons is reduced by 3

Improved Charge. If mounted, the cavalier adds 17 (5d6) damage to melee weapon damage once per turn if the cavalier's mount traveled at least 20 feet in a straight line towards the target on the same turn.

Mount. Cavaliers are encountered riding imperial camels or light, medium, and heavy warhorses, or other non-intelligent mounts. See Chapter 3.

Mounted Combat - Expert. If attacking with a melee weapon, the cavalier has advantage against any target that is the same size or smaller than their mount, unless the target is also mounted. The cavalier and their mount do not provoke an attack of opportunity while moving in combat unless their enemy is mounted or a size category larger than their mount. The cavalier's mount has advantage on all saving throws so long as the cavalier is mounted and not incapacitated. The cavalier's armor class is improved by 2 so long as they are mounted and their mount's movement has not been reduced to 0 (this is reflected in the statistics).

Actions

Multiattack. The cavalier makes three melee attacks.

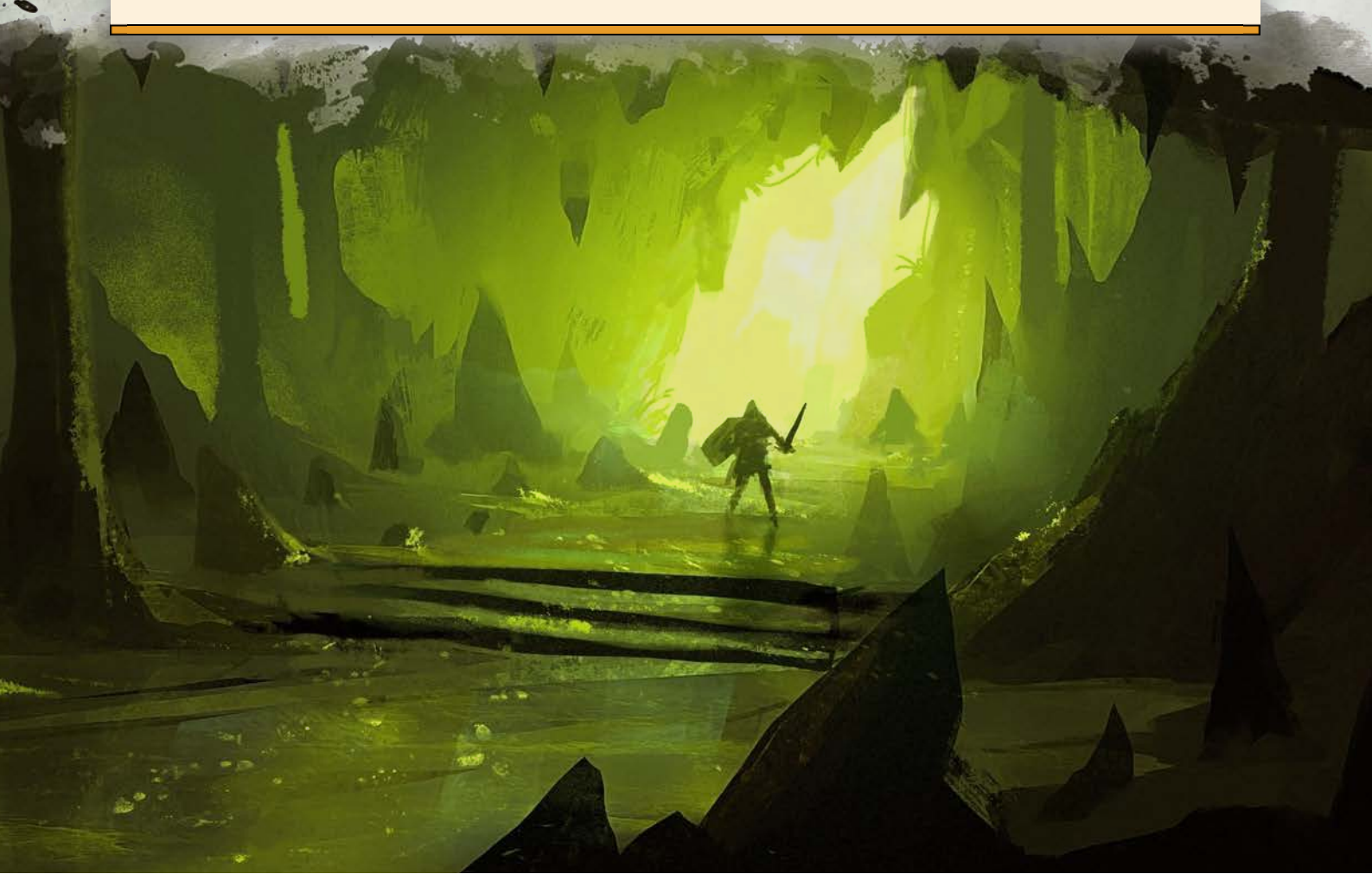
Lance. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage. The cavalier has disadvantage if attacking targets that are 5 feet or closer. The lance must be wielded with two hands unless the cavalier is mounted.

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

Heavy Crossbow. *Ranged Weapons Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Reactions

Mounted Reaction. The cavalier can force a melee or ranged attack that targets their mount to target them instead.



CAVALIER MARSHAL (TIER III)

Medium humanoid (any race), usually lawful

Armor Class 22 (plate and shield)

Hit Points 171 (18d8 + 90)

Speed 30 ft.

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

Saving Throws Str +9, Con +8, Dex +6

Skills Athletics +9, Animal Handling +11, Insight +6, Intimidation +7

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

Senses passive Perception 11

Languages any two languages

Challenge 13 (10,000 XP)

Bolstering Presence. Allies within 30 feet that can see the cavalier have advantage on saving throws and attack rolls as long as the cavalier is mounted and engaged in combat.

Brutal Lance. The cavalier, while mounted and attacking with a lance, scores a critical hit on a roll of 18, 19, or 20 and rolls two additional dice of damage when determining the extra damage for a critical hit.

Improved Charge. If mounted, the cavalier adds 21 (6d6) damage to melee weapon damage once per turn if the cavalier's mount traveled at least 20 feet in a straight line towards the target on the same turn.

Mount. Cavaliers are encountered riding imperial camels or light, medium, and heavy warhorses, or other non-intelligent mounts. See Chapter 3.

Mounted Combat - Master. If attacking with a melee weapon, the cavalier has advantage against any target that is the same size or smaller than their mount. The cavalier and their mount do not provoke an attack of opportunity while moving in combat unless their enemy is a size category larger than their mount. The cavalier's mount has advantage on all saving throws so long as the cavalier is mounted and not incapacitated. The cavalier's armor class is improved by 2 so long as they are mounted and their mount's movement has not been reduced to 0 (this is reflected in the statistics).

Toughness. The cavalier has 2 additional hit points per hit dice (this is reflected in the statistics).

Actions

Multiattack. The cavalier makes three melee attacks.

Lance. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. **Hit:** 10 (1d12 + 4) piercing damage. The cavalier has disadvantage if attacking targets that are 5 feet or closer. The lance must be wielded with two hands unless the cavalier is mounted.

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

Heavy Crossbow. Ranged Weapons Attack: +5 to hit, range 100/400 ft., one target. **Hit:** 6 (1d10 + 1) piercing damage.

Reactions

Mounted Reaction. The cavalier can force a melee or ranged attack that targets their mount to target them instead.

CAVALIERS AND NOBILITY

Cavaliers tend to be the sons and daughters of minor nobility, upwardly mobile merchants, claimed bastards, or young royal children seeking to prove themselves in battle. They often lead other mounted or dismounted soldiers in battle and see their mounts as a symbol of their leadership and their right to command.



CITY DWELLERS

Most city dwellers are just **commoners** or **nobles**, regardless of what you call them in your campaign. The following list includes variants or completely new NPCs for city encounters.

The challenge ratings for the various nobles have been increased in line with their medieval rank. This should not trump realism, for if the princess of the castle is only a 15-year old human, then her stats are most likely equal to that of a commoner. Not every 50-year old human king is a warrior, and their power or right to rule could come from knowledge or the support of those vastly more powerful than they are.

VARIANT

Alchemist NPCs exist that do not specialize in acid, but a different type of elemental damage, such as cold, fire, lightning, or thunder. For these alchemists, replace any reference to acid (e.g., in their **Damage Resistance** and *Potion of Acid Breath*) with your chosen energy damage type. For example, a cold alchemist variant would lose acid resistance, gain **Damage Resistance** cold, and their *Potion of Acid Breath* would become *Cold Breath* (and would deal cold, not acid, damage).



JOEL
2K4

ALCHEMIST (TIER I)

Medium humanoid (any race), any

Armor Class 12 (padded)

Hit Points 18 (4d8)

Speed 30 ft.

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

Saving Throws Int +4

Skills Nature +4, Medicine +3

Damage Resistance acid

Senses passive Perception 11

Languages any two languages

Challenge ½ (100 XP)

Alchemy. The alchemist uses various exotic concoctions to mimic spellcasting, and their spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). Alchemists cannot use a concoction (spell) at a higher spell level like other spellcasters.

They recover concoctions after spending a day, and 15 gp per spell in rare materials. They have acid resistance so long as they wear a specially prepared padded armor. The alchemist has the following concoctions prepared.

Cantrips (2 slots): *acid splash*, *poison spray*

1st level (2 slots): *grease*, *thunderwave*

2nd level (2 slots): *enlarge/reduce*, *web*

Mount. Some alchemists (20%) are encountered riding camels or riding horses, or other non-intelligent mounts. See Chapter 3.

Potion of Acid Breath (1/Week). After drinking this potion, the alchemist can use a bonus action to exhale acid at a target within 30 feet of them. The target must make a DC 12 Dexterity saving throw, taking 14 (4d6) acid damage on a failed save, or half as much damage on a successful one. The effect ends after the alchemist exhales the acid three times or when 1 hour has passed.

Actions

Handaxe. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft., or range 20/80 ft., one target. *Hit:* 3 (1d6) slashing damage.

ALCHEMIST (TIER II)

Medium humanoid (any race), any

Armor Class 12 (padded)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Saving Throws Dex +4, Int +6

Skills Arcane +6, History +6, Nature +6, Medicine +5

Damage Resistance acid

Senses passive Perception 12

Languages any three languages

Challenge 5 (1,800 XP)

Alchemy. The alchemist uses various exotic concoctions to mimic spellcasting, and their spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Alchemists cannot use a concoction (spell) at a higher spell level like other spellcasters. They recover concoctions after a day and spending 15 gp per spell on rare materials. They have acid resistance so long as they wear specially prepared padded armor. The alchemist has the following concoctions prepared.

Cantrips (2 slots): *acid splash*, *poison spray*

1st level (2 slots): *grease*, *thunderwave*

2nd level (2 slots): *enlarge/reduce*, *web*

3rd level (2 slots): *call lightning*, *stinking cloud*

4th level (2 slots): *polymorph*, *wall of fire*

Mount. Some alchemists (50%) are encountered riding camels or riding horses, or other non-intelligent mounts. See Chapter 3.

Potion of Acid Breath (1/Week). After drinking this potion, the alchemist can use a bonus action to exhale acid at a target within 30 feet of them. The target must make a DC 14 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one. The effect ends after the alchemist exhales the acid three times or when 1 hour has passed.

Prepared (1/Short Rest). The alchemist, if wearing padded armor, uses a bonus action and gains either darkvision 60 ft., or an increase to speed of 10 feet that lasts for one hour.

Actions

Multiattack. The alchemist attacks once with a handaxe and once with a grenade, if recharged.

Handaxe. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft., or range 20/80 ft., one target. **Hit:** 4 (1d6 + 1) slashing damage.

Grenade (Recharge 5-6). Ranged Concoction (Spell) Attack: +6 to hit, range 40 ft., one target. **Hit:** 7 (2d6) force damage. All targets in a 15 foot-radius sphere take 5 (1d10) piercing damage unless they succeed on a DC 14 Dexterity saving throw.



ALCHEMIST (TIER III)

Medium humanoid (any race), any

Armor Class 12 (padded)
Hit Points 113 (16d8 + 32)
Speed 30 ft.

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

Saving Throws Dex +6, Con +7, Int +9
Skills Arcane +9, History +9, Nature +9, Medicine +7
Damage Resistance bludgeoning, piercing, and slashing damage from magical attacks
Damage Immunity acid
Condition Immunity stunned
Senses passive Perception 12
Languages any three languages
Challenge 11 (7,200 XP)

Alchemy. The alchemist uses various exotic concoctions to mimic spellcasting, and their spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Alchemists cannot use a concoction (spell) at a higher spell level like other spellcasters. They recover concoctions after spending a day, and 15 gp per spell in rare materials. They are immune to acid and the stunned condition so long as they wear a specially prepared padded armor. The alchemist has the following concoctions prepared.

Cantrips (2 slots): *acid splash*, *poison spray*
1st level (2 slots): *grease*, *thunderwave*
2nd level (2 slots): *enlarge/reduce*, *web*
3rd level (2 slots): *call lightning*, *stinking cloud*
4th level (2 slots): *polymorph*, *wall of fire*

5th level (2 slots): *cloudkill*, *conjure elemental*
6th level (2 slots): *flesh to stone*, *wall of ice*

Mount. Most alchemists (90%) are encountered riding camels or riding horses, or other non-intelligent mounts. See Chapter 3.

Potion of Acid Breath (1/Week). After drinking this potion, the alchemist can use a bonus action to exhale acid at a target within 30 feet of them. The target must make a DC 17 Dexterity saving throw, taking 42 (12d6) acid damage on a failed save, or half as much damage on a successful one. The effect ends after the alchemist exhales the acid three times or when 1 hour has passed.

Prepared (1/Short Rest). The alchemist, if wearing padded armor, uses a bonus action and gains darkvision 60 ft., and either an increase in speed of 10 feet or advantage on Constitution saving throws. Each effect lasts for one hour.

Stunning Concoctions (2/Day). The alchemist can choose to make any concoction (spell) also cause the stunned condition until the end of the targets next turn unless they make a DC 17 Constitution saving throw.

Actions

Multiattack. The alchemist attacks once with a handaxe and once with a grenade.

Handaxe. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft., or range 20/80 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Grenade (8/Day). *Ranged Concoction (Spell) Attack:* +9 to hit, range 40 ft., one target. *Hit:* 10 (3d6) force damage. All targets in a 15 foot-radius sphere take 11 (2d10) piercing damage unless they succeed on a DC 17 Dexterity saving throw.

COMMONER (TIER I)

CR 0

Monster Manual

NOBLE (TIER I)

CR 1/8

Monster Manual



NOBLE LORD OR LADY (TIER I)

Medium humanoid (any race), any

Armor Class 15 (breastplate)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	13 (+1)	12 (+1)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Cha +5

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 12

Languages any two languages

Challenge ¼ (50 XP)

Mount. Most nobles (90%) are encountered riding **camels**, **riding horses**, **light** or **medium warhorses**, or other non-intelligent mounts. See Chapter 3.

Precision (1/Day). While wielding a finesse weapon, the noble rerolls one attack roll.

Actions

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

Reactions

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



NOBLE BARON OR BARONESS (TIER I)

Medium humanoid (any race), any

Armor Class 16 (breastplate)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

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

Saving Throws Cha +5

Skills Deception +5, Insight +4, Intimidation +5, Persuasion +5

Senses passive Perception 12

Languages any two languages

Challenge ¼ (50 XP)

Mount. Nobles are encountered riding **imperial camels** or **light warhorses**, or other non-intelligent mounts. See Chapter 3.

Precision (1/Day). While wielding a finesse weapon, the noble rerolls one attack roll.

Actions

Multiattack. The noble attacks twice with their rapier.

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

Reactions

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



NOBLE DUKE OR DUCHESS (TIER II)

Medium humanoid (any race), any

Armor Class 16 (breastplate)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	14 (+2)	14 (+2)	14 (+2)	15 (+2)	17 (+3)

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

Skills Deception +5, History +5, Insight +4, Intimidation +5, Persuasion +5

Senses passive Perception 12

Languages any two languages

Challenge 5 (1,800 XP)

Mount. Nobles are encountered riding **imperial camels** or **light warhorses**, or other non-intelligent mounts. See Chapter 3.

Precision (2/Day). The noble rerolls the attack roll of one finesse weapon attack.

Privilege (1/Day). As a bonus action, the noble gains resistance to one type of damage or advantage on any saving throw to avoid being subjected to one condition (other than unconscious or incapacitated) for the next 10 minutes.

Actions

Multiattack. The noble attacks twice with their rapier and once with their mockery.

