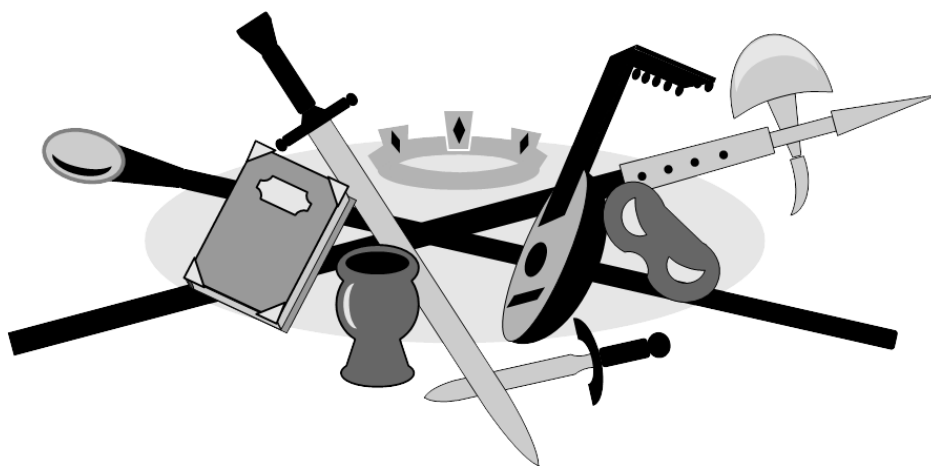


DUNGEONS & DRAGONS

ADVERSARIES & ALLIES

An Expanded Collection of Archetypal NPCs for 5th Edition D&D



BY DAN LAYMAN-KENNEDY



2nd level
Bard
PRODUCTIONS

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For Stacy, who throws my very favorite fireballs; and who believed, and was right.

INTRODUCTION

The collection of NPCs in the 5th edition *Monster Manual* is one of the more useful resources for the game and a gift to the busy DM. No longer saddled with statting out every one of potentially dozens, if not hundreds, of supporting characters (much less, gods protect us, working them up with classes and levels), the DM is free to take the cue that **guards** and **nobles** are going to be more or less the same from place to place, that the evil boss wizard waiting in the tower is an **archmage**, his loyal minions are **cult fanatics**, and the Zhentarim toughs he's hired to accompany his caravans of strange merchandise are **thugs**. Done. Roll initiative.

That said, there are, nonetheless, some notable gaps.

One is the limited number of PC-analog types. We get some great examples of simplified versions of heroic classes, but there are some staples that are missing from the lineup. They can be built using the class-and-level rules, of course, but if you're spinning a campaign of thieves' guilds or Harper agents and find yourself building more or less the same rogue or bard several times over, a handily repurposable stat block starts to look like a much simpler solution.

Also, the larger population of the gameworld feels a little underrepresented. The generic **commoner**, with 10s in all stats and no skills of note, might be fine for your standard peasant or townie, but comes a little short of being a genuinely good stand-in for the wide and colorful array of artisans, innkeepers, scholars, sheriffs, stewards, viziers, and blacksmiths that I surely hope are populating the crowd scenes of your adventures. A little more variety, then, can only be a good thing.

Thus, this resource, which I hope will serve to fill in some of what's been missing so far. Among the people you'll meet here are:

- More options for spellcasters, both in variety—expanding beyond the mage and archmage to represent some of the various wizardly specializations, as well as the more disreputable magics of the sorcerer and warlock—and power, notably giving a progression of stages (**wizard's apprentice**, **arcane student**, **adept**) that lead up to the formidable abilities of the mage.

- NPC versions of player character types like the **bard**, **cleric**, **monk**, **ranger**, and **rogue**, some of which also branch out into interesting variants like the **loremaster**, **skald**, **swashbuckler**, and **mastermind**.
- A greater variety of supporting cast great and small, from the lowly **street urchin** to the **sailor** and **merchant** all the way up to the **aristocrat**, **governor**, and **ruler**.
- A handful of more specialized professions that might provide interesting antagonists or allies to an adventuring party, like the **mage hunter**, **investigator**, and **inquisitor**.

Like most such creations, this document started its life as a resource for my own campaign, and gained momentum from there. I hope it's as useful to you as it's been to me—that it fills a need you didn't know you had, or sparks a fiendish new idea that wouldn't have occurred to you otherwise. No writer, or Dungeon Master, could ask for more.

Dan Layman-Kennedy
January 2016

A NOTE ON CHALLENGE RATINGS AND PROFICIENCY

By strict application of the monster creation rules in the *Dungeon Master's Guide*, a creature's proficiency bonus should be determined by its Challenge Rating. The observant reader will note that some of the NPCs in the following pages play a bit loose with this, with certain NPCs—especially those modeled on PC classes—using a higher proficiency bonus than their CR would suggest.

The reasoning behind this is that CR is *mostly* a function of how hard something is to kill, which even by the rules of adventure fantasy doesn't always map to the scale of general competence that proficiency represents. Thus, in a handful of cases where it makes sense to do so, I've decoupled them here to model people who aren't necessarily combat monsters, but should be notably skilled in the things they're good at—especially when compared to adventurers of equivalent levels of ability.

The DM for whom this represents a handwave too far will surely already have made such adjustments as they see fit.

NON-PLAYER CHARACTERS

ADEPT

Medium humanoid (any race), any alignment

Armor Class 11 (14 with *mage armor*)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	11 (+0)	16 (+3)	12 (+1)	10 (+0)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses passive Perception 11

Languages any four languages

Challenge 2 (450 XP)

Spellcasting. The adept is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +3 to hit). The adept has the following wizard spells prepared:

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

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

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

3rd level (2 slots): *counterspell*, *lightning bolt*

ACTIONS

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

No longer mere students of magic, **adepts** are well on their way to the mage's true mastery of the arcane arts. Most serious practitioners of wizardry encountered in the world are likely to fit this mold, perhaps with small variations in their lists of spells known. Like other types of spellcasters, they might be solitary practitioners, or members of magical guilds or cabals that share—and quite possibly hoard—power and knowledge.

ADVISOR

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 21 (6d8-6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	14 (+2)	13 (+1)	14 (+2)

Skills History +4, Insight +5, Persuasion +6

Senses passive Perception 11

Languages Any two languages

Challenge 1/8 (25 XP)

ACTIONS

Staff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) or 3 (1d8-1) bludgeoning damage.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

An **advisor** might be a king's councilor, a shadowy vizier, or a particularly knowledgeable and trusted steward or majordomo. Many have been around for a long time, and might serve a realm above any specific lord or ruler of it—perhaps having seen more than one of them come and go. The good ones are worth their weight in jewels for the wisdom they impart; the evil ones are likely to have schemes for seizing power of their own.

ARCANE STUDENT

Medium humanoid (any race), any alignment

Armor Class 11

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	11 (+0)	15 (+2)	11 (+0)	10 (+0)

Saving Throws Int +4

Skills Arcana +4, History +4

Senses passive Perception 10

Languages any four languages

Challenge 1 (200 XP)

Spellcasting. The arcane student is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit). The arcane student has the following wizard spells prepared:
 Cantrips (at will): *light*, *mage hand*, *prestidigitation*
 1st level (3 slots): *detect magic*, *identify*, *magic missile*, *unseen servant*

ACTIONS

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

An **arcane student** might be in attendance at a genuine college of magic, or simply someone who has reached the journeyman stage after studying as an apprentice under a powerful mage. They can be found in libraries and other places of lore and learning, but also in the more disreputable parts of large towns and cities, or indeed anywhere their talents in the magical arts can get them out of having to do real work.

ARISTOCRAT

Medium humanoid (any race), any alignment

Armor Class 11

Hit Points 13 (3d8)

Speed 30 ft.

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

Skills History +2, Persuasion +4

Senses passive Perception 10

Languages Any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

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

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

The gentry and courtiers who represent the upper portion of the social order, **aristocrats** generally lack the martial training of nobles, though they may be skilled in other arts. Some are decadent and corrupt indeed, while others might have genuinely lofty ideals befitting their station. Both types might be willing to bankroll adventurers to undertake jobs on their behalf—provided they don't come calling at the *front* door, of course.

BARD

Medium humanoid (any race), any alignment

Armor Class 12 (leather armor)

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	11 (+0)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Cha +6

Skills Arcana +8, History +5, Insight +4, Perception +4, Performance +9, Persuasion +6; any three musical instruments

Senses passive Perception 14

Languages Any four languages

Challenge 1 (200 XP)

Bardic Inspiration (3/long or short rest). As a bonus action, the bard adds 1d6 to the ability check, saving throw, or attack roll of another creature within 60 feet that can hear it.

Jack-of-All-Trades. The bard has +1 on all ability checks that don't already include its proficiency bonus.

Spellcasting. The bard is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit). It knows the following bard spells:

Cantrips (at will): *minor illusion, prestidigitation, thaumaturgy, vicious mockery*

1st level (4 slots): *charm person, cure wounds, detect magic, disguise self, identify, sleep*

2nd level (3 slots): *calm emotions, enthrall*

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

ACTIONS

Countercharm. The bard grants advantage on all saving throws against being frightened or charmed to all friendly creatures within 30 feet that can hear it.

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

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

REACTIONS

Cutting Words. The bard can expend a use of its Bardic Inspiration to subtract 1d6 from the attack roll, ability check, or damage roll of another creature within 60 feet that can hear it.

More than mere entertainers, **bards** often serve as diplomats, learned advisors, and keepers of lore. Renowned for their expertise and their stirring performances, they also collect knowledge, gossip, and mystical secrets in their far wanderings. A bard in the service of good and justice is a valuable friend; an evil one makes a subtle and terrible enemy.

VARIANT: BARDIC JESTER

Where most bards are collectors of lore and knowledge, some are specialists in satire who sway the will of rulers and the course of realms with their carefully-applied acidic wit. A **bardic jester** uses the bard's stat block, without the Cutting Words feature or rapier and with the following additional features and changes:

Skills Insight +7, Perception +4, Performance +6, Persuasion +9, Sleight of Hand +4; any two musical instruments, thieves' tools

Tumbler. As a bonus action, the bardic jester can tumble, gaining the benefits of the Dash and Disengage actions, halving any damage from falling, and gaining a climbing speed equal to its current movement.

Fool's Insight. The bardic jester can cast *detect thoughts* up to 3 times per long rest. A creature that succeeds on a saving throw against this spell immediately suffers an embarrassing social gaffe.

Spellcasting. The bardic jester is a 6st-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit). It knows the following bard spells:

Cantrips (at will): *minor illusion, prestidigitation, vicious mockery*
1st level (4 slots): *bane, charm person, detect magic, disguise self, dissonant whispers, sleep, Tasha's hideous laughter*
2nd level (3 slots): *calm emotions*
3rd level (3 slots): *fear*

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

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

BATTLE MAGE

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 49 (9d8+9)

Speed 30 ft.

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

Saving Throws Int +6, Wis +4

Skills Arcana +6, Intimidation +3

Senses passive Perception 11

Languages Any three languages

Challenge 6 (2,300 XP)

Sculpt Spells. When the battle mage casts an evocation spell with an area of effect, it can select a number of creatures within that area equal to 1 + the spell's level. These creatures automatically succeed on saving throws against the spell, and take no damage if they would normally take half damage on a successful save.

Spellcasting. The battle mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit). The battle mage has the following wizard spells prepared:

Cantrips (at will): *blade ward, fire bolt, mending, true strike*

1st level (4 slots): *chromatic orb, detect magic, fog cloud, mage armor, magic missile*

2nd level (3 slots): *misty step*

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

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

5th level (1 slot): *cone of cold, conjure elemental*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) or 4 (1d8) bludgeoning damage.

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

Whether attached to a more mundane army or forming companies of their own, **battle mages** are indispensable artillery in the fighting forces of realms great and small. Masters of devastating evocation magic, their ability to sculpt spells helps them rain destruction on enemy forces while keeping their allies safe from their more potent magics.

CHARLATAN

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

Armor Class 12

Hit Points 13 (3d8)

Speed 30 ft.

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

Skills Deception +6, Insight +3, Persuasion +4, Sleight of Hand +4; disguise kit, thieves' tools

Senses passive Perception 11

Languages Any one language (usually Common)

Challenge 1/2 (100 XP)

Actor. The charlatan has advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass as someone else.

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.

Grifters, confidence artists, snake-oil sellers, and runners of crooked games—if there's a disreputable scheme with an easy mark, there's a **charlatan** willing to try it out. A thief knows how to cut your purse strings; a charlatan knows how to make you open your purse yourself, and be thankful for it afterwards. By the time they've drawn the interest of the authorities, charlatans' aptitude for putting on new personas and disappearing into the crowd makes them very challenging to catch.

CITY WATCH

Medium humanoid (any race), any alignment

Armor Class 12 (leather armor)

Hit Points 16 (3d8+3)

Speed 30 ft.

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

Skills Intimidation +2, Investigation +2, Perception +3

Senses passive Perception 13

Languages Any one language (usually Common)

Challenge 1/4 (50 XP)

ACTIONS

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

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 100/400 ft., one target. *Hit:* 6 (1d10+1) piercing damage.

A cut above the usual soldiers and guards, the **city watch** is the metropolitan police force of any urban area of significant size. While some watch members are cruel and corrupt, many are civic-minded with a genuine dedication to order and justice. The best of them will exhaust all other options before resorting to the use of lethal force.

VARIANT CITY WATCH ARMAMENTS

The stat block here assumes a member of the Watch is issued minimal arms and armor: a “buff coat” of boiled leather, a truncheon (club or nightstick) for subduing miscreants, a shortsword and maybe a crossbow for dealing with more intractable threats. Some cities (or even individual Watch houses) may vary from this.

An especially wealthy or dangerous city may issue a chain shirt (AC 14) or breastplate (AC 15) as the standard armor. A city Watch member in a chain shirt or breastplate has a CR of 2.

Some Watch members train in the use of polearms to subdue their quarry and keep dangerous foes at bay, and will carry a halberd or man-catcher in addition to their other equipment. Others with particular dedication to bringing in criminals with minimal bloodshed will add a net to their gear. The statistics for these additional weapons are listed below. Adding the halberd, the man-catcher, or the net does not affect CR.

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

Man-Catcher. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4+2) piercing damage, and if the target is a Medium or smaller creature, it is grappled (escape DC 14). Until the grapple ends, the man-catcher cannot be used on another target.

Net. *Ranged Weapon Attack:* +3 to hit, range 5/15 ft., one Large or smaller target. *Hit:* Target is restrained until freed, and the net cannot be used on another target. A creature can use its action to make a DC 10 Strength check to free itself or another creature caught in a net, ending the restrained condition on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

CLERIC

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt, shield)

Hit Points 44 (8d8+8)

Speed 30 ft.

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

Saving Throws Wis +6

Skills Insight +6, Medicine +6, Religion +4

Senses passive Perception 13

Languages Any three languages

Challenge 2 (450 XP)

Divine Strike. Once per turn, the cleric's melee weapon attack deals an extra 4 (1d8) radiant damage.

Spellcasting. The cleric is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit). It has the following cleric spells prepared:

Cantrips (at will): *guidance, light, sacred flame, spare the dying*

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

2nd level (3 slots): *augury, lesser restoration, prayer of healing, spiritual weapon*

3rd level (3 slots): *beacon of hope, remove curse, revivify*

4th level (2 slots): *banishment, death ward, divination, guardian of faith*

ACTIONS

Turn Undead (2/short or long rest). The cleric can present a holy symbol and speak a prayer, causing each undead within 30 feet that can see or hear it to make a Wisdom saving throw. On a failed save, the undead is turned for 1 minute or until it takes damage. Undead of CR 1 or lower that fail this save are automatically destroyed.

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

More than simply priests, **clerics** are called on by their deities to be the channel for divine power in the material world. Many can be found as part of armies or adventuring bands, providing both martial prowess and healing in support of their companions, and serving as a potent defense against the undead.