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

Mockery. The noble insults a creature that they can see within 30 feet. The insulted creature has disadvantage on all attacks or ability checks until the end of their next turn unless they succeed on a DC 14 Charisma saving throw. This attack has no effect if the target does not understand the language used by the noble or if the target cannot hear the noble.

Reactions

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

Protect Me (1/Day). If the noble fails a saving throw or takes damage that would reduce their hit points to 0, then an ally within 10 feet is affected instead.

NOBLE PRINCE OR PRINCESS (TIER II)

Medium humanoid (any race), any

Armor Class 16 (breastplate)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	16 (+3)	16 (+3)	14 (+2)	16 (+3)	17 (+3)

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

Skills Deception +9, History +5, Insight +9, Intimidation +6, Persuasion +6

Senses passive Perception 13

Languages any three languages

Challenge 7 (2,900 XP)

Mount. Nobles are encountered riding **imperial camels** or **light warhorses**, or other non-intelligent mounts. See Chapter 3.

Noble Presence. Allies of the noble that can see them and are within 10 feet can choose to use the noble's saving throw bonuses instead of their own. Each ally can benefit from this assistance once per day.

Precision (3/Day). The noble rerolls the attack roll of one finesse weapon attack.

Privilege (2/Day). As a bonus action, the noble gains resistance to one type of damage or advantage on any saving throw to avoid being subjected to one condition (other than unconscious or incapacitated) for the next 10 minutes.

Actions

Multiattack. The noble attacks three times with their rapier and once with their mockery.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Mockery. The noble insults a creature that they can see within 30 feet. The insulted creature has disadvantage on all attacks or ability checks until the end of their next turn unless they succeed on a DC 14 Charisma saving throw. This attack has no effect if the target does not understand the language used by the noble or if the target cannot hear the noble.

Reactions

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

Protect Me (1/Day). If the noble fails a saving throw or takes damage that would reduce their hit points to 0, then an ally within 10 feet is affected instead.

NOBLE KING OR QUEEN (TIER III)

Medium humanoid (any race), any

Armor Class 20 (breastplate and sovereignty)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

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

Saving Throws Con +7, Int +6, Wis +7, Cha +8

Skills Deception +12, History +6, Insight +11, Intimidation +8, Persuasion +8

Senses passive Perception 13

Languages any four languages

Challenge 11 (7,200 XP)

Mount. Nobles are encountered riding **imperial camels** or **light warhorses**, or other non-intelligent mounts. See Chapter 3.

Noble Presence. Allies of the noble that can see them and are within 10 feet can choose to use the noble's saving throw bonuses instead of their own. Each ally can benefit from this assistance once per day.

Precision (3/Day). The noble rerolls the attack roll of one finesse weapon attack.

Privilege (3/Day). As a bonus action, the noble gains resistance to one type of damage or advantage on any saving throw to avoid being subjected to one condition (other than unconscious or incapacitated) for the next 10 minutes.

Sovereignty. The noble adds their Charisma bonus (+4) to their AC, attack and damage rolls with finesse weapons (this is reflected in the statistics and attacks).

Actions

Multiattack. The noble attacks three times with their rapier and once with their mockery.

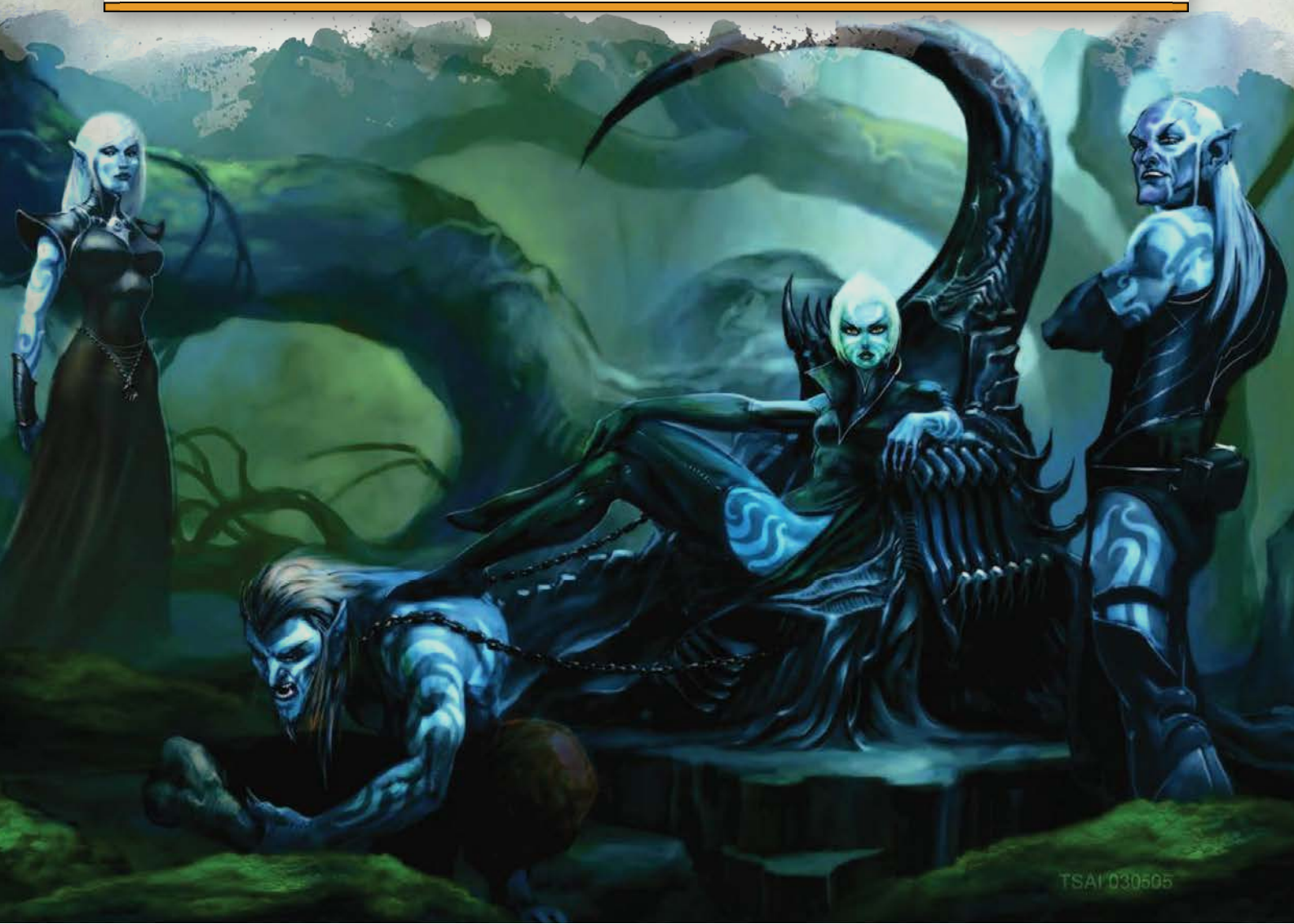
Rapier. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. **Hit:** 11 (1d8 + 7) piercing damage.

Mockery. The noble insults a creature that they can see within 30 feet. The creature has disadvantage on all attacks or ability checks until the end of their next turn unless they succeed on a DC 16 Charisma saving throw. This attack has no effect if the target does not understand the language used by the noble or if the target cannot hear the noble.

Reactions

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

Protect Me (3/Day). If the noble fails a saving throw or takes damage that would reduce their hit points to 0, then an ally within 10 feet is affected instead.



SENESCHAL (TIER I)

Medium humanoid (any race), any

Armor Class 15 (leather)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	14 (+2)	17 (+3)	13 (+1)

Saving Throws Wis +6

Skills Insight +6, Investigation +5, Perception +6, Persuasion +4, Stealth +6

Senses passive Perception 16

Languages any four languages

Challenge 3 (700 XP)

Unseen. The seneschal is a master of being present but unnoticed. While hiding, they have advantage on attacks, saving throws, and ability checks.

Shielded Mind. The seneschal is immune to scrying and to any effect that would sense their emotions, read their thoughts, or detect their location.

Suggestion (1/Day). The seneschal, if not in combat, makes a very convincing suggestion as per the spell *suggestion*. The creature follows the suggestion unless they succeed at a DC 16 Wisdom saving throw.

Steward. The seneschal's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The seneschal can innately cast the following spells without components if the spells are cast from within the structure or grounds managed by the seneschal:

At will: *calm emotions*, *chill touch* (3d8), *light*, *locate object*, *message*

1/day each: *charm person*, *clairvoyance*, *command*, *detect magic*, *detect poison and disease*, *see invisibility*

Actions

Multiattack. The seneschal attacks twice with their dagger.

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

SKILLED EXPERT (TIER I) COMMONER VARIANT

Commoner with double proficiency at a craft, skill, or tool.

SKILLED MASTER (TIER I) COMMONER VARIANT

Commoner with triple proficiency at a craft, skill, or tool.



CLERICS

Most short encounters with clerics will not require much more planning than determining their deity and if they are an **acolyte** or **priest**. A cleric powerful enough to cast *raise dead* has been included below as they are the most likely cleric NPC that the characters will require with little to no warning. A death priest is also included since they are the most likely cleric “villain” to be encountered.

The life priest represents a cleric who is dedicated to helping and healing others. They often support their religious organization by providing their services at a cost.

THE COST OF HEALING

You will have to decide what a ‘healing for gold’ economy will look like in your campaign. If the *raise dead* spell costs 500 gp, then the spell only costs as much as a light warhorse and is affordable to merchants. If the *raise dead* spell costs 10,000 gp, then only the very rich can afford it.

ACOLYTE (TIER I)

CR ¼

Monster Manual

PRIEST (TIER I)

CR 2

Mount. Some priests (20%) are encountered riding **camels**, **riding horses**, or other non-intelligent mounts. See Chapter 3.

Monster Manual



DEATH PRIEST (TIER II)

Medium humanoid (any race), usually evil

Armor Class 17 (half plate)

Hit Points 60 (11d8 + 11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	13 (+1)	19 (+4)	11 (0)

Saving Throws Int +4, Wis +7, Cha +3

Skills Medicine +7, Persuasion +3, Religion +4

Damage Resistance necrotic

Senses passive Perception 14

Languages any three languages

Challenge 7 (2,900 XP)

Divine Intervention (1/Day). The death priest can choose to gain advantage on any roll, even if they are incapacitated or sleeping.

Inescapable Death (2/Short Rest). The death priest adds 27 necrotic damage to a melee or spell damage result. This damage ignores necrotic resistance.

Mount. Some death priests (20%) are encountered riding **camels**, **riding horses**, **light** or **medium warhorses**, or other non-intelligent mounts. See Chapter 3.

Reaping Touch. When the death priest casts *chill touch* or *vampiric touch*, they can target up to three creatures as long as they are within 5 feet of each other. The duration of a spell affected in this way becomes 1 round.

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

Cantrips (at will): *chill touch*, *guidance*, *mending*, *resistance*, *sacred flame*, *thaumaturgy*
1st level (4 slots): *bane*, *false life*, *inflict wounds*, *protection from evil and good*, *ray of sickness*, *sanctuary*

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

3rd level (3 slots): *animate dead*, *bestow curse*, *dispel magic*, *protection from energy*, *vampiric touch*

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

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

6th level (1 slot): *harm*

Actions

Multiattack. The death priest attacks twice with their glaive.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage and 4 (1d8) necrotic damage.

Heavy Crossbow. *Ranged Weapons Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

LIFE PRIEST (TIER II)

Medium humanoid (any race), usually good

Armor Class 20 (plate and shield)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	15 (+2)	13 (+1)	17 (+3)	14 (+2)

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

Skills Insight +9, Investigation +4, Medicine +9, Religion +4

Damage Resistance necrotic

Senses passive Perception 13

Languages any three languages

Challenge 6 (2,300 XP)

Blessed Healing. The priest's 1st level or higher healing spells restore an additional 10 hit points. The priest is also healed by the same amount when they cast a healing spell on another.

Divine Intervention (1/Day). The life priest can choose to have advantage on any roll, even if they are incapacitated or sleeping.

Mount. Some life priests (20%) are encountered riding **camels**, **riding horses**, **light** or **medium warhorses**, or other non-intelligent mounts. See Chapter 3.

Spellcasting. The priest is an 11th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). They have the following cleric spells prepared:

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

1st level (4 slots): *bless*, *cure wounds*, *detect evil and good*, *detect poison and disease*, *protection from evil and good*, *sanctuary*

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

3rd level (3 slots): *beacon of hope*, *dispel magic*, *protection from energy*, *revivify*

4th level (3 slots): *banishment*, *death ward*, *divination*

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

6th level (1 slot): *heal*

Actions

Multiattack. The life priest attacks twice with their mace.

Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage and 2 (1d4) radiant damage.

Destroy Undead (2/Short Rest). The life priest turns undead as an 11th-level priest. Undead that fail their Wisdom saving throws are instantly destroyed if their Challenge Rating is 2 or lower.



WAR PRIEST (TIER II)

CR 9

Mount. Some war priests (75%) are encountered riding **camels**, **riding horses**, **light** or **medium warhorses**, or other non-intelligent mounts. See Chapter 3.

Volo's Guide to Monsters

CRIMINALS

'Criminals' is a catch-all for thieves, thugs, robbers, murderers, and other seedy folk you might use to populate an urban setting with NPCs. These various criminals are lumped together because most large criminal organizations will have various NPCs in them. Many criminals can and should use already existing statistics like commoner and thug.

Assassins are expanded for greater versatility in your campaign, and a wider variety of thieves are also outlined in this group.

ASSASSIN (TIER I)

Medium humanoid (any race), any non-good alignment

Armor Class 13 (leather)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Saving Throws Dex +4

Skills Acrobatics +6, Deception +2, Perception +2, Stealth +6, Insight +2

Senses passive Perception 12

Languages Thieves' cant plus one other language

Challenge ½ (100 XP)

Assassinate. During their first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Sneak Attack. Once per turn, the assassin deals an extra 7 (2d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

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

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



ASSASSIN (TIER II)

CR 8

Monster Manual

ASSASSIN (TIER III)

Medium humanoid (any race), any non-good alignment

Armor Class 127 (18d8 + 36)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	20 (+5)	14 (+2)	15 (+2)	15 (+2)	13 (+1)

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

Skills Acrobatics +15, Deception +6, Perception +12, Performance +6, Sleight of Hand +10, Stealth +15, Insight +7

Damage Immunity poison

Condition Immunity poisoned

Senses blindsight 10 ft., passive Perception 22

Languages Thieves' cant plus any three other languages

Challenge 12 (8,400 XP)

Assassinate. During their first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit. This attack also causes double damage unless the target makes a DC 18 Constitution saving throw.

Elusive. No attack against the assassin can have advantage unless the assassin is incapacitated.

Evasion. If the assassin is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, the assassin instead takes no

damage if it succeeds on the saving throw, and only half damage if it fails.

Poisoned Weapons. The assassin's weapons and blades are always poisoned, dealing an additional 2d8 poison damage per hit (included in the attack).

Sneak Attack. Once per turn, the assassin deals an extra 31 (9d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The assassin attacks twice with a shortsword or three times with darts.

Shortsword. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 8 (1d6 + 5) piercing damage plus 9 (2d8) poison damage.

Dart. Ranged Weapon Attack: +10 to hit, range 20/60 ft., one target. **Hit:** 7 (1d4 + 5) piercing damage plus 9 (2d8) poison damage.

Reactions

Master Riposte. The assassin adds 5 to their AC against melee attacks from one target that is attacking the assassin. To do so, the assassin must see the attacker and be wielding a weapon. If attacks from the target miss, then the assassin makes a melee attack against the attacker. Attacks from any other target are not affected by this reaction.

Uncanny Dodge. When an attacker that the assassin can see hits them with an attack, the assassin can use their reaction to halve the attack's damage.



BARD (TIER I)

CR 2

Volo's Guide to Monsters

BURGLAR (TIER I)

Medium humanoid (any race), any

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

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

Saving Throws Dex +5, Int +2
Skills Athletics +2, Deception +2, Investigation +4, Perception +3, Stealth +6
Senses passive Perception 13
Languages Thieves' cant plus one other language
Challenge ¼ (50 XP)

Sneak Attack. Once per turn, the thief deals an extra 7 (2d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Thieves' Tool Expert. The burglar has advantage on all Dexterity checks involving the use of thieves' tools.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 4 (1d4 + 3) piercing damage.