DEATH PRIEST

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

Armor Class 13 (chain shirt)

Hit Points 49 (9d8+9)

Speed 30 ft.

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

Saving Throws Wis +6

Skills Arcana +4, Insight +6, Intimidation +2, Religion +4

Senses passive Perception 13

Languages Any three languages

Challenge 2 (450 XP)

Divine Strike. Once per turn, the death priest's melee weapon attack deals an extra 4 (1d8) necrotic damage.

Spellcasting. The death priest is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit). The death priest has the following cleric spells prepared:

Cantrips (at will): *chill touch, guidance, sacred flame, spare the dying*

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

2nd level (3 slots): *augury, gentle repose, ray of enfeeblement*

3rd level (3 slots): *animate dead, feign death, revivify, speak with dead, vampiric touch*

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

5th level (1 slot): *cloudkill, contagion, insect plague, raise dead*

ACTIONS

Turn Undead (2/short or long rest). The death priest can present a holy symbol and speak a prayer, causing each undead within 30 feet that can see or hear it to make a Wisdom saving throw. On a failed save, the undead is turned for 1 minute or until it takes damage. Undead of CR 1 or lower that fail this save are automatically destroyed.

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

Sickle. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) slashing damage.

Death priests walk the line between the holy and the unholy, serving as clerics to gods of death, undeath, and the underworld. Their power to both raise and destroy undead minions makes them potent masters of the necromantic arts. Some hold to the even-handed balance of neutrality (death being the inevitable companion to good and bad alike, after all), while others are black-hearted servants of truly dark and vile powers.

DIABOLIST

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

Armor Class 11 (14 with *mage armor*)

Hit Points 27 (5d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	12 (+1)	14 (+2)	8 (-1)	16 (+3)

Saving Throws Cha +5

Skills Arcana +4, Deception +5, Persuasion +5, Religion +4

Senses passive Perception 9

Languages Any three languages

Challenge 2 (450 XP)

Pact of the Tome. Part of the diabolist's power is bound into a magical tome called a Book of Shadows. While the diabolist's Book of Shadows is on its person, it can cast the following cantrips at will:

fire bolt

guidance

thaumaturgy

In addition, the Book of Shadows contains the following spells that the diabolist can cast as rituals:

augury

identify

find familiar

phantom steed

unseen servant

Eldritch Invocations. Once per long rest, the diabolist can use a spell slot to cast *bestow curse*. In addition, the diabolist can cast *mage armor* on itself at will, without using a spell slot and without material components.

Spellcasting. The diabolist is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit). The diabolist casts all of its non-cantrip spells using 3rd-level spell slots, and recovers all of its used slots after a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch*, *minor illusion*, *prestidigitation*

3rd level (2 slots): *burning hands*, *charm person*, *command*, *enthrall*, *hellish rebuke*, *hex*

ACTIONS

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

The thirst for knowledge, power, or both drives **diabolists** to enter into pacts with fiendish creatures from the lower planes. While the powers they gain this way are indeed impressive, they inevitably find that their cleverness is not enough to circumvent the terms of the unholy contracts they sign.

VARIANT: FAERIE DISCIPLE

Rather than contract to a fiend, a **faerie disciple** is bound to the patronage of a powerful archfey such as a faerie lord, primordial woodland spirit, or hag. While not all of these creatures are actively evil, they can certainly be every bit as dangerous and capricious as the denizens of the lower planes.

A faerie disciple can be of any alignment. It uses the diabolist's stat block with the following changes to the spell list:

Spellcasting. The faerie disciple is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit). The faerie disciple casts all of its non-cantrip spells using 3rd-level spell slots, and recovers all of its used slots after a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch*, *minor illusion*, *prestidigitation*

3rd level (2 slots): *charm person*, *enthrall*, *faerie fire*, *hex*, *plant growth*, *witch bolt*

VARIANT: PACT FAMILIAR

Some diabolists entreat their patrons for a familiar rather than a Book of Shadows to focus their power. For a diabolist with this feature, add *find familiar* to the spell list and replace the Pact of the Tome feature with the following:

Pact of the Chain. The diabolist has a familiar of one of the types listed under the *find familiar* spell description, or a pseudodragon, quasit, imp, or sprite. The diabolist can use its attack action to allow the familiar to attack instead. In addition, the diabolist can maintain telepathic contact with the familiar as long as they are both on the same plane, and can speak through the familiar when perceiving through its senses.

DRAGON SORCERER

Medium humanoid (any race), any alignment

Armor Class 14 (natural armor)

Hit Points 58 (9d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	12 (+1)	10 (0)	16 (+3)

Saving Throws Con +4, Cha +6

Skills Insight +3, Intimidation +6, Perception +3

Senses passive Perception 13

Languages Any two languages, plus Draconic

Challenge 5 (1,800 XP)

Elemental Affinity. The dragon sorcerer adds its Charisma modifier to the damage of spells with a damage type of fire.

Sorcery Points. The dragon sorcerer has 9 sorcery points it can use to empower metamagic effects or exchange for spell slots. To gain a spell slot, the dragon sorcerer uses a bonus action to expend 2 sorcery points for a 1st-level spell, or slot level +2 sorcery points for a 2nd-level spell or higher. To gain additional sorcery points, the dragon sorcerer uses a bonus action to expend a spell slot and gains sorcery points equal to that spell's level. Sorcery points are regained when the dragon sorcerer finishes a long rest.

Distant Spell. The dragon sorcerer expends 1 sorcery point to double the distance of a spell with a range of at least 5 feet, or change the range of a touch spell to 30 feet.

Empowered Spell. The dragon sorcerer expends 1 sorcery point to reroll up to 3 damage dice on a spell attack.

Spellcasting. The dragon sorcerer is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit). The wild mage knows the following sorcerer spells:

Cantrips (at will): *fire bolt, light, message, minor illusion, prestidigitation*

1st level (4 slots): *burning hands, chromatic orb, detect magic, magic missile*

2nd level (3 slots): *hold person, scorching ray, suggestion*

3rd level (3 slots): *fireball*

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

5th level (1 slot): *dominate person*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) or 4 (1d8) bludgeoning damage.

Whether literal descendants of a draconic line or simply the recipients of arcane powers granted by some ancient wyrm, **dragon sorcerers** are masters of devastating primordial forces. This, along with their commanding personalities, often makes them the object of both awe and fear.

DRAGON SORCERER VARIANTS

The fire-focused sorcerer in the stat block represents a red or gold draconic lineage, but other variations are possible as well, with slightly different spell selections that favor different elemental affinities. Two additional examples are provided below.

White or Silver Dragon Sorcerer

Elemental Affinity. The dragon sorcerer adds its Charisma modifier to the damage of spells with a damage type of cold.

Cantrips (at will): *light, message, minor illusion, prestidigitation, ray of frost*

1st level (4 slots): *chromatic orb, detect magic, magic missile*

2nd level (3 slots): *hold person, shatter, suggestion*

3rd level (3 slots): *sleet storm*

4th level (3 slots): *ice storm*

5th level (1 slot): *cone of cold, dominate person*

Blue or Bronze Dragon Sorcerer

Elemental Affinity. The dragon sorcerer adds its Charisma modifier to the damage of spells with a damage type of lightning.

Cantrips (at will): *light, message, minor illusion, prestidigitation, shocking grasp*

1st level (4 slots): *chromatic orb, detect magic, magic missile, witch bolt*

2nd level (3 slots): *hold person, suggestion*

3rd level (3 slots): *lightning bolt*

4th level (3 slots): *confusion*

5th level (1 slot): *cloudkill, dominate person*

ELDRITCH ADEPT

Medium humanoid (any race), any alignment

Armor Class 11 (14 with *mage armor*)

Hit Points 22 (5d8)

Speed 30 ft.