CHARLATAN (TIER I)

Medium humanoid (any race), any

Armor Class 12 (studded leather)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

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

Saving Throws Dex +2, Chr +4
Skills Deception +6, Investigation +3, Stealth +2, Sleight of Hand +4
Senses passive Perception 13
Languages Thieves' cant plus two other languages
Challenge ¼ (50 XP)

Sneak Attack. Once per turn, the thief deals an extra 7 (2d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Ventriloquism (3/Short Rest). The charlatan projects their voice or other sound made with the mouth up to 40 feet away. Those within 10 feet of the charlatan must succeed on a DC 10 Wisdom saving throw or be distracted. If used in combat, the charlatan will have advantage against any target that is distracted. If used out of combat, the charlatan will surprise anyone who is distracted, or the charlatan can choose to move an additional 20 feet as long as they are moving away from all enemies.

Actions

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

CUTPURSE (TIER I)

Medium humanoid (any race), any

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

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

Saving Throws Dex +5
Skills Acrobatics +5, Investigation +3, Stealth +5, Sleight of Hand +7
Senses passive Perception 11
Languages Thieves' cant plus one other language
Challenge ¼ (50 XP)

Sneak Attack. Once per turn, the thief deals an extra 7 (2d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Pick Pocket. The cutpurse has advantage on any Dexterity (Sleight of Hand) checks against targets in large crowds or targets that are not aware of the cutpurse.

Actions

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

MASTER THIEF (TIER II)

CR 5

Volo's Guide to Monsters

MURDERER (TIER I)

Medium humanoid (any race), any

Armor Class 14 (chain shirt)

Hit Points 54 (9d8 + 18)

Speed 30 ft.

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

Saving Throws Str +5, Dex +3

Skills Perception +4, Stealth +5

Senses passive Perception 14

Languages Thieves' cant plus one other language

Challenge 2 (450 XP)

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

Sneak Attack. Once per turn, the murderer deals an extra 7 (2d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of the murderer that isn't incapacitated and the murderer doesn't have disadvantage on the attack roll.

Predator. The murderer has advantage on all melee weapon and sneak attack damage rolls if fighting a creature that has no allies within 30 feet.

Actions

Multiattack. The murderer attacks twice with their greataxe.

Greataxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 16 (2d12 + 3) slashing damage.



SPY (TIER I)

CR 1

Monster Manual

"I plead guilty! I am guilty of all charges! I did them all and many more you never figured out!" Stanislav Kishki pled guilty today to various charges including murder, disrespect for the dead, attempted murder, mayhem, arson, plotting against royalty, destruction of civil property, assaulting the watch, possession of forbidden plants, and on and on. Stanislav Kishki "The Mad," will be drawn and quartered sometime next week, at the pleasure of the local baroness,

but the real story... the REAL STORY is the staggering amount of time it took for the City Watch to finally track the madman down. We at the Civil Press Guild of Neverwinter will be following this story and will have more REAL news next week. Support the free press! Support the REAL press!

Old newspaper clipping found in a community outhouse on Troll Street

THIEF (TIER I)

Medium humanoid (any race), any

Armor Class 9 (2d8)

Hit Points 54 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

10 (0)	14 (+2)	11 (0)	11 (0)	10 (0)	10 (0)
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Skills Deception +2, Stealth +4

Senses passive Perception 10

Languages Thieves' cant plus one other language

Challenge ⅛ (25 XP)

Sneak Attack. Once per turn, the thief deals an extra 3 (1d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief 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.

THIEF, GUILDMASTER (TIER III)

Medium humanoid (any race), any

Armor Class 19 (studded leather and shield)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

10 (0)	20 (+5)	14 (+2)	15 (+2)	15 (+2)	15 (+2)
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Saving Throws Dex +11, Int +7, Wis +7, Chr +7

Skills Acrobatics +16, Deception +8, Investigation +14, Perception +14, Persuasion +8, Sleight of Hand +16, Stealth +16

Senses Blindsight 10 ft., passive Perception 24

Languages Thieves' cant plus four other languages

Challenge 14 (11,500 XP)

Elusive. No attack against the thief can have advantage unless the thief is incapacitated.

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

Quick Poison (3/Day). As a bonus action, the thief applies a dose of poison to either a melee or ranged weapon. That weapon will inflict the poisoned condition and an additional 10 (3d6) poison damage, once, unless the target makes a DC 16 Constitution saving throw.

Sneak Attack. Once per turn, the thief deals an extra 28 (8d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Trickery (2/Day). As a bonus action, the thief can gain one of the following for 1 minute:

- Automatically succeed on their next saving throw.
- Ignore difficult terrain penalties.
- Use two reactions per turn.
- Next successful weapon attack is a critical hit.
- Next critical hit suffered by the thief is not a critical hit.
- Next ability check roll is a 20.
- Resistance to one type of damage.
- Speed is increased to 40 feet.

Actions

Multiattack. The thief uses distraction once and then attacks three times with melee or ranged weapons.

Shortsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Shortbow. *Ranged Weapon Attack:* +11 to hit, range 80/320 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Distraction. The thief distracts a creature within 30 feet, gaining advantage against them until the end of the target's next turn unless they make a DC 16 Wisdom saving throw.

Reactions

Uncanny Dodge. When an attacker that the thief can see hits them with an attack, the thief can use their reaction to halve the attack's damage.

THUG (TIER I)

CR ½

Monster Manual

SWASHBUCKLER (TIER I)

CR 3

Volo's Guide to Monsters



ELDRITCH KNIGHTS

Eldritch knights are very rare fighters with the ability and training to mix arcane spells into their style of fighting. Thunder knights are an example of loosely organized eldritch knights, but their goals and behaviors are difficult to understand. When asked what their organization does, they usually reply with, “we are waiting for pandemonium to begin.” What this means is never explained, but pandemonium is assumed to be a reference to the immortal Tyber Nexus (see Appendix A). It is said they only have one rule: never wear or display the color orange.

Thunder knights have a particular fondness for lightning and thunder damage and excel in causing as much noise and mayhem as possible when in battle. Thunder knights have a very high attrition rate during training and are thankfully very rare. Most travel alone and are reluctant to engage in combat, but once the decision to fight has been made, they ruthlessly tear through their enemies with little regard to collateral damage. Thunder knights recognize five ranks: squire, knight, learning, waiting, and pandemonium.

Thunder Knight Tactics. Thunder knights are the masters of mayhem and disruption and gleefully attack as many targets as possible. They rarely fight to the death and prefer to flee a battle they can't win. Those that can cast and make melee attacks in the same turn will do so, especially if that spell allows them to move in or out of range of an opponent. The DM should be familiar with their spells and pay particular attention to those spells that are bonus actions, like *misty step*. Some thunder knights can also cast *shield* or *counterspell* as a reaction but might save their reaction to use reverberation if surrounded by foes. Those with thunderstrike will cast a spell, if able to, after they have successfully hit a target, in order to take advantage of the target's disadvantage.

Thunder squires have no spells and come from all walks of life and all levels of sanity. They tend to act in erratic and violent ways, often sent on near-impossible quests in groups as large as twenty.

Two spells from *Xanathar's Guide to Everything* are used by thunder knights, and they are repeated here for your convenience.

THUNDER CLAP

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: S

Duration: Instantaneous

You create a burst of thunderous sound that can be heard up to 100 feet away. Each creature within range, other than you, must succeed on a Constitution saving throw or take 1d6 thunder damage.

The spell's damage increases by 1d6 when you reach certain levels: 5th level (2d6), 11th level (3d6), and 17th level (4d6).

THUNDER STEP

3rd-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V

Duration: Instantaneous

You teleport yourself to an unoccupied space you can see within range. Immediately after you disappear, a thunderous boom sounds, and each creature within 10 feet of the space you left must make a Constitution saving throw, taking 3d10 thunder damage on a failed save, or half as much damage on a successful one. The thunder can be heard from up to 300 feet away.

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also teleport one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell, and there must be an unoccupied space within 5 feet of your destination space for the creature to appear in; otherwise, the creature is left behind.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

THUNDER SQUIRE (TIER I) THUG VARIANT

Thug with any chaotic alignment; wields a greatsword.

Greatsword. *Melee:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.



THUNDER KNIGHT (TIER II)

Medium humanoid (any race), chaotic neutral

Armor Class 18 (plate)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (0)	16 (+3)	16 (+3)	8 (-1)	12 (+1)

Saving Throws Str +8, Con +6
Skills Arcana +6, History +6, Perception +2
Senses passive Perception 12
Languages any three languages
Challenge 5 (1,800 XP)

Great Weapon Fighting. The thunder knight uses d8s for greatsword damage rolls.

Spellcasting. The thunder knight is an 8th-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The thunder knight has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *thunderclap* (2d6)
1st level (4 slots): *feather fall*, *protection from good and evil*, *shield*, *thunderwave*
2nd level (2 slots): *gust of wind*, *misty step*

Weapon Bond. The thunder knight cannot be disarmed and draws their weapon instantly.

Actions

Multiattack. The thunder knight attacks twice with their greatsword or casts a cantrip and attacks once with their greatsword.

Greatsword. *Melee:* +8 to hit, reach 5 ft., one target.
Hit: 14 (2d8 + 5) slashing damage.

Reactions

Reverberation (Recharge 5-6). The thunder knight can cause a painful ringing sound if hit with a melee weapon. All creatures in a 5-foot-radius sphere must succeed on a DC 14 Constitution saving throw, taking 6 (1d6 + 3) thunder damage on a failed save, or half as much damage on a successful one. Targets that fail their saving throw are also deafened.

THUNDER KNIGHT LEARNING (TIER III)

Medium humanoid (any race), chaotic neutral

Armor Class 18 (plate)
Hit Points 136 (16d8 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (0)	19 (+4)	18 (+4)	8 (-1)	12 (+1)

Saving Throws Str +10, Con +9, Wis +4
Skills Arcana +9, Athletics +10, History +9, Intimidation +6, Perception +4
Damage Resistances lightning, thunder
Senses passive Perception 14
Languages any four languages
Challenge 12 (8,400 XP)

Flash. The thunder knight can teleport 30 feet to an unoccupied space that they can see, as a bonus action. Any creature within a 5-foot-radius sphere of the knight at their new location must make a DC 17 Dexterity saving throw or be blinded until the end of their next turn.

Great Weapon Fighting. The thunder knight uses d8s for greatsword damage rolls.

Magic Weapons. The thunder knight's weapon attacks are magical.

Spellcasting. The thunder knight is a 16th-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks).

The thunder knight has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *thunderclap* (3d6), *true strike*
1st level (4 slots): *feather fall*, *protection from good and evil*, *shield*, *thunderwave*
2nd level (3 slots): *gust of wind*, *misty step*, *spider climb*
3rd level (3 slots): *counterspell*, *thunderstep*

Thunderstrike. One target damaged by the thunder knight's greatsword attack has disadvantage on their saving throws against spells until the end of their next turn. This can only affect one creature per turn.

Weapon Bond. The thunder knight cannot be disarmed and draws their weapon instantly.

Actions

Multiattack. The thunder knight attacks three times with their greatsword or casts a cantrip and attacks twice with their greatsword.

Greatsword. *Melee:* +10 to hit, reach 5 ft., one target.
Hit: 14 (2d8 + 5) slashing damage and 4 (1d8) thunder damage.

Reactions

Reverberation. The thunder knight can cause a painful ringing sound if hit with a melee weapon. All creatures in a 15-foot-radius sphere must succeed on a DC 17 Constitution saving throw, taking 11 (2d6 + 4) thunder damage on a failed save, or half as much damage on a successful one. Targets that fail their saving throw are also deafened.

THUNDER KNIGHT WAITING (TIER IV)

Medium humanoid (any race), chaotic neutral

Armor Class 18 (plate)
Hit Points 190 (20d8 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (0)	20 (+5)	18 (+4)	6 (-2)	12 (+1)

Saving Throws Str +12, Con +11, Wis +5
Skills Arcana +11, Athletics +12, History +11, Intimidation +8, Perception +5
Damage Vulnerability spell damage caused by illusions
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks (from stonewood)
Damage Immunity lightning, thunder
Condition Immunity charmed, frightened
Senses passive Perception 15
Languages any four languages
Challenge 17 (18,000 XP)

Flash. The thunder knight can teleport 30 feet to an unoccupied space that they can see, as a bonus action. Any creature in a 15-foot-radius sphere of the knight at their new location must make a DC 19 Dexterity saving throw or be blinded.

Great Weapon Fighting. The thunder knight uses d8s for greatsword damage rolls.

Legendary Resistance (3/Day). If the thunder knight fails a saving throw, they can choose to succeed instead.

Madness. The thunder knight's madness grants them immunity to external madness, horror, any beneficial or harmful spells or effects from the enchantment school of magic, and the charmed or frightened conditions. Their madness has also left them vulnerable to damage caused by illusions.

Magic Weapons. The thunder knight's weapon attacks are magical.

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

The thunder knight has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *thunderclap* (4d6), *true strike*

1st level (4 slots): *feather fall*, *protection from good and evil*, *shield*, *thunderwave*

2nd level (3 slots): *gust of wind*, *misty step*, *spider climb*

3rd level (3 slots): *counterspell*, *thunderstep*

4th level (1 slot): *stoneskin**

*Thunder knights cast this spell on themselves before combat.

Thunderstrike. One target damaged by the thunder knight's greatsword attack has disadvantage on their saving throws against spells until the end of their next turn. This can only affect one creature per turn.

Weapon Sparking Bond. The thunder knight can choose to cause 9 (2d8) lightning damage each time their melee attack misses a target in combat. They cannot be disarmed and draw their weapon instantly.

Actions

Multiattack. The thunder knight casts a spell if able, then attacks three times with their greatsword or attacks four times with their greatsword.

Greatsword. Melee: +12 to hit, reach 5 ft., one target. **Hit:** 14 (2d8 + 5) slashing damage and 9 (2d8) thunder damage.

Maelstrom (Recharge 5-6). Melee: +12 to hit, reach 10 ft., all targets within reach. **Hit:** 14 (2d8 + 5) slashing damage. Damaged targets must make a DC 19 Strength saving throw or be knocked prone.

Reactions

Reverberation. The thunder knight can cause a painful ringing sound if hit with a melee weapon. All creatures in a 30-foot-radius sphere must succeed on a DC 19 Constitution saving throw, taking 25 (6d6 + 4) thunder damage on a failed save, or half as much damage on a successful one. Targets that fail their saving throw are also deafened.

THUNDER KNIGHT PANDEMONIUM (TYBER NEXUS)

Tyber Nexus is fully explained in [Appendix A](#).

THUNDER SQUIRES AND KNIGHTS

Thunder squires are capable of creating any sort of mayhem that you need in your campaign and are relatively easy to defeat. They will be utterly disorganized and no one from the thunder knights will come to their aid. The ones that survive become thunder knights and they are relatively few in number and tend to keep a much lower profile.



GUARDS

City guards are usually only a threat to Tier I adventurers. Clever DMs will have to come up with a different way of making adventurers behave themselves while in a city or make the city guards CR 20, which will quickly break any realism in a campaign.

Most guards encountered in a town or city should be the **guard** or **thug** listed in the *Monster's Manual*. Listed here are a greater variety of guards designed to avoid breaking realism in your campaign.

GUARDS AND CHARACTERS

Characters have been killing guards since Dungeons and Dragons was first created. The guards listed here are not designed to stop this behavior but are designed with realism in mind.

GUARD (TIER I)

CR ½

Monster Manual

GUARD, MOUNTED (TIER I)

Medium humanoid (any race), any

Armor Class 17 (scale mail and shield)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	10 (0)	12 (+1)	9 (-1)

Skills Animal Handling +3, Perception +3
Senses passive Perception 15
Languages any one language
Challenge ¼ (50 XP)

Elevated Perception. The guard's passive Perception is 15 if they are mounted (this is reflected in the statistics).

Mount. Mounted guards are encountered riding camels, riding horses, or other non-intelligent mounts. See Chapter 3.

Actions

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

GUARD, SERGEANT (TIER I)

Medium humanoid (any race), any

Armor Class 17 (scale mail and shield)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

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

Saving Throws Str +4
Skills Insight +4, Intimidation +3, Perception +4
Senses passive Perception 14
Initiative +2
Languages any one language
Challenge 1 (200 XP)

Intimidation. Any creature damaged by the guard during their last turn must make a DC 11 Charisma saving throw or have disadvantage on all attacks against the guard until the end of their next turn.

Ready. The guard has a +1 bonus on all initiative rolls.

Actions

Multiattack. Guards make two melee weapon attacks.

Longsword. *Melee:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 2) slashing damage.



GUARD, VETERAN (TIER II)

Medium humanoid (any race), any

Armor Class 18 (half plate and shield)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	13 (+1)	14 (+2)	14 (+2)

Saving Throws Str +7, Wis +6

Skills Animal Handling +6, Insight +6, Intimidation +6, Perception +6

Senses passive Perception 16

Initiative +3

Languages any two languages

Challenge 6 (2,300 XP)

Cynicism. The guard has advantage on Wisdom (Insight) ability checks if used against a creature they are unfamiliar with.

Intimidation. Any creature damaged by the guard during their last turn must make a DC 14 Charisma saving throw or have disadvantage on all attacks against the guard until the end of their next turn.

Mount. Veteran guards are sometimes (50%) encountered riding **camels**, **riding horses**, or other non-intelligent mounts. See Chapter 3.

Multiattack Defense. After being hit by an attack, the guard gains a +4 bonus to AC until the beginning of their next turn.

Ready. The guard has a +2 bonus on all initiative rolls.

Actions

Multiattack. Guards make three melee weapon attacks.

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

Reactions

Thick Skin. If the guard is not surprised and takes weapon damage, they can use a reaction to reduce the damage by 7 (1d10 + 2).

GUARD, WATCH (TIER I)

Medium humanoid (any race), any

Armor Class 17 (scale mail and shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	10 (0)	12 (+1)	9 (-1)

Skills Perception +3

Senses passive Perception 13

Languages any one language

Challenge ¼ (50 XP)

Ready. The guard has a +1 bonus on all initiative rolls.

Actions

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



SOLDIERS

This list details the members of a military organization that do the actual fighting. Armies will also include many camp followers, prostitutes, beggars, and scavengers that have not been given statistics. Depending on your campaign, some or most of these NPCs will be useful if your player's characters encounter members of the military.

ARCHER (TIER I)

CR 3

Volo's Guide to Monsters

CHAMPION (TIER II)

CR 9

Volo's Guide to Monsters

CONSCRIPT (TIER I), COMMONER VARIANT

Commoner with leather armor and shield; wields a spear.
AC 13 (leather armor and shield)
CR 0 (10 XP)

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

SCOUT (TIER I)

CR ½

Monster Manual

SOLDIER, BOWMAN (TIER I)

Medium humanoid (any race), any

Armor Class 14 (studded leather)
Hit Points 18 (4d8)
Speed 30 ft.

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

Skills Athletics +2
Senses passive Perception 11
Languages any one language
Challenge ¼ (50 XP)

Volley. Bowman add 1 to their attack rolls if they have two allies within 5 feet.

Actions

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

SOLDIER, CAVALRY (TIER I)

Medium humanoid (any race), any

Armor Class 16 (scale mail and shield)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

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

Skills Athletics +4, Animal Handling +2
Senses passive Perception 10
Languages any one language
Challenge ¼ (50 XP)

Charge. If mounted, the cavalry soldier has advantage on melee weapon damage rolls if their mount traveled at least 20 feet in a straight line towards the target this round.

Mount. Cavalry soldiers are encountered riding camels, riding horses, or other non-intelligent mounts. See Chapter 3.

Actions

Lance. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage. Cavalier has disadvantage if attacking targets that are 5 feet or closer. The lance must be wielded with two hands unless the cavalier is mounted.

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



SOLDIER, HEAVY CAVALRY (TIER I)

Medium humanoid (any race), any

Armor Class 18 (chain mail and shield)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Skills Athletics +4, Animal Handling +2

Senses passive Perception 10

Languages any one language

Challenge ½ (100 XP)

Charge. If mounted, the cavalry soldier has advantage on melee weapon damage rolls if their mount traveled at least 20 feet in a straight line towards the target this round.

Mount. Heavy cavalry soldiers are encountered riding **camels**, **riding horses**, or other non-intelligent mounts. See Chapter 3.

Actions

Multiattack. Heavy cavalry soldiers make two melee weapon attacks.

Lance. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage. Cavalier has disadvantage if attacking targets that are 5 feet or closer. The lance must be wielded with two hands unless the cavalier is mounted.

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

SOLDIER, FOOT (TIER I)

Medium humanoid (any race), any

Armor Class 16 (scale mail and shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

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

Skills Athletics +4

Senses passive Perception 10

Languages any one language

Challenge ¼ (50 XP)

Disciplined Defense. The foot soldier adds 1 to their AC if they are not surprised, and there are also two allies within 5 feet.

Actions

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

SOLDIER, HEAVY FOOT (TIER I)

Medium humanoid (any race), any

Armor Class 18 (chain mail and shield)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Skills Athletics +4

Senses passive Perception 10

Languages any one language

Challenge ½ (100 XP)

Disciplined Defense. The foot soldier adds 1 to their AC if they are not surprised, and there are two allies within 5 feet.

Actions

Multiattack. Heavy foot soldiers make two melee weapon attacks.

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



SOLDIER, PIKE (TIER I)

Medium humanoid (any race), any

Armor Class 14 (scale mail)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

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

Skills Athletics +4

Senses passive Perception 10

Languages any one language

Challenge ¼ (50 XP)

Receive Charge. The pike soldier has advantage on attack rolls against mounts that are a size category larger than they are.

Actions

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

SOLDIER, HEAVY PIKE (TIER I)

Medium humanoid (any race), any

Armor Class 16 (chain mail)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Skills Athletics +4

Senses passive Perception 10

Languages any one language

Challenge ½ (100 XP)

Receive Charge. The pike soldier has advantage on attack rolls against mounts that are a size category larger than they are.

Actions

Multiattack. Heavy pike soldiers make two melee weapon attacks.

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

SOLDIER, SERGEANT (TIER I)

Medium humanoid (any race), any

Armor Class 19 (splint mail and shield)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Saving Throws Str +4

Skills Athletics +4, Animal Handling +3, Perception +3

Senses passive Perception 13

Languages any one language

Challenge 2 (450 XP)

Disciplined Defense. The sergeant adds 2 to their AC if they are not surprised, and an ally is also within 5 feet.

Inspire Allies. Allies within 15 feet of the sergeant have an additional 5 (1d8 + 1) temporary hit points. Allies can benefit from this ability only once per short rest.

Mount. Some sergeants (25%) are encountered riding camels, riding horses, light or medium warhorses, or other non-intelligent mounts. See Chapter 3.

Actions

Multiattack. Sergeants make two melee weapon attacks.

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





SOLDIER, CAPTAIN (TIER I)

Medium humanoid (any race), any

Armor Class 19 (splint mail and shield)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (0)	15 (+2)	13 (+1)	13 (+1)	15 (+2)

Saving Throws Str +5, Cha +4

Skills Athletics +5, Animal Handling +4, Perception +4

Senses passive Perception 14

Languages any two language

Challenge 4 (1,100 XP)

Disciplined Defense. The captain adds 2 to their AC if they are not surprised, and an ally is also within 5 feet.

Inspire Allies. Allies within 30 feet of the captain add 1 to their attack and damage rolls if the captain is not incapacitated or silenced.

Mount. Most captains (75%) are encountered riding **camels**, **riding horses**, **light** or **medium warhorses**, or other non-intelligent mounts. See Chapter 3.

Actions

Multiattack. Sergeants make two melee weapon attacks.

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

SOLDIER, GENERAL (TIER II)

Medium humanoid (any race), any

Armor Class 20 (plate and shield)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

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

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

Skills Athletics +9, Animal Handling +7, Deception +7, Insight +7, Perception +7

Senses passive Perception 16

Languages any three language

Challenge 9 (3,900 XP)

Brutality. Generals do an additional 4 (1d8) damage when using any melee weapon.

Cleave. Generals can make an additional melee weapon attack as a bonus action if they reduce an enemy to 0 hit points.

Indomitable (2/Day). The general rerolls a failed saving throw.

Inspire Greatness. Allies within 15 feet of the general have advantage on attack, damage, and saving throw rolls unless the general is incapacitated or silenced.

Mount. Most generals (90%) are encountered riding **camels**, **riding horses**, **light** or **medium warhorses**, or other non-intelligent mounts. See Chapter 3.

Actions

Multiattack. The general attacks three times with their longsword and uses rout once.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Rout. An enemy within 30 feet that can see the general is frightened unless they succeed on a DC 15 Charisma saving throw.

Reactions

Parry. The general adds 5 to their AC against one melee attack that would hit it. To do so, the general must see the attacker and be wielding a melee weapon.

VETERAN (TIER I)

CR 3

Monster Manual



TELEKINETICS (PSIONICS)

The use of psionics is very limited in the 5th Edition of Dungeons and Dragons. Psionics is usually explained as wizard-like innate powers with the word psionics attached to a spell list—the **mind flayer** serves as a good example. Telekinetics are those who can move things with their minds. On the surface, they resemble sorcerers in how they use psionics, and their telekinetic powers are listed in the statistics as spells, actions, or reactions.

Telekinetic wilds are not aware of the power of their mind or have no control over it. The rest of the NPCs listed here have control over their powers, and they become increasingly powerful with practice and experience. A telekinetic will use their repulsion reaction to keep all but the most determined foe a short distance away from them and make liberal use of shatter to destroy their enemies. However, telekinetics caught at melee range are usually defeated very quickly.

TELEKINETIC WILD (TIER I)

Medium humanoid (any race), any

Armor Class 11
Hit Points 9 (2d8)
Speed 30 ft.

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

Saving Throws Int +4
Damage Resistance force
Senses passive Perception 11
Languages any two languages
Challenge ¼ (50 XP)

Actions

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

Telekinetic Wild Burst (Recharge 6). The telekinetic magically emits an uncontrolled force burst in a 15-foot-radius sphere, centered on itself. Each creature, including the telekinetic, in that area, must succeed on a DC 12 Intelligence saving throw, taking 9 (2d6 + 2) force damage on a failed save, or half as much damage on a successful one. Targets that fail their saving throw are also knocked prone.

TELEKINETIC (TIER I)

Medium humanoid (any race), any

Armor Class 11
Hit Points 22 (4d8 + 4)
Speed 30 ft.

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

Saving Throws Int +4
Skills Arcana +4, Investigation +4
Damage Resistance force
Senses passive Perception 11
Languages any two languages
Challenge 1 (200 XP)

Innate Spellcasting (Psionics). The telekinetic's innate spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). They can cast the following spells, requiring no components:

At will: *blade ward*, *feather fall*, *mage hand*
1/day each: *levitate*, *shatter*, *shield*

Actions

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

Telekinetic Punch. *Ranged Magic (Psionics)*
Attack: +4 to hit, range 60 ft., one target. *Hit:* 5 (1d6 + 2) force damage.

Telekinetic Wild Burst (Recharge 5-6). The telekinetic magically emits force energy in a 20-foot cone. Each creature in that area must succeed on a DC 12 Strength saving throw, taking 9 (2d6 + 2) force damage on a failed save, or half as much damage on a successful one. Targets that fail their saving throw are also knocked prone.

TELEKINETICS

Telekinetics is the psionic ability that grants a creature the ability to influence a physical system without physical interaction. Any telekinetic that survives being "wild" long enough to be trained will quickly become dangerous in their own right, with strange powers designed to particularly challenge melee characters. If you are looking for a dangerous challenge, then have the characters encounter a telekinetic in an area with dangerous environments where the characters could be pushed into the ocean, off of a cliff, or into a river of lava.

TELEKINETIC ADEPT (TIER II)

Medium humanoid (any race), any

Armor Class 15 (breastplate)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	13 (+1)	12 (+1)	17 (+3)	13 (+1)	11 (0)

Saving Throws Dex +4, Int +6

Skills Arcana +6, Investigation +6, Perception +4

Damage Resistance force, psychic

Senses passive Perception 14

Languages any two languages

Challenge 6 (2,900 XP)

Fracture Missiles. The telekinetic can reduce the damage of ranged weapon attacks by 6 (1d6 + 3). The telekinetic can do this so long as they are not surprised, petrified, stunned, or unconscious. The missiles are destroyed by this feature if the damage is reduced to 0.

Innate Spellcasting (Psionics). The telekinetic's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). They can cast the following spells, requiring no components:

At will: *blade ward*, *feather fall*, *levitate*, *mage hand*, *shatter*, *shield*

1/day each: *blur*, *dimension door*, *haste*, *shatter* (6d8), *unseen servant*

Actions

Multiattack. The telekinetic makes two attacks with their telekinetic punch.

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Telekinetic Punch. *Ranged Magic (Psionics)* *Attack:* +6 to hit, range 60 ft., one target. *Hit:* 10 (2d6 + 3) force damage.

Telekinetic Blast (Recharge 5-6). The telekinetic magically emits force energy in a 40-foot cone. Each creature in that area must succeed on a DC 14 Strength saving throw, taking 17 (4d6 + 3) force damage on a failed save, or half as much damage on a successful one. Targets that fail their saving throw are also knocked prone.

Reactions

Repulsion. The telekinetic repulses an enemy that they are aware of if they are not more than 15 feet away. The target must succeed on a DC 15 Strength saving throw or be moved 20 feet away from the telekinetic, be knocked prone, and take 7 (2d6) force damage.



TELEKINETIC PSION

(TIER III)

Medium humanoid (any race), any

Armor Class 17 (force skin)

Hit Points 82 (15d8 + 15)

Speed fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (0)	13 (+1)	12 (+1)	18 (+4)	13 (+1)	14 (+2)

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

Skills Arcana +9, Insight +6, Investigation +9, Perception +6

Damage Resistance bludgeoning, piercing, and slashing; force, psychic

Senses passive Perception 16

Languages any two languages

Challenge 13 (10,000 XP)

Force Skin. The telekinetic's body is covered in a thin layer of telekinetic force that grants them an Armor Class of 16 and resistance to all magical and non-magical bludgeoning, piercing, and slashing damage. The telekinetic does not gain this benefit if petrified, stunned, or unconscious.

Fracture Missiles. The telekinetic can reduce the damage of ranged weapon attacks by 7 (1d6 + 4). The telekinetic can do this so long as they are not surprised, petrified, stunned, or unconscious. This reduction occurs before damage resistance is applied. The missiles are destroyed by this feature if the damage is reduced to 0.

Immutable Form. The telekinetic is immune to any spell or effect that would alter their form so long as they are not incapacitated or sleeping.

Innate Spellcasting (Psionics). The telekinetic's innate spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). They can cast the following spells, requiring no components:

At will: *blur*, *dimension door*, *shield*, *shatter* (4d6), *telekinesis*

2/day each: *Bigby's hand*

1/day each: *haste*, *disintegrate*, *protection from energy*, *shatter* (8d8), *reverse gravity*, *wall of force*

Siege Damage. Any force damage caused by the telekinetic does double damage to objects and structures.

Actions

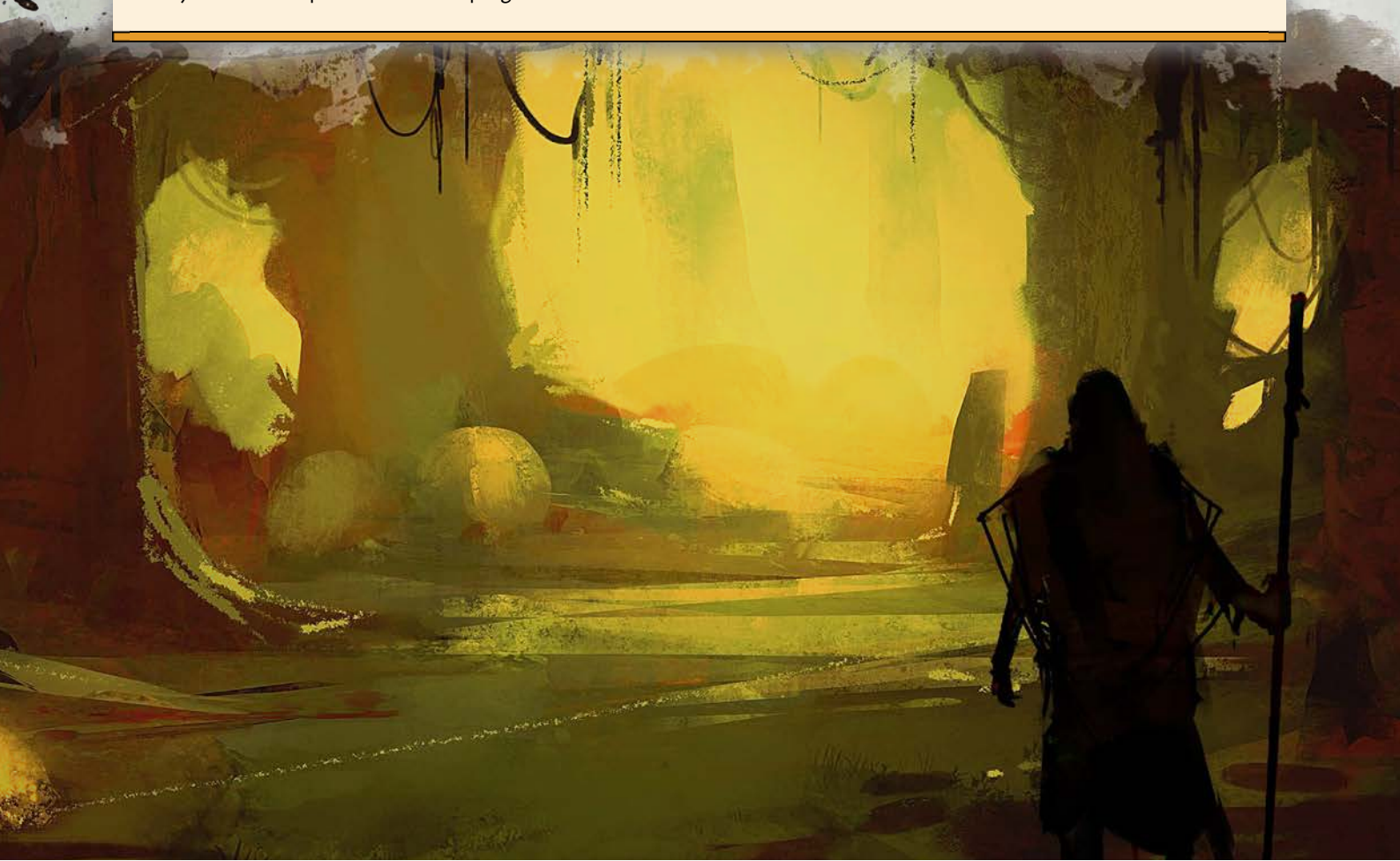
Multiattack. The telekinetic makes three attacks with their telekinetic punch.