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

Saving Throws Cha +4

Skills Arcana +3, Insight +1, Perception +1, Religion +3

Senses passive Perception 11

Languages Any three languages

Challenge 2 (450 XP)

Pact of the Tome. Part of the eldritch adept's power is bound into a magical tome called a Book of Shadows. While the eldritch adept's Book of Shadows is on its person, it can cast the following cantrips at will:

acid splash
dancing lights
guidance

In addition, the Book of Shadows contains the following spells that the eldritch adept can cast as rituals:

alarm
augury
identify
find familiar
unseen servant

Eldritch Invocations. The eldritch adept can cast the following spells at will, without using a spell slot and without material components:

disguise self
mage armor (self only)

Spellcasting. The eldritch adept is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit). The eldritch adept casts all of its non-cantrip spells using 3rd-level spell slots, and recovers all of its used slots after a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *minor illusion*, *prestidigitation*
3rd level (2 slots): *charm person*, *clairvoyance*, *detect thoughts*,
dissonant whispers, *hunger of Hadar*, *suggestion*

ACTIONS

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

Where other adepts gain power from long and careful study of the arcane arts, **eldritch adepts** are granted power from their connection to the alien and inscrutable Great Old Ones. These beings may or may not be aware of their supplicants, but the magical gifts received by their followers are very real—though the sanity of these practitioners tends to fray the longer they open themselves to the otherworldly psychic energies of their incomprehensible masters.

ELDRITCH CULT LEADER

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

Armor Class 11 (14 with *mage armor*)

Hit Points 31 (9d8-9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	9 (-1)	13 (+1)	12 (+1)	18 (+4)

Saving Throws Cha +7, Wis +4

Skills Arcana +4, Deception +7, Insight +4, Persuasion +7

Senses darkvision 120 ft., passive Perception 11

Languages Any three languages, telepathy 30 ft.

Challenge 3 (700 XP)

Dark Devotion. The eldritch cult leader has advantage on saving throws against being charmed or frightened.

Devil's Sight. The eldritch cult leader's darkvision functions in both magical and normal darkness.

Pact of the Tome. Part of the eldritch cult leader's power is bound into a magical tome called a Book of Shadows. While the eldritch cult leader's Book of Shadows is on its person, it can cast the following cantrips at will:

acid splash
guidance
thaumaturgy

In addition, the Book of Shadows contains the following spells that the eldritch cult leader can cast as rituals:

augury
commune
comprehend languages
contact other plane
divination
identify
unseen servant

Eldritch Invocations. Once each per long rest, the eldritch cult leader can use a spell slot to cast one of the following spells:

confusion
conjure elemental

In addition, the eldritch cult leader can cast *mage armor* on itself at will, without using a spell slot and without material components.

Spellcasting. The eldritch cult leader is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit). The eldritch cult leader casts all of its non-cantrip spells using 5th-level spell slots, and recovers all of its used slots after a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *minor illusion*, *prestidigitation*
5th level (2 slots): *arms of Hadar*, *darkness*, *detect thoughts*, *dissonant whispers*, *dominate person*, *enthrall*, *Evard's black tentacles*, *hold monster*, *hunger of Hadar*, *magic circle*

ACTIONS

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

When one of the Great Old Ones gains worshipers on the material plane, there is usually an **eldritch cult leader** acting as an intermediary and interpreter of the entity's unspeakable rites. While a few are solitary practitioners, most command a following of cultists—and may be served by darker and stranger creatures as well. Such people are strong-willed and persuasive leaders, and may hide their unsavory activities while maintaining an outward persona of respectability, even as their devotion to their alien masters takes its slow toll on their bodies and minds.

ENCHANTER

Medium humanoid (any race), any alignment

Armor Class 11 (14 with *mage armor*)

Hit Points 49 (11d8)

Speed 30 ft.

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

Saving Throws Int +6, Wis +4

Skills Arcana +6, Deception +5, Insight +4, Sleight of Hand +4

Senses passive Perception 11

Languages Any three languages

Challenge 2 (450 XP)

Spellcasting. The enchanter is an 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit). The enchanter has the following wizard spells prepared:

Cantrips (at will): *dancing lights, friends, minor illusion, poison spray, prestidigitation*

1st level (4 slots): *charm person, mage armor, sleep, Tasha's hideous laughter*

2nd level (3 slots): *hold person, suggestion*

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

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

5th level (2 slots): *dominate person, mislead, modify memory*

6th level (1 slot): *mass suggestion*

ACTIONS

Hypnotic Gaze. The enchanter chooses one creature within 5 feet that can see and hear it. The creature must make a Wisdom saving throw or be charmed and incapacitated until the end of the enchanter's next turn. The enchanter can use its action to extend this effect. The charm ends if the creature takes damage, the enchanter moves more than 5 feet away, or the creature can no longer see or hear the enchanter.

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

Enchanters are mages who specialize in the magic of the mind, weaving spells with the terrifying power to take over the will and senses of other creatures. Some can be found as spies and infiltrators in the employ of a realm or faction; others set themselves up as powers in their own right, using their enchantments to weave a web of deception and control over their own network of minions and spies.

ENTERTAINER

Medium humanoid (any race), any alignment

Armor Class 11

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Acrobatics +3, Insight +3, Performance +6, Sleight of Hand +3; disguise kit, two musical instruments

Senses passive Perception 13

Languages Any one language (usually Common)

Challenge 1/8 (25 XP)

Actor. The entertainer has advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass as someone else.

Tumbler. As a bonus action, the entertainer can tumble, gaining the benefits of the Dash and Disengage actions, halving any damage from falling, and gaining a climbing speed equal to its current movement.

ACTIONS

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

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

Jongleurs, jesters, minstrels, actors, and other folk in performing careers all fall under the category of **entertainers**. The degree to which these professions are welcome will vary from place to place—in some realms they're treated as honored celebrities, while others look on them as no better than vagabonds and thieves (and they may fulfill these expectations accordingly).

VARIANT: BARDIC ENTERTAINER

Some entertainers are trained in the basics of bardic magic to supplement their performance skills. These **bardic entertainers** gain the following additional feature, which does not affect CR:

Spellcasting. The bardic entertainer is a 1st-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit). It knows the following bard spells:

Cantrips (at will): *dancing lights, minor illusion*

1st level (4 slots): *charm person, disguise self, feather fall, Tasha's hideous laughter*

EXPERT

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 17 (5d8-5)

Speed 30 ft.

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

Skills Perception +4, Persuasion +2, and either one Intelligence skill at +8 or a tool proficiency at +6

Senses passive Perception 15

Languages Any two languages

Challenge 1/8 (25 XP)

Enhanced Expertise. The expert has advantage on ability checks that involve its specialization skill or tool.

Widely Learned. The expert has +1 on all Intelligence or Wisdom checks that don't already include its proficiency bonus.

ACTIONS

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

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

Experts are specialists in some particular profession or realm of knowledge, over which they've attained a rare level of mastery. They may be master artisans, crafters, historians, sages, or other paragons of learning in their particular field. Experts make good mentors and patrons for adventurers, and finding a particular expert may be an adventuring goal in itself.

FEY WITCH

Medium humanoid (any race), any alignment

Armor Class 11 (14 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	10 (+0)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Cha +6, Wis +4

Skills Arcana +4, Insight +4, Perception +4, Stealth +4

Senses passive Perception 14

Languages Any three languages

Challenge 2 (450 XP)

Pact of the Chain. The fey witch has a familiar of one of the types listed under the *find familiar* spell description, or a pseudodragon, quasit, imp, or sprite. The fey witch can use its attack action to allow the familiar to attack instead. In addition, the fey witch can maintain telepathic contact with the familiar as long as they are both on the same plane, and can speak through the familiar when perceiving through its senses.

Eldritch Invocations. The fey witch can cast the following spells at will, without using a spell slot and without material components:

disguise self

mage armor (self only)

speak with animals

In addition, once per long rest, the fey witch can use a spell slot to cast *polymorph*.

Spellcasting. The fey witch is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit). The fey witch casts all of its non-cantrip spells using 5th-level spell slots, and recovers all of its used slots after a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *minor illusion*, *prestidigitation*

5th level (2 slots): *calm emotions*, *dominate beast*, *dominate person*, *enthrall*, *faerie fire*, *find familiar*, *hold monster*, *misty step*, *phantasmal force*, *scrying*, *seeming*

ACTIONS

Fey Presence (1/short or long rest). The fey witch causes all creatures within the space of a 10-foot cube from it to make a DC 14 Wisdom save. The fey witch chooses whether creatures that fail the save are frightened or charmed until the end of their next turn.

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

A **fey witch** has been blessed with magical power from one of the Archfey, who may be benevolent, malignant, or some combination of both. Fey witches are often most at home in the wild places favored by their faerie patrons, and may retreat to remote cottages, ruined towers, and other abandoned locales that allow them to pursue their arts away from prying eyes. Nonetheless, some of them are sought out by travelers hoping to benefit from their eerie wisdom—or by adventurers attempting to put an end to one that's gone bad.

FORTUNE TELLER

Medium humanoid (any race), any alignment

Armor Class 11

Hit Points 24 (7d8-7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	9 (-1)	13 (+1)	13 (+1)	14 (+2)

Saving Throws Cha +4, Wis +3

Skills Arcana +3, Deception +4, Insight +5, Performance +4, Persuasion +6, Sleight of Hand +3

Senses passive Perception 11

Languages Any two languages

Challenge 1/8 (25 XP)

Bardic Inspiration (3/long or short rest). As a bonus action, the fortune teller adds 1d6 to the ability check, saving throw, or attack roll of another creature within 60 feet that can hear it.

Spellcasting. The fortune teller is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit). The fortune teller has the following bard spells prepared:

Cantrips (at will): *minor illusion, prestidigitation, thaumaturgy, true strike*

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

2nd level (3 slots): *augury, calm emotions, detect thoughts, locate object, suggestion*

3rd level (3 slots): *bestow curse, speak with dead, tongues*

4th level (1 slot): *locate creature*

ACTIONS

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

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

Fortune tellers are professional diviners, reading the cards, bones, runes, or other augurs for a bit of silver. Most of their daily trade is smoke-and-mirrors charlatanry, but they hold real power as well—if you know the right questions to ask, and are willing to pay the price for having them answered.

FRIAR

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 16 (3d8+3)

Speed 30 ft.

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

Saving Throws Wis +4

Skills Medicine +4, Nature +3, Persuasion +3, Religion +3; herbalism kit

Senses passive Perception 12

Languages Any three languages

Challenge 1/4 (50 XP)

Spellcasting. The friar is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit). The friar has the following cleric spells prepared:

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

1st level (3 slots): *bles, detect poison and disease, healing word, purify food and drink*

ACTIONS

Knowledge of the Ages (1/short or long rest). The friar chooses one skill or tool, and is proficient in it for the next 10 minutes.

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) or 4 (1d8) bludgeoning damage.

Friars are itinerant priests who go where they're needed to minister to the faithful (or even, in some cases, the unfaithful), especially at home among common folk. They tend to live sparsely and simply, though there are a few wicked ones that use their position to rob and swindle for their own gain. A friar might be found as a lone wanderer, guiding a troop of pilgrims, or even serving as the community priest, healer, and herbalist to a small village.

GOVERNOR

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 13 (3d8)

Speed 30 ft.

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

Skills Insight +3, Persuasion +4

Senses passive Perception 11

Languages Any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

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

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

The city mayor, the town burgomeister, and the village reeve are all examples of **governors**—leaders of a region or community who wield legitimate civic authority. They may or may not be nobility, depending on the laws and traditions of the larger realm they're part of; many of them are also answerable to a more powerful lord in turn. Like all such leaders, they run the gamut from petty tyrants to stern bureaucrats to just and benevolent masters of their demesnes. They don't tend to be terribly imposing in a fight, but they *do* tend to surround themselves with people with swords who are.

The same stat block can be used to represent the members of a ruling senate or council for places that have such systems.

HEALER

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

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Insight +4, Medicine +6; herbalism kit

Senses passive Perception 12

Languages Any one language (usually Common)

Challenge 1/8 (25 XP)

Physician. When the healer uses a healer's kit to stabilize a dying creature, that creature regains 1 hit point.

Spellcasting. The healer is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit). The healer has the following cleric spells prepared:

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

1st level (3 slots): *cure wounds, detect poison and disease, healing word, purify food and drink*

ACTIONS

Tend Wounds. The healer spends one use of a healer's kit to restore 1d6+4 hit points to a wounded creature, plus an additional number of hit points equal to the creature's maximum Hit Dice. A creature can benefit from this treatment once per short or long rest.

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

The local **healer**—who may be called a surgeon, doctor of physick, sawbones, or other evocative title—is a valuable asset to the village, castle, or army that finds itself without a suitable priest to fulfill this role, or in cities where the demand for medical care is too great for the clergy to bear alone. Adventuring parties who set out without a cleric or paladin are well advised to know where they can find one of these.

ILLUSIONIST

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

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

Saving Throws Int +6, Wis +4

Skills Arcana +6, Performance +4, Persuasion +4, Sleight of Hand +5

Senses passive Perception 11

Languages Any three languages

Challenge 3 (700 XP)

Improved Minor Illusion. When the illusionist casts the *minor illusion* cantrip, the illusion created can have both appearance and sound.

Spellcasting. The illusionist is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit). The illusionist has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *light*, *minor illusion*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *chromatic orb*, *disguise self*, *mage armor*

2nd level (3 slots): *blur*, *invisibility*, *phantasmal force*

3rd level (3 slots): *hypnotic pattern*, *major image*, *phantom steed*

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

5th level (1 slot): *seeming*

ACTIONS

Malleable Illusions. After casting an illusion spell with a duration of 1 minute or longer, the illusionist can use its action to change the nature of the illusion.

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

Mages who specialize in illusion magic are **illusionists**, crafting images and phantasms to mislead, disguise, and fascinate. Some are outright entertainers, wonder-workers who perform for awed crowds, possibly under the patronage of a rich lord or as part of a circus or carnival. Others work their art entirely in secret, tricksters or manipulators who use their illusions to further some other end. Both kinds are more dangerous than they seem; not all of the illusionist's tricks are without substance.

INQUISITOR

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

Armor Class 13 (chain shirt)

Hit Points 40 (9d8)

Speed 30 ft.

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

Saving Throws Wis +5

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

Senses passive Perception 12

Languages Any three languages

Challenge 1/4 (50 XP)

Steadfast Devotion. The inquisitor has advantage on saving throws against being charmed or frightened.

Spellcasting. The inquisitor is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit). The inquisitor has the following cleric spells prepared:

Cantrips (at will): *guidance*, *light*, *resistance*, *thaumaturgy*

1st level (4 slots): *bane*, *command*, *detect evil and good*, *shield of faith*

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

3rd level (2 slots): *dispel magic*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) or 4 (1d8) bludgeoning damage.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d8) piercing damage.

Churches with a particular dedication to orthodoxy and purity are likely to employ **inquisitors** to root out heresy and keep the flock in line. A few are as righteous and pure-hearted as they claim to be; all too many, though, are inflexible zealots who are happy to use their position to quell any kind of dissent or abnormalcy. For these, the fear and paranoia they spread—often with the help of a network of spies and willing informants—is *almost* as bad as what they actually do to the heretics and heterodoxists they manage to catch.

INVESTIGATOR

Medium humanoid (any race), any alignment

Armor Class 12 (leather armor)

Hit Points 31 (7d8)

Speed 30 ft.

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

Saving Throws Int +5

Skills Investigation +8, Perception +4, Persuasion +4, Stealth +4

Senses passive Perception 14

Languages Any two languages

Challenge 1/4 (50 XP)

Alert. The investigator has a +5 bonus on initiative rolls and can't be surprised while it is conscious. When attacking the investigator, other creatures don't gain advantage as a result of being hidden.

Keen Mind. The investigator always knows which way is north and how many hours remain until the next sunrise or sunset, and can accurately remember anything it has seen or heard within the past month.