Telekinetic Punch. *Ranged Magic (Psionics) Attack:* +9 to hit, range 60 ft., one target. *Hit:* 11 (2d6 + 4) force damage.

Telekinetic Blast (Recharge 5-6). The telekinetic magically emits force energy in a 60-foot cone. Each creature in that area must succeed on a DC 17 Strength saving throw, taking 25 (6d6 + 4) force damage on a failed save, or half as much damage on a successful one. Targets that fail their saving throw are also knocked prone.

Reactions

Repulsion. The telekinetic repulses an enemy that they are aware of if they are not more than 40 feet away. The target must succeed on a DC 17 Strength saving throw or be moved 40 feet away from the telekinetic, be knocked prone, and take 14 (4d6) force damage.



TELEKINETIC SAVANT (TIER IV)

Medium humanoid (any race), any

Armor Class 19 (force skin)

Hit Points 136 (21d8 + 42)

Speed fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (0)	13 (+1)	15 (+2)	20 (+5)	13 (+1)	14 (+2)

Saving Throws Con +10, Dex +9, Int +13, Chr +10

Skills Arcana +13, Insight +9, Investigation +13, Perception +9

Damage Resistance bludgeoning, piercing, and slashing

Damage Immunities force, psychic

Condition Immunities charmed, sleeping, stunned

Senses blindsight 30 ft., passive Perception 19

Languages any four languages

Challenge 21 (33,000 XP)

Awakened Mind. The telekinetic no longer requires sleep, is always aware of their surroundings, and cannot be surprised.

Fast Psionics. The telekinetic can cast innate at-will spells as a bonus action.

Force Skin. The telekinetic's body is covered in a thin layer of telekinetic force that grants them an Armor Class of 18 and resistance to all magical and non-magical bludgeoning, piercing, and slashing damage. The telekinetic does not gain this benefit if petrified, stunned, or unconscious.

Ignore Missiles. The telekinetic ignores 15 damage from each missile weapon that hits them so long as they are not surprised, petrified, stunned, or unconscious.

Immutable Form. The telekinetic is immune to any spell or effect that would alter their form.

Innate Spellcasting (Psionics). The telekinetic's innate spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). They can cast the following spells, requiring no components:

At will: *Bigby's hand*, *blur*, *dimension door*, *gust of wind*, *haste*, *shatter* (6d8), *shield*, *slow*, *telekinesis*, *wall of force*

2/day each: *disintegrate*, *shatter* (10d8), *passwall*, *reverse gravity*, *teleport*

1/day each: *disintegrate* (16d6), *forcecage*, *protection from energy*

Legendary Resistance (3/Day). If the telekinetic fails a saving throw, they can choose to succeed instead.

Siege Damage. Any force damage caused by the telekinetic does double damage to objects and structures.

Actions

Multiattack. The telekinetic makes four attacks with their telekinetic punch.

Telekinetic Punch. Ranged Magic (Psionics) Attack: +13 to hit, range 80 ft., one target. *Hit:* 15 (3d6 + 5) force damage.

Telekinetic Blast (Recharge 5-6). The telekinetic magically emits force energy in a 60-foot cone. Each creature in that area must succeed on a DC 21 Strength saving throw, taking 35 (8d6 + 5) force damage on a failed save, or half as much damage on a successful one. Targets that fail their saving throw are also knocked prone.

Vibrating Ruin (Recharge 6). The telekinetic targets a creature that it can see and causes their body to vibrate violently. The target must make a DC 21 Constitution saving throw, taking 70 (20d6) force damage on a failed save, or half as much damage on a successful one. Targets that fail their saving throw are cursed and gain vulnerability to force damage until the curse is removed or the telekinetic savant is dead.

Reactions

Repulsion. The telekinetic repulses an enemy that they are aware of if they are not more than 60 feet away. The target must succeed on a DC 21 Strength saving throw or be moved 40 feet away from the telekinetic, be knocked prone, and take 21 (6d6) force damage.

All I remember is fear and weakness. I was always "Stick," the thin girl. "Never going to be married, that one! What a burden on her pop she will be. Not much good for anything, might as well go into the woods and die." I didn't want to be a burden, but I didn't want the woods to kill me. I wasn't pretty like Becca, or strong like Samon, smart like the old women, I was just weak and useless Stick.

Then I heard about pop's plan to take me to town and sell me to the Tanner's Guild. I was excited about seeing such a big civilization that I bragged... me, Stick... bragging, can you believe it? Then I was told there was no Tanner's Guild and Becca said I would be turned into leather and sold... it was all my skin was good for. I was so upset that I started

to bleed. And then it happened. Becca... she burst like a rotten pumpkin and the coop was knocked over... the hens all laid down... not moving - not breathing.

That was thirty years ago. Now I am Samantha "Mind Killer." I do not know weakness or fear unless I am sleeping. Then I am Stick the weak and the burden. It has been fifteen years since I travelled back to Edgewood. None of them remembered me. None of them admitted to burning down the family cottage or chasing a frightened girl into the woods to die. No one will remember Edgewood and its terror and fear. I made sure of it. But I will always remember Stick and she will always haunt me.

- Samantha "Mind Killer"



CHAPTER 3: MOUNTS

DEAN SPENCER

GENERAL INFORMATION

Size Requirements. Mounts need to be a size category larger than the creature mounted on them if they are to be used in combat effectively. A Medium humanoid could still ride a Medium pony, but they will have disadvantage on all rolls if attempting to do anything other than move in combat. A pixie could thus ride a Small blood hawk but not a Tiny bat in combat very effectively. Most mounts are very familiar; camels, elephants, goats, horses, mules, etc. The Complete NPC expands the warhorse into a light, medium, and heavy variety and also introduces a few more.

Intelligent Mounts. Intelligent mounts, with an Intelligence ability greater than 3, are different from most mounts in that they have their own opinions, agendas, and needs. They are either very expensive or have to be negotiated with if a creature intends to use one as a mount.

Barding. Barding costs four times as much as humanoid armor if a mount is Large-sized, or two times as much for Medium mounts. Barding for Huge mounts costs twelve times as much, and Small mounts will cost the same as their humanoid armor equivalent. Therefore breastplate barding for a cockatrice would cost 400 gp, and 4,800 gp for a giant crocodile. Larger mounts tend to have natural armor, and smaller mounts tend not to have the strength to make medium or heavy barding feasible. As the DM, feel free to rule against certain combinations that make no sense in your campaign.

Saddles. Chapter 5 of the *Player's Handbook* lists prices for saddles. Military saddles provide advantage on any check to remain mounted, and exotic saddles are required for aquatic or flying mounts. The listed prices assume the mount is Large in size, and the DM should require more expensive saddles for mounts that are different in size or don't conform closely to a horse's size and shape.

Complete List of Mounts. Chapter 5 of the *Player's Handbook* lists prices for mounts that are relatively easy to secure. That list has been expanded with various reference sources listed. The more exotic mounts are priceless, but a gp cost has been listed as a simple function of how dangerous or rare they are. Final price, or even availability, is up to you, the DM. Most merchants will not have access to dragon or giant dragonfly mounts. Some mounts without intelligence, such as dinosaurs, will still be impossible or very hard to acquire depending on your campaign.

Abbreviations. The *Complete NPC* uses the following abbreviations:

BGDA: *Baldur's Gate: Descent into Avernus*

CNPC: *The Complete NPC*,

GoS: *Ghosts of Saltmarsh*

MM: *Monster Manual*

MOT: *Mystic Odysseys of Theros*

MToF: *Mordenkainen's Tome of Foes*

VGtM: *Volo's Guide to Monsters*

WDH: *Waterdeep: Dragon Heist*

TABLE OF MOUNTS

Name	CR	Source	Page	Cost (gp)
Aurochs	2	VGtM	207	120
Behir (Huge, Intelligent, Climb)	11	MM	25	80,000
Blink Dog (Medium, Intelligent)	¼	MM	318	2,000
Brown Bear (Large, Climb)	1	MM	319	600
Camel (Large)	⅛	MM	320	50
Camel, Imperial (Large)	¼	CNPC	59	400
Chimera (Large, Intelligent, Fly)	6	MM	39	4,000
Cockatrice (Small, Intelligent, Fly)	½	MM	42	800
Crocodile (Large, Swim)	½	MM	320	650
Deer (Medium)	0	MM	321	40
Dinosaur (Varies)	Varies	MM	79	10,000+
Dire Wolf (Large)	1	MM	321	600
Dolphin (Medium, Intelligent, Swim)	⅛	VGtM	208	400
Donkey (Medium)	⅛	MM	333	8
Draft Horse (Large)	¼	MM	321	50
Dragon (Varies, Intelligent, Fly)	Varies	MM	86	10,000 +
Elephant (Huge)	4	MM	322	200
Elk (Large)	¼	MM	322	60
Giant Badger (Medium)	¼	MM	323	600
Giant Bat (Large, Fly)	¼	MM	323	600

TABLE OF MOUNTS

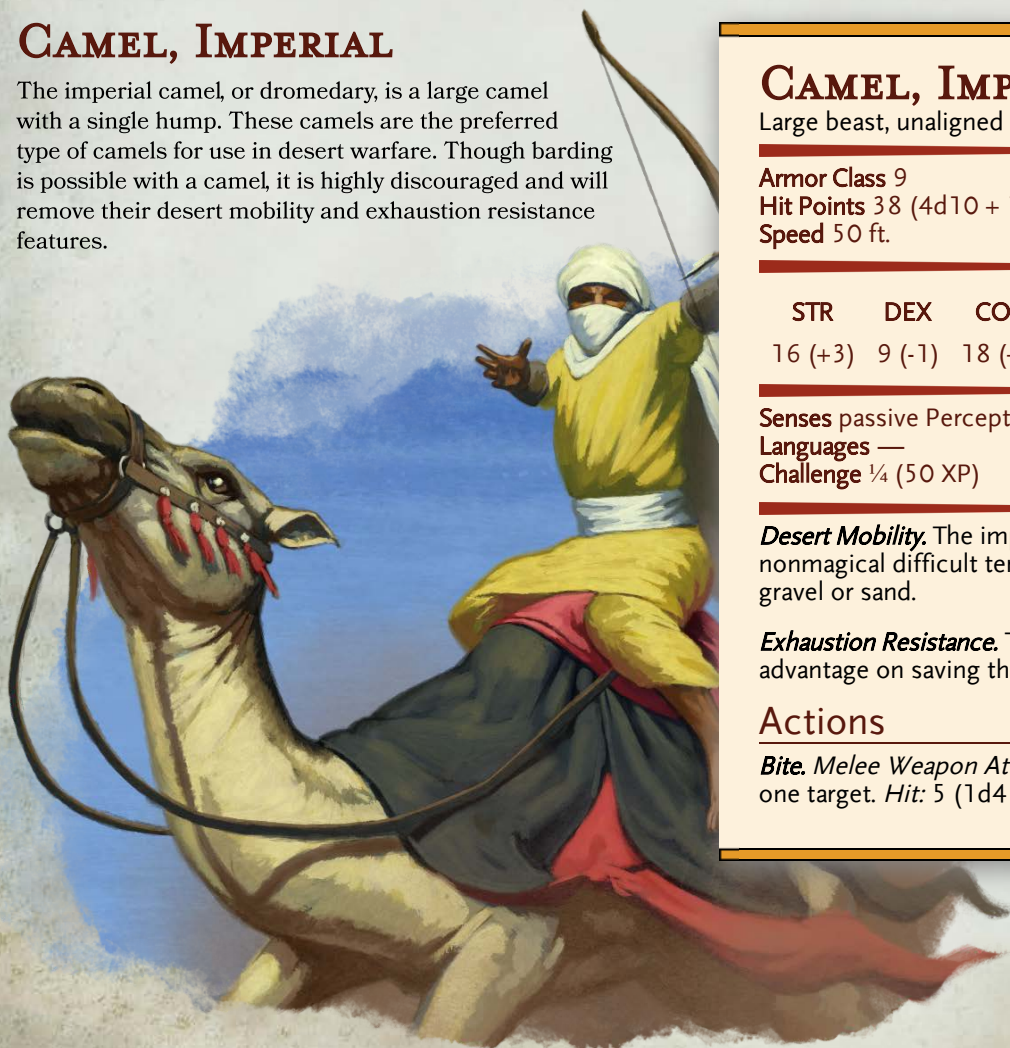
Name	CR	Source	Page	Cost (gp)
Giant Boar (Large)	2	MM	323	2,000
Giant Crab (Medium, Swim)	1/8	MM	324	400
Giant Crocodile (Huge, Swim)	5	MM	324	7,000
Giant Dragonfly (Large, Fly)	3	CNPC	60	8,000
Giant Eagle (Large, Fly)	1	MM	324	3,000
Giant Elk (Huge)	2	MM	325	2,000
Giant Frog (Medium, Swim)	1/4	MM	325	600
Giant Goat (Large)	1/2	MM	326	700
Giant Hyena (Large)	1	MM	326	1,800
Giant Lizard (Large, Climb)	1/4	MM	326	600
Giant Owl (Large, Fly)	1/4	MM	327	1,000
Giant Sea Eel (Large, Swim)	1/2	GoS	237	1,200
Giant Sea Horse (Large, Swim)	1/2	MM	328	800
Giant Shark (Huge, Swim)	5	MM	328	8,000
Giant Spider (Large, Climb)	1	MM	328	900
Giant Stingray (Huge, Swim)	1	CNPC	62	1,400
Giant Toad (Large, Swim)	1	MM	329	800
Giant Vulture (Large, Intelligent, Fly)	1	MM	329	1,200
Giant Wasp (Medium, Fly)	1/2	MM	329	1,000
Gorgon (Large, Intelligent)	5	MM	171	15,000
Griffon (Large, Fly)	2	MM	174	3,000
Hell Hound (Medium, Intelligent)	3	MM	182	2,500
Hippocamp (Large, Intelligent, Swim)	1/2	MOT	227	1,200
Hippogriff (Large, Fly)	1	MM	184	1,800
Howler (Large, Intelligent)	8	MToF	210	13,000
Hunter Shark (Large, Swim)	2	MM	330	2,500
Killer Whale (Huge, Swim)	3	MM	331	6,000
Ki-rin (Huge, Intelligent, Fly)	12	VGtM	163	100,000
Leucrotta (Large, Intelligent)	3	VGtM	169	7,000
Lion (Large)	1	MM	331	1,200
Manticore (Large, Intelligent, Fly)	3	MM	213	9,000
Mammoth (Huge)	6	MM	332	5,000
Mastiff (Medium)	1/8	MM	332	25
Moose (Large)	1/2	CNPC	60	150
Mule (Medium)	1/8	MM	333	8
Nightmare (Large, Intelligent, Fly)	3	MM	235	3,000
Owlbear (Large)	3	MM	249	1,200
Pegasus (Large, Intelligent, Fly)	2	MM	250	2,000
Peryton (Large, Intelligent, Fly)	2	MM	251	1,800
Polar Bear (Large, Swim)	2	MM	334	1,500
Pony (Medium)	1/8	MM	335	30
Rhinoceros (Large)	2	MM	336	1,400
Riding Horse (Large)	1/4	MM	336	50

TABLE OF MOUNTS

Name	CR	Source	Page	Cost (gp)
Riding Lizard (Large, Climb)	½	CNPC	61	500
Riding Lizard, Scourge (Large, Climb)	1	CNPC	61	1,400
Saber-Toothed Tiger (Large)	2	MM	336	2,000
Shadow Mastiff (Medium, Intelligent)	2	VGtM	190	3,000
Steeder, Female (Large, Climb)	1	MToF	238	1,500
Steeder, Male (Medium, Climb)	¼	MToF	238	250
Stingray (Large, Swim)	¼	CNPC	62	120
Tiger (Large)	1	MM	339	600
Unicorn (Large, Intelligent)	5	MM	293	10,000
Warhorse, Light (Large)	½	CNPC	62	400
Warhorse, Medium (Large)	1	CNPC	63	1,000
Warhorse, Heavy (Large)	2	CNPC	63	4,000
Winged Bull (Large, Intelligent, Fly)	4	MOT	214	2,500
Winged Lion (Large, Intelligent, Fly)	4	MOT	214	2,600
Winter Wolf (Large, Intelligent)	3	MM	340	2,100
Wolf (Medium)	¼	MM	341	60
Worg (Large, Intelligent)	½	MM	341	250
Wyvern (Large, Intelligent, Fly)	6	MM	303	6,000

CAMEL, IMPERIAL

The imperial camel, or dromedary, is a large camel with a single hump. These camels are the preferred type of camels for use in desert warfare. Though barding is possible with a camel, it is highly discouraged and will remove their desert mobility and exhaustion resistance features.