ACTIONS

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

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

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

Investigators might be found in the employ of the city watch or other law enforcement, or privately hired by patrons for whom the law has fallen short. An investigator's stock-in-trade is the solving of mysteries, whether they involve crime, missing persons, uncovering secret information, or finding hidden treasure—making them a natural fit as either valued allies or worthy antagonists for adventurers.

LOREMASTER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 63 (14d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	10 (+0)	17 (+3)	12 (+1)	18 (+4)

Saving Throws Cha +8

Skills Arcana +11, History +11, Insight +9, Perception +5, Persuasion +8, Religion +7

Senses passive Perception 15

Languages Any four languages

Challenge 4 (1,100 XP)

Bardic Inspiration (4/long or short rest). As a bonus action, the loremaster adds 1d10 to the ability check, saving throw, or attack roll of another creature within 60 feet that can hear it.

Jack-of-All-Trades. The loremaster has +2 on all ability checks that don't already include its proficiency bonus.

Spellcasting. The loremaster is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit). It knows the following bard spells:

Cantrips (at will): *light, mending, message, prestidigitation, shillelagh*

1st level (4 slots): *chromatic orb, comprehend languages, cure wounds, detect magic, identify*

2nd level (3 slots): *augury, detect thoughts, locate object, see invisibility*

3rd level (3 slots): *glyph of warding, magic circle, speak with dead, tongues*

4th level (3 slots): *compulsion, conjure minor elementals, conjure woodland beings, locate creature*

5th level (2 slots): *geas, legend lore, modify memory*

6th level (1 slot): *guards and wards, true seeing*

7th level (1 slot): *etherealness*

ACTIONS

Countercharm. The loremaster grants advantage on all saving throws against being frightened or charmed to all friendly creatures within 30 feet that can hear it.

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) or 3 (1d8-1) bludgeoning damage. With *shillelagh*: +8 to hit, 8 (1d8+4) bludgeoning damage.

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

Light crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/3200 ft., one target. *Hit:* 4 (1d8) piercing damage.

Whether serving as instructors in a college of bardic lore, arcane advisors to lords and princes, or resident sages of wilderness-shrouded towns, **loremasters** are founts of mysterious knowledge and keepers of eldritch secrets. Valued and sought-after for their deep learning, their tendency to collect magical secrets from various traditions makes them formidable spellcasters in their own right as well.

MAGE HUNTER

Medium humanoid (any race), any alignment

Armor Class 16 (chain mail)

Hit Points 55 (10d8+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	11 (+0)	13 (+1)	9 (-1)

Saving Throws Str +4, Wis +3

Skills Arcana +2, Investigation +2, Perception +3, Religion +2

Senses passive Perception 13

Languages Any two languages

Challenge 3 (700 XP)

Iron Will. The mage hunter has advantage on saving throws against being charmed or frightened.

Magic Resistance. The mage hunter has advantage on saving throws against spells cast within 5 feet of it. In addition, when the mage hunter damages a creature that is concentrating on a spell, the creature has disadvantage on the saving throw to maintain concentration.

Spellcasting. The mage hunter is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit). The mage hunter has the following cleric spells prepared:

Cantrips (at will): *guidance, resistance*

1st level (1 slot): *detect magic*

ACTIONS

Multiattack. The mage hunter makes two melee attacks.

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

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) or 7 (1d10+2) slashing damage.

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

REACTIONS

Mage Slayer. When a creature within 5 feet of the mage hunter casts a spell, the mage hunter can make an attack against that creature.

Specialists in tracking and doing battle with spellcasters, **mage hunters** are skilled at evading the effects of hostile spells directed at them. Initiates in divine magic themselves, they may be zealots in the service of a particularly dogmatic faith, or simply mercenaries willing to trade on their natural talents for a fistful of gold.

MASTERMIND

Medium humanoid (any race), any alignment

Armor Class 14 (studded leather armor)

Hit Points 58 (13d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	11 (+0)	18 (+4)	12 (+1)	14 (+2)

Saving Throws Dex +5, Int +6

Skills Deception +8, Insight +4, Investigation +7, Perception +4, Persuasion +8, Stealth +5; thieves' tools

Senses passive Perception 14

Languages Any three languages, plus Thieves' Cant

Challenge 4 (1,100 XP)

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

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

Evasion. When subjected to an effect that calls for a Dexterity saving throw to take half damage, the mastermind takes no damage on a successful save, and half damage on a failed save.

Master of Tactics. The mastermind can use Help as a bonus action, and can use Help to aid an ally in an attack if the ally is within 30 feet and can see and hear the mastermind.

ACTIONS

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

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

Light crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/3200 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

REACTIONS

Uncanny Dodge. When an attacker that the mastermind can see hits it with an attack, the mastermind can use its reaction to halve the attack damage.

Misdirection. The mastermind can redirect an attack aimed at it to hit another creature within 5 feet that is providing it cover.

String-pullers in many of the most notorious thieves' guilds, smuggling rings, and shadowy cabals, **masterminds** direct the operations of the criminal underworld. While many are as wicked and ruthless as their reputations, a few are dedicated to good and just causes, using their skills to fight against corrupt power in defense of those the law has left behind.

MERCHANT

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Insight +3, Persuasion +6

Senses passive Perception 11

Languages Any one language (usually Common)

Challenge 1/8 (25 XP)

Appraisal Expertise. The merchant has advantage on any Intelligence (Investigation), Intelligence (History), or Wisdom (Perception) check to evaluate, appraise, or recall information about a type of goods in which it commonly trades.

ACTIONS

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

Traders, innkeepers, proprietors of taverns and shops, caravan-masters and hawkers of dubious wares—wherever there are goods to sell, there are **merchants** to sell them. They can be found at every level of the social order; the junk peddler, the tavern-master, the courtesan, and the fine art dealer are all merchants, however much their income and clientele may vary.

VARIANT: ARTISAN

Some of the folk engaged in the mercantile trades are specialized more in making goods than selling them—though they still need enough commercial savvy to make a living with their work. For an **artisan**, use the merchant stat block with the following modifications:

Ability Scores Increase Wisdom by 2 to 14 (+2) and reduce Charisma by 2 to 12 (+1).

Skills Insight +4, Persuasion +3, and any one set of artisan's tools at +4

MONK

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

Armor Class 15

Hit Points 27 (5d8+5)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	11 (+0)	14 (+2)	8 (-1)

Saving Throws Dex +5, Wis +4

Skills Insight +4, Religion +2, Stealth +5

Senses passive Perception 12

Languages Any two languages

Challenge 3 (700 XP)

Ki. The monk has 5 ki points it can use to fuel its mystic abilities. It regains its expended ki points following a short or long rest, provided it spends at least 30 minutes in meditation during the rest.

Flurry of Blows. The monk can expend 1 ki point to make two unarmed strikes as a bonus action immediately after making an attack.

Patient Defense. The monk can expend 1 ki point to take Dodge as a bonus action.

Step of the Wind. The monk can expend 1 ki point to take Disengage as a bonus action.

Stunning Strike. When making a successful melee attack, the monk can expend 1 ki point to attempt to stun its opponent. The affected creature must make a successful Constitution saving throw (DC 12) or be stunned until the end of the monk's next turn.

ACTIONS

Multiattack. The monk makes three melee attacks.

Staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) or 7 (1d8+3) bludgeoning damage.

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

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

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

REACTIONS

Slow Fall. The monk reduces any damage it takes from falling by 25 points.

Monks are ascetic masters of martial arts and mystical disciplines. They can be found in the remote temples they call home, or wandering in distant lands where their meditations call them to pilgrimage.

NECROMANCER

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

Armor Class 11 (14 with *mage armor*)

Hit Points 58 (13d8)

Speed 30 ft.

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

Saving Throws Int +6, Wis +4

Skills Arcana +6, Intimidation +5

Damage Resistances necrotic

Senses passive Perception 11

Languages Any four languages

Challenge 5 (1,800 XP)

Undead Thralls. When the necromancer casts *animate dead*, it can target one additional corpse or skeleton.