CAMEL, IMPERIAL

Large beast, unaligned

Armor Class 9

Hit Points 38 (4d10 + 16)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	18 (+4)	2 (-4)	8 (-1)	5 (-3)

Senses passive Perception 9

Languages —

Challenge ¼ (50 XP)

Desert Mobility. The imperial camel ignores nonmagical difficult terrain caused by loose gravel or sand.

Exhaustion Resistance. The imperial camel has advantage on saving throws to resist exhaustion.

Actions

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

GIANT DRAGONFLY

Giant dragonflies are massive versions of dragonflies and are known to prey on hippogriffs and griffons. If trained carefully, they can be used as mounts, but none have ever been known to allow more than one humanoid to train and ride them.

Giant dragonflies will catch their prey and crush the victim to a pulp using their massive jaws and are strong enough to fly off with a knight in plate armor.

GIANT DRAGONFLY

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 10 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	15 (+2)	2 (-4)	15 (+2)	5 (-3)

Saving Throws Str +6, Dex +5

Skills Perception +6

Senses darkvision 120 ft., passive Perception 16

Languages —

Challenge 3 (700 XP)

Dual Wings. The giant dragonfly adds +4 to its AC if it and its attacker are both flying.

Omnidirectional Sight. The giant dragonfly has advantage on Wisdom (Perception) checks that rely on sight, and it cannot be surprised by creatures that are not hidden or invisible.

Actions

Multiattack. The giant dragonfly attacks once with its grab and once with its bite.

Grab. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the giant dragonfly can't grab another target. Huge or larger targets cannot be grappled by grab.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage. The giant dragonfly has advantage on bite damage rolls if it is also grappling the target with its grab.

MOOSE

Moose are the largest members of the deer family. For simplicity's sake, the moose statistics listed here will be for a large male with a full antler rack.

MOOSE

Large beast, unaligned

Armor Class 10

Hit Points 25 (3d10 + 9)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (0)	16 (+3)	2 (-4)	9 (-1)	7 (-2)

Skills Perception +1

Senses passive Perception 11

Languages —

Challenge ½ (100 XP)

Charge. If the moose moves at least 20 feet straight towards a target and then hits it with an antlers attack on the same turn, the target takes an extra 10 (2d6 + 3) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Keen Hearing. The moose has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Multiattack. The moose attacks once with its antlers and once with its hooves.

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

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

RIDING LIZARDS

The riding lizard is not found on the surface but is quite common in the Underdark. They are bred for speed and agility, and most of the Underdark races use them to some extent. Riding lizards have sticky foot pads that allow them to climb walls and ceilings like spiders. Most are bred to be able to sleep while attached to walls or ceilings, but they will fall if incapacitated.

The drow originally bred the scourge, or “war lizard,” but breeding of the species has now begun to spread throughout the Underdark civilizations. The scourge is always a pale lavender in color, is not as adept at climbing, but is renowned for its locking bite.

RIDING LIZARD

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 26 (4d10 + 4)
Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	2 (-4)	11 (0)	5 (-3)

Senses darkvision 30 ft., passive Perception 10
Languages —
Challenge ½ (100 XP)

Spider Climb. The riding lizard can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, the lizard has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

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

SCOURGE RIDING LIZARD

Large beast, unaligned

Armor Class 15 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 50 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	2 (-4)	13 (+1)	5 (-3)

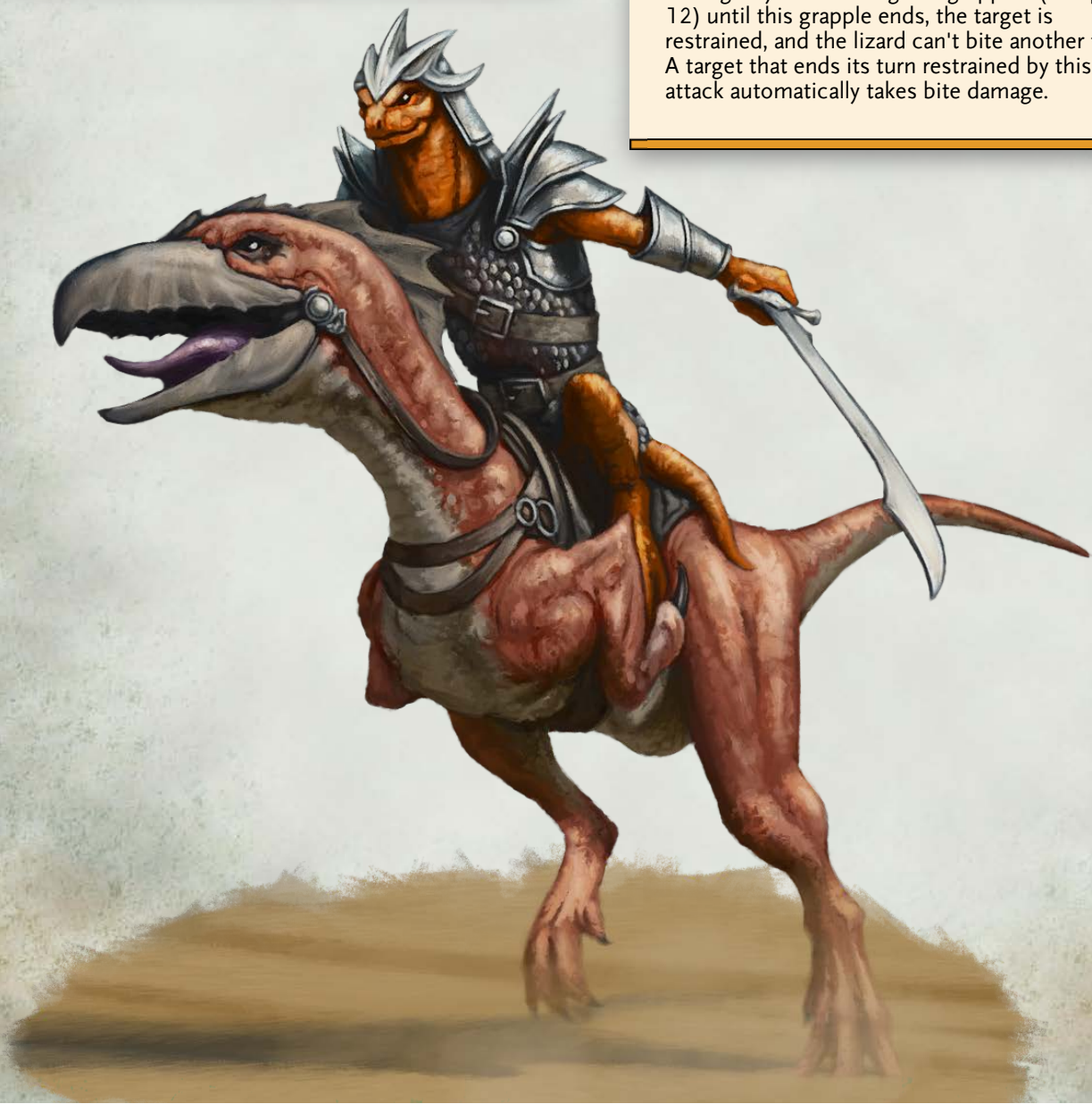
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1 (200 XP)

Spider Climb. The riding lizard can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, the lizard has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. Medium-sized or smaller targets must make a DC 12 Strength saving throw or be restrained in the scourge's jaws. The target is grappled (escape DC 12) until this grapple ends, the target is restrained, and the lizard can't bite another target. A target that ends its turn restrained by this attack automatically takes bite damage.



STINGRAYS

Stingrays are versions of fresh and saltwater ray fish with long tails ending in bone stingers. These creatures are usually not aggressive, but they are very agile. They are commonly found as underwater mounts for aquatic species as they are easier and safer to use than sharks.

Giant stingrays, some with wingspans in excess of 15 feet, are harder and more poisonous versions of the stingray.

STINGRAY

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 16 (3d10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	11 (0)	2 (-4)	15 (+2)	10 (0)

Senses passive Perception 12

Languages —

Challenge ¼ (50 XP)

Water Breathing. The stingray can breathe only underwater.

Actions

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 10 Constitution saving throw or gain the poisoned condition until they complete a long rest.

WARHORSES

There are three types of warhorses that can be purchased: light, medium, and the very rare heavy. The light warhorse is exactly the same as the warhorse that appears in the *Monster Manual*. It is relisted to reduce confusion with the medium and heavy warhorse. The medium warhorse comes from select horse stocks, usually reserved for nobility and cavalry. A medium warhorse is bred for power over speed and should cost at least 1000 GP. The heavy warhorse represents the best of normal horse stock that has also been skillfully trained. A heavy warhorse should cost at least 4000 GP.

WARHORSE OWNERSHIP

Owning a medium or heavy warhorse outside of royalty or the military is often illegal. Those who have a warhorse often consider it their most prized possession.

GIANT STINGRAY

Huge beast, unaligned

Armor Class 15 (natural armor)

Hit Points 60 (8d12 + 8)

Speed 40 ft.

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

Senses passive Perception 12

Languages —

Challenge 1 (200 XP)

Water Breathing. The stingray can breathe only underwater.

Actions

Sting. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one. This poison is very painful, and those targets that fail this saving throw are poisoned and have disadvantage on all Dexterity saving throws until they complete a short rest.

WARHORSE, LIGHT

Large beast, unaligned

Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	2 (-4)	12 (+1)	7 (-2)

Senses passive Perception 11

Languages —

Challenge ½ (100 XP)

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Actions

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

WARHORSE, MEDIUM

Large beast, unaligned

Armor Class 11

Hit Points 37 (5d10 + 10)

Speed 55 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	14 (+2)	2 (-4)	12 (+1)	9 (-1)

Saving Throws Str +6 **Skills** Athletics +6

- **Senses** passive Perception 11
- **Languages** —
- **Challenge** 1 (200 XP)

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Actions

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

WARHORSE, HEAVY

Large beast, unaligned

Armor Class 11

Hit Points 59 (7d10 + 21)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	2 (-4)	12 (+1)	9 (-1)

Saving Throws Str +8, Con +6 **Skills** Athletics +8

- **Senses** passive Perception 11
- **Languages** —
- **Challenge** 2 (450 XP)

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

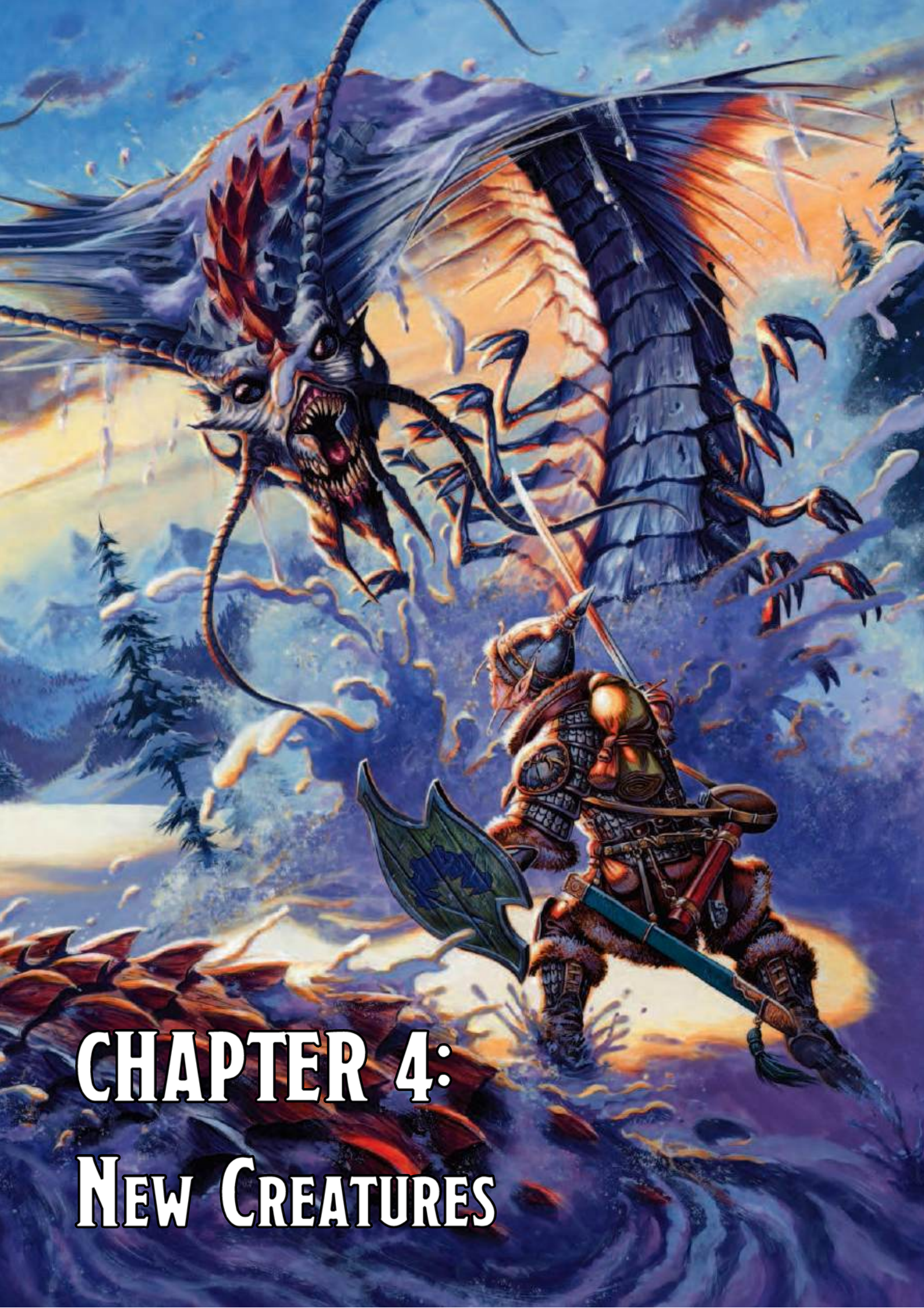
Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Relentless (Recharges after a Short or Long Rest). If the horse takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.





CHAPTER 4:

NEW CREATURES

Vril

Vril are blind goblins, bred and hardened by the drow for use as shock troops. Their blindness makes them useful with surface raiding parties because they do not suffer from sunlight sensitivity. A mutation has allowed the vril to change the nature and density of their skin, affording them some resistance to weapons and the ability to adapt to an enemy's choice of weapons. Centuries of servitude have made the vril into obedient shock troops, most of whom can't even conceive of disobedience against the drow.

Vril eyes are completely milky and smaller than normal, and their skin is a pale violet with black striping. Over the many centuries of selective breeding, their heads have slowly begun to look more bat-like than goblin-like.

Vril

Small humanoid (goblinoid), neutral evil

Armor Class 16 (scale mail and shield)

Hit Points 22 (4d6 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (0)	15 (+2)	9 (-1)	15 (+2)	8 (-1)

Skills Perception +4

Damage Resistances slashing, thunder

Senses blindsight 60 ft., passive Perception 14

Languages Elvish, Goblin, Undercommon

Challenge ½ (100 XP)

Echolocation. A vril can't use its blindsight while deafened.

Keen Hearing. A vril has advantage on Wisdom (Perception) checks that rely on hearing.

Mount. Vril are sometimes (25%) encountered riding **giant bats**. Vril saddles allow for up to three vril to ride one giant bat simultaneously. See Chapter 3.

Actions

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

Skin Shift (Recharge 6). The vril loses slashing resistance and gains resistance to either piercing or bludgeoning damage.

Sonic Shriek (Recharge 5-6). The vril emits a damaging shriek in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 7 (2d6) thunder damage on a failed save, or half as much damage on a successful one.

Wemic

Wemics are tribal creatures with the upper torso of a human and the lower torso of a lion. They are often found in extensive savannahs or open land far from humanoid civilization. Wemics form hunter-gatherer tribal societies, living in temporary shelters or caves. A powerful sense of wanderlust often overcomes wemic adolescents, which sometimes brings them into neighboring humanoid settlements and civilizations. A wemic that breaks from the tribal traditions may fill the same niche as druids and rangers, and a few have even become adventurers.

Wemic

Large monstrosity, any neutral

Armor Class 14 (shield)

Hit Points 60 (8d10 + 16)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	15 (+2)	10 (0)	13 (+1)	11 (0)

Skills Athletics +6, Perception +3, Stealth +4, Survival +3

Senses passive Perception 13

Languages Common, Wemic

Challenge 3 (700 XP)

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

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

Pounce. If the wemic moves at least 20 feet straight toward a creature and then hits with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the wemic can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the wemic can long jump up to 30 feet.

Actions

Multiattack. A wemic makes two attacks: one with its javelin and one with its claw, or two ranged weapon attacks with its javelin.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 4) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 10 ft., range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.



APPENDIX A

TYBER NEXUS AND THE SHIFTING SWORD

FORCED REINCARNATION

Rebirth Unending. Tyber Nexus is a name given to a humanoid after having their previous memories annihilated by the artifact known as *Shifting Sword*. *Shifting Sword* grants Tyber Nexus what it calls the mantle of Epitome of Pandemonium, which becomes more and more useful if the current Tyber Nexus continues to survive. Tyber Nexus is sometimes aware that the *Shifting Sword* is sentient and sometimes not. Because of this, Tyber Nexus and the sword have had many interesting interactions over the eons. Tyber Nexus' power grows with experience, but its body evaporates upon death, and the *Shifting Sword plane shifts*. Then the process of making another Epitome of Pandemonium begins anew. Many a new Tyber Nexus dies early in their new life since enemies and friends of Tyber Nexus' life before its memory was annihilated interfere and cause no end of complications. The *Shifting Sword* has gone through a multitude of failed Epitomes of Pandemonium and has no patience or desire to sequester the reincarnated Tyber Nexus away from friends and enemies alike.

Immortal Chaos. Tyber Nexus is a sworn enemy of the Githzerai and his opposite, Mordalin. Mordalin is a silver dragon that has the mantle of Epitome of Order. How silver dragons are chosen is unknown by either Tyber Nexus or the *Shifting Sword*. It is generally understood that Tyber Nexus dies often but comes back quickly, where Mordalin rarely dies, but the Epitome of Order can take tens of years to find a new dragon. These two Epitomes are usually on the same plane of existence, or they know what plane their opposite is currently on. Tyber Nexus claims that they have only met Mordalin once and that the meeting spawned the greatest disaster in the Multiverse: the creation of the human race.

Both epitomes use proxies in their struggles and find a variety of excuses to never meet in person ever again, while still finding creative ways to counter the other's activities. Tyber has much better success marshaling different versions of chaos against Mordalin's plans but rarely displays any patience with long or complicated strategy. Tyber often uses and manipulates good and evil creatures within the Order's minions and allies to fight amongst themselves. Tyber's schemes are legion, but the successful destruction of Mordalin is very rare.



TYBER NEXUS, EPITOME OF PANDEMONIUM

Medium humanoid (any race), chaotic neutral

Armor Class 21 (plate armor +3)

Hit Points 400 (20d8 + 20d10 + 200)

Speed 30 ft., fly 40 ft. (animated chromatic cloak)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	20 (+5)	8 (-1)	14 (+2)

Saving Throws Str +18, Dex +4, Con +17, Int +8, Wis +11, Chr +5

Skills History +14, Intimidation +11, Perception +8, Persuasion +11

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, poisoned

Senses truesight 60 ft., passive Perception 18

Languages Common, Draconic, Elvish, Giant, and anything understood by Shifting Sword

Challenge 24 (62,000 XP)

Animated Chromatic Cloak (1/Day). This unique magic cloak can be commanded, as a bonus action, to swirl violently and erratically around Tyber Nexus, granting **half cover** for one minute. The cloak can be targeted when activated in such a manner and has an AC of 20 and 60 hit points. If reduced to 0 hp, the cloak evaporates but reforms after seven days in the possession of the current Tyber Nexus. If Tyber Nexus has not activated the cloak, then the cloak grants a flying speed of 40 feet.

Epitome of Pandemonium. The Epitome of Pandemonium is granted to a humanoid by the *Shifting Sword*. That humanoid forgets all past experiences and does not age as mortals do, but can still be slain. This version of Tyber Nexus is at the highest possible level of power granted by the *Shifting Sword*. Tyber Nexus has a +3 bonus to saving throws, +3 to proficiency, and 20d10 additional hit dice (all reflected in statistics).

Instant Adaptation. Tyber Nexus' body reacts instantly to environmental stress even if incapacitated. This grants immunity to poisons, diseases, and any negative effects from gases or the plane of Limbo. Tyber Nexus can breathe water or not breathe at all if in an airless environment.

Resist Law. Tyber Nexus has advantage on saving throws or ability checks against lawful creatures. This has no effect if Tyber Nexus already has advantage from another source.

Second Wind (1/Day). Tyber Nexus regains 45 (1d10 + 40) hit points as a bonus action.

Shifting Sword. This sentient magical artifact appears to be a pitted and rusty greatsword when at rest or "bored." It is the source of Tyber Nexus's limited immortality and the endless cycle of destruction and rebirth of Tyber Nexus. In battle, the sword can change both of its damage types as a bonus action. The sword defaults to slashing and thunder damage, but could shift to bludgeoning and fire damage as a bonus action, as an example.

Spellcasting. Tyber Nexus is a 20th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 22, +14 to hit with spell attacks). He has the following wizard spells prepared

Cantrips (at will): *blade ward*, *thunderclap*, *true strike*
1st level (4 slots): *feather fall*, *protection from good and evil*, *shield*, *thunderwave*

2nd level (3 slots): *gust of wind*, *misty step*, *spider climb*

3rd level (3 slots): *counterspell*, *thunderstep*

4th level (1 slot): *confusion*

Tangerine Icosahedron Ioun Stone (1/Day). This unique ioun stone grants the bearer the ability to re-roll any die roll once per day.

Weapon Bond. Tyber Nexus cannot be disarmed unless the *Shifting Sword* enters a different plane of existence than Tyber Nexus, which causes the current form of Tyber Nexus to disintegrate immediately.

Actions

Multiattack. Tyber Nexus casts a spell if able, then attacks four times with the *Shifting Sword*.

Shifting Sword (greatsword +3). *Melee:* +18 to hit, reach 5 ft., one target. *Hit:* 19 (2d6 + 9) slashing damage and 9 (1d20) thunder damage. The shifting sword does an additional 11 (2d10) damage to lawful neutral creatures.

Maelstrom (Recharge 5-6). *Melee:* +18 to hit, reach 10 ft., all targets within reach. *Hit:* 19 (2d6 + 9) slashing damage. Damaged targets must make a DC 22 Strength saving throw or be knocked prone

Reactions

Shifting Sword. Tyber Nexus can use his reaction to make an attack with *Shifting Sword* once, if damaged by an enemy that is within reach.

SHIFTING SWORD

Weapon (Greatsword), artifact (attunement by non lawful humanoid).

The *Shifting Sword* is an artifact from the Plane of Limbo. It is of unknown age but has a convoluted purpose. Upon the death of the current Tyber Nexus, the sword will *plane shift*. It will find a relatively well-traveled location and lie dormant, appearing as a slowly shifting geometric mass roughly the size of a large ogre. If a suitably non-lawful humanoid approaches the sword, then a hilt will be formed and presented. If a chaotic humanoid grabs it, the *Shifting Sword* will usually shift to its greatsword form (but can form any two-handed or versatile martial weapon). The accepted humanoid can now become the Epitome of Pandemonium known as Tyber Nexus.

If the *Shifting Sword* accepts the humanoid, it will immediately begin a special ego contest with the wielder (see Annihilate and Reincarnate). If it is defeated, or if the target is immune to this effect, the sword will *plane shift*. Any creature losing this ego contest with the *Shifting Sword* has their identity and memories annihilated, will not remember their previous life, and is now chaotic neutral in alignment. The sword will place the wielder in increasingly challenging situations and only refer to it as Tyber Nexus. If for any reason the sword is displeased with the current wielder, it can *plane shift* and start the process over again with a new humanoid. The previous Tyber Nexus will evaporate. The current Tyber Nexus is male, but the gender of the wielder is irrelevant to the *Shifting Sword*, and it will call anyone bearing it Tyber Nexus.

The *Shifting Sword* functions as a magical +0 artifact until the current Tyber Nexus has achieved level 4 as a fighter. No being other than Tyber Nexus may normally wield the *Shifting Sword*. The sword will slowly become more useful as it decides its current wielder is not useless, or at least entertaining in some way.

Annihilate and Reincarnate. If Tyber Nexus does not exist in any of the planes of existence, and a chaotic humanoid picks up the *Shifting Sword*, then resolve a specific ego contest to determine if the wielder's previous memories and experience are destroyed. The wielder adds their level (or challenge rating if higher) to their Intelligence, Wisdom, and Charisma bonuses to determine their specific ego bonus for this contest. The wielder then rolls a d20 in a similar manner to a saving throw that cannot be modified by advantage or disadvantage by any known means. This result is compared to the *Shifting Sword*'s specific ego roll of $d20 + 13$. If the *Shifting Sword*'s ego result is greater than the wielder's, the wielder's memory and experience are annihilated. The wielder is now a chaotic neutral level 1 fighter with no memory of their previous life. Their name becomes Tyber Nexus, and they are now the Epitome of Pandemonium. If the wielder is immune to necromancy or meets or exceeds the *Shifting Sword*'s ego result, then the sword *plane shifts* to another reality and starts again.

Bestow Mantle (Epitome of Pandemonium). The amount of power granted to the wielder is completely dependent on the *Shifting Sword*'s mood and attachment to the current Tyber Nexus. The sword has been known to remove the mantle from a Tyber Nexus that has become annoying as a warning before *plane shifting* away. This mantle is otherwise permanent and can only be bestowed on Tyber Nexus. The previous statistics for Tyber Nexus display the maximum amount of power that the *Shifting Sword* will

bestow upon a Tyber Nexus. In general, the sword will slowly grant more and more power as the reincarnated Tyber Nexus gains more and more experience and proves to be a worthy wielder.

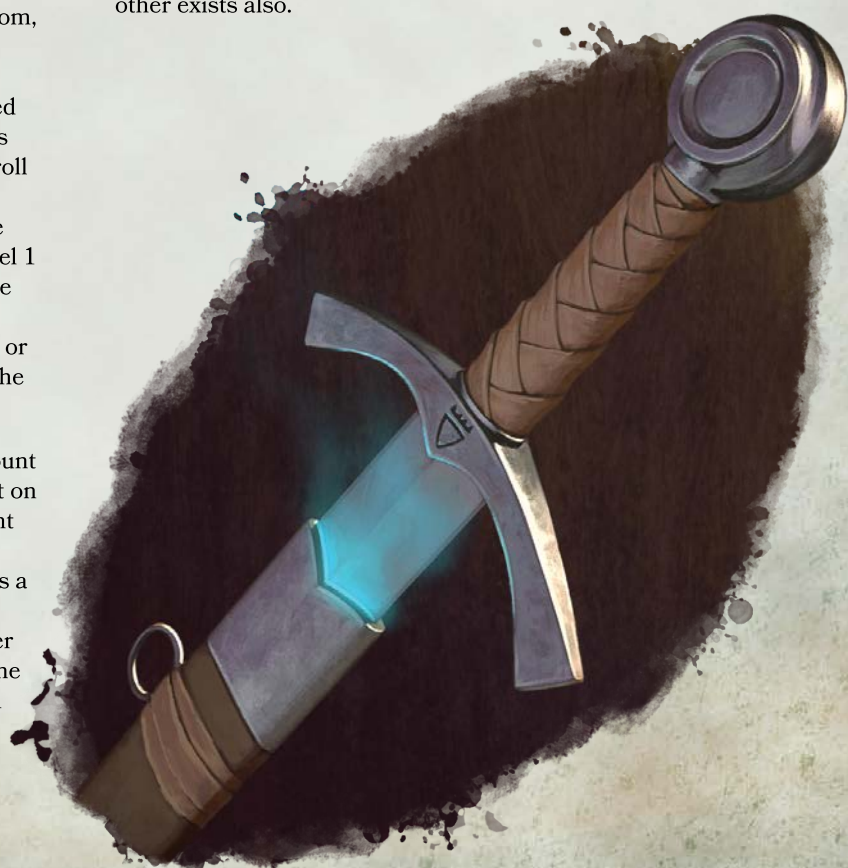
SHIFTING SWORD PROGRESSION

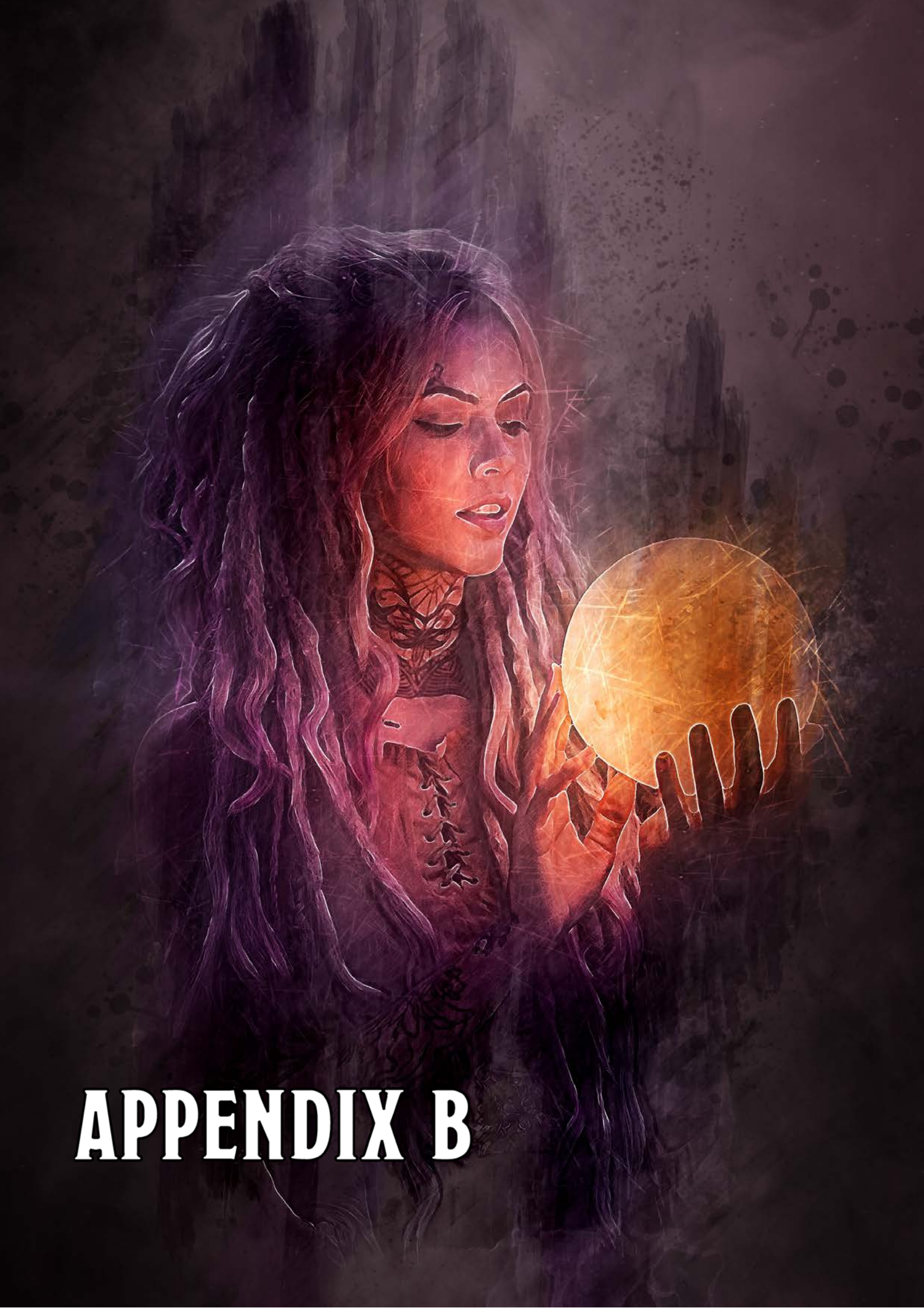
In game terms, the sword slowly changes from a greatsword +0 to a greatsword +3 that grants up to +3 proficiency, +3 to saving throws, and variable energy damage. To use a less powerful Tyber Nexus, use one of the Thunder Knights as an NPC and then decide what amount of power the *Shifting Sword* grants the current form of Tyber Nexus.