Spellcasting. The necromancer is a 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit). The necromancer has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *mage hand*, *prestidigitation*, *ray of frost*, *true strike*

1st level (4 slots): *charm person*, *detect magic*, *identify*, *false life*, *mage armor*, *ray of sickness*

2nd level (3 slots): *crown of madness*, *darkness*

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

4th level (3 slots): *blight*

5th level (2 slots): *dominate person*

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

7th level (1 slot): *finger of death*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) or 4 (1d8) bludgeoning damage.

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

Those mages who devote themselves to the magics of death and the undead are known as **necromancers**. Some are exactly what you'd expect—black-robed wizards who lock themselves away in high towers or underground lairs guarded by armies of skeletons. Others are more subtle, secretly practicing their art in busy cities where the rhythms of civic life guarantee them an ongoing supply of subjects. Neither type is to be meddled with lightly.

ORACLE

Medium humanoid (any race), any alignment

Armor Class 10 (13 with *mage armor*)

Hit Points 24 (7d8-7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	11 (+0)	9 (-1)	20 (+5)	15 (+2)	13 (+1)

Saving Throws Int +6, Wis +5

Skills Arcana +6, Insight +6, Perception +5, Performance +4, Persuasion +4

Senses passive Perception 15

Languages Any four languages

Challenge 4 (1,100 XP)

Portent. After each long rest, the oracle rolls 3d20 and can use one of the results to replace any attack roll, saving throw, or ability check made by it or a creature it can see at any time before its next long rest.

Expert Divination. When the oracle casts a divination spell of 2nd level or higher, it regains an expended spell slot of a lower level than the spell cast, up to a maximum of 5th level.

Spellcasting. The oracle is a 17th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit). The oracle has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *message*, *minor illusion*, *prestidigitation*, *true strike*

1st level (4 slots): *comprehend languages*, *disguise self*, *mage armor*

2nd level (3 slots): *detect thoughts*, *levitate*, *locate object*

3rd level (3 slots): *bestow curse*, *clairvoyance*, *suggestion*, *tongues*

4th level (3 slots): *locate creature*

5th level (2 slots): *contact other plane*, *geas*, *legend lore*, *Rary's telepathic bond*, *scrying*

6th level (1 slot): *mass suggestion*, *true seeing*

7th level (1 slot): *project image*

8th level (1 slot): *telepathy*

9th level (1 slot): *foresight*, *weird*

ACTIONS

Staff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) or 3 (1d8-1) bludgeoning damage.

Oracles are mages who have dedicated themselves to the study of divinatory magic, gaining insight into many secrets beyond the ken of other mortals. While their years spent peering into otherworldly veil tend to leave them on the physically frail side, they are not to be trifled with, either; the minds of their enemies are as open a book to them as the mysteries of the planes.

RANGER

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 27 (5d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	12 (+1)	15 (+2)	9 (-1)

Saving Throws Str +4, Dex +4

Skills Medicine +4, Nature +3, Perception +4, Stealth +4, Survival +4

Senses passive Perception 14

Languages Any two languages

Challenge 2 (450 XP)

Natural Explorer. The ranger is particularly at home in one type of terrain. When making a check on an Intelligence or Wisdom skill it is proficient in, the ranger's proficiency bonus is doubled while in this terrain. When traveling alone in its favored terrain, the ranger can move stealthily at its normal pace. In addition, when traveling an hour or more through this terrain, the ranger and any group it travels with aren't slowed by difficult terrain and can't become lost except by magical means. The ranger remains alert to danger in this terrain even when engaged in other activities, finds twice as much food as normal while foraging, and can determine the exact number and size of any creatures it is tracking, as well as how long ago they passed through the area.

Favored Enemy. The ranger is particularly adept at fighting, studying, and tracking one type of non-humanoid creature, or two races of humanoids. The ranger has advantage on Wisdom (Survival) checks to track creatures of this type and on Intelligence checks to recall information about them.

Spellcasting. The ranger is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit). It knows the following ranger spells:

1st level (4 slots): *animal friendship*, *cure wounds*, *goodberry*

2nd level (2 slots): *locate animals or plants*

ACTIONS

Multiattack. The ranger makes two melee attacks or two ranged attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) or 7 (1d10+2) slashing damage.

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

Rangers are wardens of the marches and borderlands between civilization and the dark, chaotic wilderness that threatens it—making them often more at home in the wilds than among the people whose lives they defend. There, they are guides and trackers without peer, and valuable allies to anyone making their way through the wide, unmapped spaces between the civilized world's fragile beacons of light.

ROGUE

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

Armor Class 15 (studded leather armor)

Hit Points 49 (9d8+9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	13 (+1)	10 (+0)	14 (+2)

Saving Throws Dex +6, Int +4

Skills Deception +8, Insight +3, Investigation +4, Perception +3, Persuasion +5, Stealth +9; thieves' tools

Senses passive Perception 13

Languages Any one language (usually Common), plus Thieves' Cant

Challenge 3 (700 XP)

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

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

Second-Story Work. Climbing doesn't cost the rogue extra movement, and it can jump 14 feet with a running jump.

Evasion. When subjected to an effect that calls for a Dexterity saving throw to take half damage, the rogue takes no damage on a successful save, and half damage on a failed save.

ACTIONS

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

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

Light crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/3200 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

REACTIONS

Uncanny Dodge. When an attacker that the rogue can see hits it with an attack, the rogue can use its reaction to halve the attack damage.

It's true that many **rogues** are criminals—and some of those are villains as well. But they're nearly as likely to be rakes, treasure-hunters, or seekers of adventure for its own sake, pursuits where their talents for charm and stealth give them a distinct advantage (if not *exactly* legitimacy). And there are even a few whose natural distrust of authority makes them invaluable allies in the struggle against some despot or fiend.

RULER

Medium humanoid (any race), any alignment

Armor Class 14 (chain shirt)

Hit Points 55 (10d8+10)

Speed 30 ft.

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

Saving Throws Cha +6

Skills History +4, Insight +4, Intimidation +6, Persuasion +6

Senses passive Perception 11

Languages Any two languages

Challenge 2 (450 XP)

ACTIONS

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

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) or 6 (1d10+1) slashing damage.

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

Kings, queens, emperors, princes, archdukes, overlords, and other potentates, **rulers** are those whose hands rest on the realm and on whose heads crowns lie heavy. Whether just and enlightened monarchs or vicious tyrants, they embody a bit of everything the noble class values: warrior, scholar, artist, and diplomat. But any power they hold in their person is but a shadow of the power they represent; for the ruler *is* the realm, and those who oppose them would do well to remember it.

SAILOR

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 16 (3d8+3)

Speed 30 ft.

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

Skills Athletics +3, Perception +2; navigator's tools, vehicles (water)

Senses passive Perception 12

Languages Any one language (usually Common)

Challenge 1/2 (100 XP)

Skilled Climber. Climbing doesn't cost the sailor extra movement.

Tavern Brawler. The sailor is proficient with improvised weapons and unarmed strikes, and can use a bonus action to attempt a grapple after making a successful hit with such an attack.

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6+2) slashing damage.

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

The **sailors** who devote their lives to the sea might be the crew of a trading, military, or exploration vessel, or a band of pirates making their way by preying on other craft. Both sorts are as at home in the rigging as they are on deck, and more than a little inclined to find (or make) trouble during their brief bouts ashore.

SCHOLAR

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	10 (+0)	15 (+2)	11 (+0)	10 (+0)

Skills Any two Intelligence skills +6

Senses passive Perception 10

Languages Any three languages

Challenge 0 (10 XP)

Widely Learned. The scholar gains a +1 on any ability check using an Intelligence skill with which it is not already proficient.

Researcher. When attempting to recall information or lore, if the scholar fails an Intelligence check, it can make a second check at advantage to know where or from whom the information can be obtained.

ACTIONS

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

Even in many feudal societies, the **scholars** who dedicate themselves to the life of the mind are valued citizens for the knowledge they accumulate and preserve. Colleges, abbeys, libraries, and other repositories of dusty learning are their preferred abodes, but every so often one will earn the patronage of a lord or prince who wants the advantage—or prestige—of having a pet academic at court.