Sentience. The *Shifting Sword* is a sentient chaotic neutral weapon with an Intelligence of 16, a Wisdom of 16, and a Charisma of 18. It has truesight out to a range of 60 feet. This sword communicates telepathically or aloud with its wielder or those around it. It can speak Abyssal, Common, Gith, Infernal, Modron, Slaad, and Primordial but will not always bother to translate for its wielder.

Personality. The *Shifting Sword* is a primordial agent of chaos whose only purpose is to create a Tyber Nexus over and over again as it counters its opposite, the Epitome of Order. The *Shifting Sword* considers the color orange to be an ally and will usually steer the current Tyber Nexus towards wearing orange equipment. The reasoning is lost on all but the Gith, Slaadi, and a few inhabitants of the Far Realm.

Destroying the Shifting Sword. Very powerful and lawful creatures might succeed at imprisoning this weapon for a short while. However, it inevitably escapes any prison if any dragon has accepted the mantle of Epitome of Order. It is rumored that a force of pure neutrality could destroy both the Mantles of Order and Pandemonium simultaneously, but not separately, for each mantle can only exist if the other exists also.





APPENDIX B

SLOW METHODOICAL COMBINATION METHOD

To demonstrate the slow and methodical method of combining statistics, I will combine the rakshasa and archmage stat blocks in a way that works best for me. This section will be number heavy and will borrow from some mechanics used in Dungeons and Dragons 3.5E. It is suggested that this method is only used for NPCs and significant characters that the DM will repeatedly use. This method is not suggested when resolving random or short encounters. If the characters unexpectedly attack, say, a city's gate guard that just happens to also be a wererat, do not use this method. You can always turn to this method later if that wererat suddenly becomes a recurring character.

The rakshasa and archmage will be reprinted here for comparison purposes. I will then go top to bottom as I explain how to combine them in as logical a method as I can.



RAKSHASA

Medium fiend, lawful evil

Armor Class 16 (natural armor)

Hit Points 110 (18d8 + 52)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	18 (+4)	13 (+1)	16 (+3)	20 (+5)

Skills Deception +10, Insight +8

Vulnerabilities piercing from magic weapons wielded by good creatures

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60ft., passive Perception 13

Languages Common, Infernal

Challenge 13 (10,000 XP)

Limited Magic Immunity. The rakshasa can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The rakshasa can innately cast the following spells, requiring no material components:

At will: *detect thoughts*, *disguise self*, *mage hand*, *minor illusion*

3/day each: *charm person*, *detect magic*, *invisibility*, *major image*, *suggestion*

1/day each: *dominate person*, *fly*, *plane shift*, *true seeing*

Actions

Multiattack. The rakshasa makes two claw attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 9 (2d6 + 2) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a remove curse spell or similar magic.

ARCHMAGE

Medium humanoid, any

Armor Class 12 (15 with mage armor)
Hit Points 99 (18d8 + 8)
Speed 30 ft.

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

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistances damage from spells; bludgeoning, piercing, and slashing from nonmagical attacks (from *stoneskin*)

Senses passive Perception 12

Languages any six languages

Challenge 12 (8,400 XP)

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

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

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

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

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

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

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

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

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

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

9th level (1 slot): *time stop*

+The archmage casts these spells on itself before combat.

Actions

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

Armor Class. The archmage has an Armor Class of 12. Its Dexterity is 14, or +2 to armor class due to Dexterity. We now know that the archmage has no other armor class modifiers (other than casting mage armor on itself before battle). The rakshasa's Armor Class is 16 with a note about natural armor. Its Dexterity is also 14, so we know that its Armor Class is 10 + 2 + natural armor = 16. Its natural armor bonus is, therefore, +4. I chose to keep this natural armor bonus for Mr. Bojangles.

Hit Points. Do this after completing the new creature's Ability Scores. See below for hit points calculation.

Speed. Speed statistics for Mr. Bojangles come from the rakshasa statistics (as the creature's race) and are therefore 40 ft. Make sure to note any special movements like climb, fly, or speed increases from monk-like NPCs.

Ability Scores. To be honest, there is little logic involved in this step other than what makes sense to whoever creates the combination. Mr. Bojangles is even more annoying than usual because the base creature has a high Charisma score and the NPC being combined with it is an Intelligence-based spellcaster. After some internal deliberation, I decided to reduce the rakshasa's Charisma as part of Mr. Bojangles' back story. I chose to change the Charisma to 17 and the Intelligence to 20.

Hit Points. Combining lower-challenge-rating statistic blocks is usually straightforward. The easiest option is to add the number of dice together and use the larger of the two die sizes if applicable. We are combining two statistics that have a challenge rating of 12 and 13. If we merge the hit points, we will have a result of 306 (36d8 + 144). These higher-level combinations can quickly match or exceed dragon hit points or require a bit more finesse on your part. It depends on what CR you as the DM are trying to achieve. I am going to keep the high hit points with the understanding the CR might exceed 20.

Proficiency (Hidden). A little math is required to pull out a proficiency bonus from a statistic block. The easiest method is to look at their melee or ranged attacks, reduce that number by the ability modifier, and see what that number is. You then need to see if they have a feature that increases or decreases this. The rakshasa's claw attack bonus is +7 to hit. Its Strength is 14 (+2). After a quick look, there are no other modifiers. Therefore 7 - 2 = 5. The rakshasa's proficiency bonus is +5. Doing the same math, we realize that the archmage's proficiency bonus is +4, with a note that its dagger attack is modified by Dexterity and not Strength. Now comes a very important decision.

Mr. Bojangles will have a proficiency between +5 and +9 if we combine the two. If you look at monster creation in the *Monster Manual*, a +9 proficiency has a suggested CR of 28+. I will instead make Mr. Bojangles' proficiency +6. This decision will directly impact Mr. Bojangles' spell DCs. His physical attacks are pointless against Tier IV characters and will not enter into my thoughts on Challenge Rating.

Saving Throws and Skills. Saving throws and skill bonuses are the next thing to figure out for Mr. Bojangles. The archmage has proficiency in both Intelligence and Wisdom saving throws because they are listed in the statistic. The rakshasa has none.

THE PROCESS

Both creatures are Medium, and I selected fiend as the most accurate or relevant creature type. I then decided to change the alignment to neutral evil for this demonstration. If you are going to do this amount of work on something, then you need to name your creation. I decided, on a whim, to name the creation Mr. Bojangles.

I decided to use the archmage's saving throw proficiencies. I previously decided to make Mr. Bojangles' proficiency +6, so it will be added to both Intelligence and Wisdom and used for Mr. Bojangles' saving throw statistics. I listed the skills of both combined creatures and recalculated with +6 proficiency.

The rakshasa has no doubled proficiencies (expertise), but the archmage's two skills are both doubled. As an example, its Arcana skill is +13. We know from previous work that its proficiency is only +4. Its intelligence is only 20 (+5), so the number will not make sense unless the proficiency is doubled ($4 + 4 + 5 = 13$). Also, note that nowhere on the archmage statistics is expertise written out. Mr. Bojangles' statistics reflect a double proficiency in Intelligence (Arcana and History). As a personal choice, I tend to always grant very powerful creatures and NPCs proficiency in Wisdom (Perception), so Mr. Bojangles will also have that.

Vulnerabilities, Resistances, and Immunities. This section of statistics is usually relatively easy to resolve unless you have a vulnerability mixed with a resistance; this is very rare, but I suggest canceling them out. For this example, nothing conflicts, and I have decided to keep everything. As a note, the spell *mind blank* should grant the archmage immunity to psychic damage, but it is not reflected in the statistics even though two other "cast before combat" spells are. I've decided to fix this for Mr. Bojangles' statistics. The archmage has another game mechanics issue. The original archmage has the specific spell resistance granted to a wizard of the School of Abjuration, which grants magic resistance and spell damage resistance. I am removing this because I don't think Mr. Bojangles is an abjurer. I will also not be giving Mr. Bojangles the *stoneskin* spell due to the amazing immunities a rakshasa already has.

Senses and Languages. These are usually straightforward and reflect the base creature's statistics. Mr. Bojangles will have darkvision, passive Perception, and I have chosen six languages based on the archmage statistics.

Challenge Rating. Do this after everything else. Prematurely calculating challenge rating will cause you headaches. See below for Challenge Rating calculation.

Features and Abilities. This next section is filled with everything your creation can do that are not actions. For this specific demonstration, note that the rakshasa's Limited Magic Immunity is more powerful than Magic Resistance. Therefore, listing both is redundant. Next is a bit of an annoyance that I created when I decided to combine two statistics—one NPC uses Charisma for spellcasting, and the other uses Intelligence for spellcasting. There are a few options here. You can choose to use just one statistic for both, list both, or combine them in one large pile of spells. Mr. Bojangles has both listed out, and the ability affecting each is separated; this requires more work but helps separate innate abilities from spellcasting with components. Remember that Spell DC is calculated as $8 + \text{Ability Modifier} + \text{Proficiency}$, and "to hit with spell" is calculated as $10 + \text{Ability Modifier} + \text{Proficiency}$. This means that Mr. Bojangles will have separate spell DCs and "to hit with spell" calculations because his Charisma and Intelligence modifiers are not the same.

After consulting the *Player's Handbook's* section on wizards, I decided to make Mr. Bojangles an enchanter and will change his spell list. I will only use the Split Enchantment feature, but the other features of the School of Enchantment could also be listed out. Because of that decision, I now need to label enchantment spells, and I can't use an asterisk. I also make the executive decision to allow the feature to include Mr. Bojangles' innate spells.

Actions. Some actions will be easy to merge, and some will not. This is especially true if one creature or NPC has Multiattack and the other does not. Decide which actions, if any, you will ignore in your combined creature, and then recalculate "to hits" and damage based on different proficiencies and ability scores. Mr. Bojangles will use his claws attack, and I did not even bother to list the dagger attack. His Strength is 14 (+2) so his claws "to hit" is $2 + 6 = +8$. The damage remains the same, and there are no special DCs because no curse DCs are listed in the original rakshasa's claw attack description.

Challenge Rating. Now that I have calculated everything and made a few qualitative decisions, I need to look at this creation and imagine what character levels would have a challenging (but not particularly deadly) encounter with Mr. Bojangles. A good place to start is to compare the new creature with the most powerful of the two statistics that were combined. You should also look at the proficiency and compare it to the 'Introduction' section of the *Monster Manual* to see what suggested CR is associated with your creature's proficiency. Do not forget your new hit points; this should also affect your decision. In this example, the rakshasa has a higher challenge rating than the archmage, and the proficiency of +6 should have a CR between 17 and 20. When in doubt, test your creations against different adventuring parties. Remember that seven characters of level 10 are far more powerful than four characters of level 10 and that challenge ratings tend to fall apart and lose any real meaning at Tier IV play.

Once you come up with a challenge rating, compare it to something similar. I compared Mr. Bojangles to a lich and decided that the lich is more powerful and decided to make Mr. Bojangles' CR 18. If I added Legendary Actions to Mr. Bojangles, he would easily be CR 19. If I reduced the hit points to $18d8 + 72$, I could argue making the CR 17. Determining challenge rating is always touchy. No matter what you do, many will disagree with your conclusion. Note that a party of good-aligned, melee-focused characters wielding magic weapons would likely quickly dispatch Mr. Bojangles if they made a few good spell saving throws, due to the rakshasa's vulnerability.

Magic Items. Now that we have a CR of 18 "calculated" without magic items, we need to decide if we will add any magic items. In my opinion, it makes little to no sense for an archmage of any kind to be encountered without magic items. Magic item use can and will, in this case, increase challenge rating. After giving Mr. Bojangles three magic items, I raised the challenge rating to 19. Of the three magic items, the *cloak of displacement* will have the most immediate impact in combat. The two rings will have only a slight impact on Tier IV combat. Note that because of the +1 bonus to all saving throws, I need to write out all six ability saving throws instead of just the two with which Mr. Bojangles has proficiency.

This entire process took roughly an hour and a half to complete.

MR. BOJANGLES, RAKSHASA ARCHMAGE

Medium fiend, neutral evil

Armor Class 17 (natural armor and ring of protection)

Hit Points 306 (36d8 + 144)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	18 (+4)	20 (+5)	16 (+3)	17 (+3)

Saving Throws Str +3, Dex +3, Con +5, Int +12, Wis +10, Chr +4

Skills Arcana +18, Deception +9, History +18, Insight +9, Perception +9

Vulnerabilities piercing from magic weapons wielded by good creatures

Damage Resistances acid

Damage Immunities psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60ft., passive Perception 19

Languages Abyssal, Common, Draconic, Dwarvish, Infernal, Undercommon

Challenge 19 (22,000 XP)

Cloak of Displacement. Mr. Bojangles wears a *cloak of displacement*, which causes any creature to suffer disadvantage on attack rolls against him. If he takes damage, this property fails to function until the start of his next turn. This effect ends if Mr. Bojangles is incapacitated, restrained, or otherwise unable to move.

Limited Magic Immunity. Mr. Bojangles can't be affected or detected by spells of 6th level or lower unless he wishes to be. He has advantage on saving throws against all other spells and magical effects.

Magic Rings. Mr. Bojangles wears a *ring of protection*, which grants him a +1 bonus to AC and saving throws. He also wears a *ring of acid resistance*, which grants him acid resistance. Both ring effects are reflected in the statistics.

Innate Spellcasting. Mr. Bojangles' innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *detect thoughts*, *disguise self*, *mage hand*, *minor illusion*

3/day each: **charm person**, *detect magic*, *invisibility*, **major image**, **suggestion**

1/day each: **dominate person**, *fly*, *plane shift*, *true seeing*

Spellcasting. Mr. Bojangles is an 18th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). He can cast *expeditious retreat* and *spider climb* at will and has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *fire bolt*, *light*, *message*, *prestidigitation*

1st level (4 slots): *burning hands*, *identify*, *magic missile*, **Tasha's hideous laughter**

2nd level (3 slots): *haste*, *mirror image*, *misty step*

3rd level (3 slots): *counterspell*, *dispel magic*, *lightning bolt*

4th level (3 slots): *fire shield*, *greater invisibility*, *locate creature*

5th level (3 slots): *cone of cold*, **hold monster**, *wall of force*

6th level (1 slot): *disintegrate*

7th level (1 slot): *forcecage*

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

9th level (1 slot): **power word kill**

+Mr. Bojangles casts this spell on himself before combat.

Enchantment spells are in bold; see Split Enchantment Feature.

Split Enchantment. When Mr. Bojangles casts an enchantment spell of 1st level or higher that targets only one creature, he can choose to target a second creature as well

Actions

Multiattack. Mr. Bojangles makes two claw attacks.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 9 (2d6 + 2) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a remove curse spell or similar magic.

Wow! So many questions. I'll answer them in the order you shouted them in: yes, I will help you kill Padparadscha — all I need is you and your seventh son; and no, I don't hate Padparadscha, and he 'controls' and 'allows me to live,' as you put it, because I am useful. I destroy something that can't be killed by any of his other servants every ten years as proof of my fealty. You slew my previous servant when you stole the gem splinter. You used it to contact me and demand my help. But my servant was always going to die, and your soul is in the faceted prism now. You tried to contact me eight years ago. Either your precious friends or

my other servants have looted your soulless meat bag, and now you will help ME kill Padparadscha! But we must wait until your great-great-great-great-grandson is alive so that we can trap his soul. Then — and only then — will we have the power to defeat Padparadscha. Have you figured out who I am yet? You are my seventh son, and you will be rakshasa! And the three of us will carve an empire out of the multiverse. But first, we must turn you into one of the fiends you hate so much, and then you will serve me until it is time.

Mr. Bojangles, Rakshasa Archmage