SKALD

Medium humanoid (any race), any alignment

Armor Class 17 (chain shirt, shield)

Hit Points 33 (6d8+6)

Speed 30 ft.

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

Saving Throws Cha +6

Skills History +3, Intimidation +9, Performance +9; two musical instruments

Senses passive Perception 11

Languages Any one language (usually Common)

Challenge 4 (1,100 XP)

Bardic Inspiration (3/long or short rest). As a bonus action, the skald adds 1d6 to the ability check, saving throw, or attack roll of another creature within 60 feet that can hear it.

Combat Inspiration. A creature that is aided by the skald's Bardic Inspiration can add the bonus to its weapon attack damage roll, or use a bonus action to add it to its AC against one attack.

Jack-of-All-Trades. The skald has +1 on all ability checks that don't already include its proficiency bonus.

Spellcasting. The skald is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit). It knows the following bard spells:

Cantrips (at will): *blade ward*, *true strike*, *vicious mockery*

1st level (4 slots): *animal friendship*, *charm person*, *healing word*, *heroism*, *longstrider*

2nd level (3 slots): *calm emotions*, *enhance ability*, *hold person*

3rd level (3 slots): *bestow curse*

ACTIONS

Multiattack. The skald makes two melee attacks.

Countercharm. The skald grants advantage on all saving throws against being frightened or charmed to all friendly creatures within 30 feet that can hear it.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) or 6 (1d10+1) slashing damage.

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

The **skald** is the bard of the battlefield, the warrior poet who inspires great deeds by stirring recitation of the sagas of old—along with a bit of enchantment magic. Skalds can be found among berserkers and warriors, singing their companions into battle and composing poems of their great feats afterwards, and even many a barbarian chieftain who would as soon put a spear through a mage as look at one wouldn't think of hefting an axe without a trusted skald at their side.

SMITH

Medium humanoid (any race), any alignment

Armor Class 12 (leather armor)

Hit Points 33 (6d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	11 (+0)	12 (+1)	9 (-1)

Skills Insight +3; smith's tools +4

Senses passive Perception 11

Languages Any one language (usually Common)

Challenge 1 (200 XP)

Will of Iron. The smith has advantage on saving throws against being charmed or frightened.

ACTIONS

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

In some towns and hamlets, the village **smith** is the closest thing the locals will ever see to a worker of real magic—the master artisan who knows the right processes and proportions of earth, air, water, and fire to craft the tools that make any kind of civilized life possible. Nor is that view entirely wrong, as the primal alchemies that smiths command tend to infuse their character with something of the nature of the metal they shape.

STREET URCHIN

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 7 (2d8-2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	9 (-1)	10 (+0)	12 (+1)	9 (-1)

Skills Perception +3, Sleight of Hand +4, Stealth +4, Survival +3

Senses passive Perception 13

Languages Any one language (usually Common)

Challenge 1/2 (100 XP)

Alert. The street urchin has a +5 bonus on initiative rolls and can't be surprised while it is conscious. When attacking the street urchin, other creatures don't gain advantage as a result of being hidden.

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.

Beggars and pickpockets who live by their wits and quick fingers (and the occasional act of charity), **street urchins** occupy the lowest social strata of the urban underworld. They tend to be young, simply because their life expectancy is not terribly high; the few that survive are likely to grow into charlatans or thieves.

SUMMONER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 67 (15d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	18 (+4)	10 (+0)	14 (+2)

Saving Throws Int +7, Wis +3

Skills Arcana +7, Intimidation +5, Persuasion +5, Religion +7

Senses passive Perception 10

Languages Any four languages

Challenge 4 (1,100 XP)

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

Cantrips (at will): *acid splash*, *mage hand*, *poison spray*, *prestidigitation*, *ray of frost*

1st level (4 slots): *find familiar*, *fog cloud*, *mage armor*, *unseen servant*

2nd level (3 slots): *flaming sphere*

3rd level (3 slots): *Leomund's tiny hut*, *magic circle*, *phantom steed*

4th level (3 slots): *conjure minor elementals*, *dimension door*, *Evard's black tentacles*

5th level (2 slots): *conjure elemental*, *hold monster*, *planar binding*

6th level (1 slot): *Drawmij's instant summons*

7th level (1 slot): *etherealness*, *Mordenkainen's magnificent mansion*

8th level (1 slot): *demiplane*, *dominate monster*

ACTIONS

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

Light crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/3200 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Summoners are mages whose focus is on conjuration—of objects and energies, but especially of creatures they can use as servitors and guardians. To that end, they tend to collect in their spellbooks not only the charms and rituals they need to summon their minions, but also the wards and bindings they need to protect themselves from what they've called up.

SWASHBUCKLER

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather armor)

Hit Points 49 (9d8+9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	13 (+1)	10 (+0)	14 (+2)

Saving Throws Dex +6

Skills Acrobatics +9, Deception +5, Insight +3, Perception +3, Persuasion +8, Stealth +6; thieves' tools

Senses passive Perception 13

Languages Any one language (usually Common), plus Thieves' Cant

Challenge 4 (1,100 XP)

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

Fancy Footwork. When the swashbuckler makes a melee attack against a creature, the creature can't make opportunity attacks against the swashbuckler for the rest of the swashbuckler's turn.

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

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

ACTIONS

Multiattack. The swashbuckler makes two melee attacks.

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

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

Light crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/3200 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

ACTIONS

Uncanny Dodge. When an attacker that the swashbuckler can see hits it with an attack, the swashbuckler can use its reaction to halve the attack damage.

Where thieves and rogues do their best work in the shadows, **swashbucklers** shine when they can exercise their charm and panache. Happiest when pressing their luck at outrageous or all-but-impossible feats, their lives—as pirate captains, highwaymen, soldiers of fortune, charismatic revolutionaries, or other thrill-seeking professions—are risky, but never dull.

THIEF

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

Armor Class 14 (leather armor)

Hit Points 13 (3d8)

Speed 30 ft.

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

Saving Throws Dex +5

Skills Acrobatics +5, Deception +2, Perception +2, Sleight of Hand +7, Stealth +7; thieves' tools

Senses passive Perception 12

Languages Any one language (usually Common), plus Thieves' Cant

Challenge 2 (450 XP)

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

Sneak Attack (1/turn). The thief deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Second-Story Work. Climbing doesn't cost the thief extra movement, and it can jump 13 feet with a running jump.

ACTIONS

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

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

Light crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/3200 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

A **thief's** career is based on the liberation of valuable property from someone who probably didn't deserve it anyway. Whether a thief pursues that end as a pickpocket, cutpurse, burglar, back-alley robber, or tomb raider, the required skillset is the same: nimble hands, a silver tongue to fast-talk the authorities, and the ability to silently disappear into the shadows at a moment's notice. In cities large enough to support a sizeable community of thieves, they tend to belong to guilds; but even there, there are always a few solitary holdouts willing to gamble they can evade the powers-that-be if it means keeping a bigger slice of the take.

WARLOCK

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

Armor Class 11 (14 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	10 (+0)	18 (+4)

Saving Throws Wis +3, Cha +7

Skills Arcana +5, Deception +7, Intimidation +7, Persuasion +7

Senses darkvision 120 ft., passive Perception 10

Languages Any three languages

Challenge 4 (1,100 XP)

Dark One's Blessing. When the warlock reduces a hostile creature to 0 hit points, it gains 13 temporary hit points.

Pact of the Tome. Part of the warlock's power is bound into a magical tome called a Book of Shadows. While the warlock's Book of Shadows is on its person, it can cast the following cantrips at will:

chill touch
produce flame
thaumaturgy

In addition, the Book of Shadows contains the following spells that the warlock can cast as rituals:

augury
comprehend languages
contact other plane
identify
phantom steed
unseen servant

Devil's Sight. The warlock's darkvision functions in both magical and normal darkness.

Eldritch Invocations. The warlock can cast the following spells at will, without using a spell slot and without material components:

levitate (self only)
mage armor (self only)
speak with dead

Spellcasting. The warlock is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit). The warlock casts all of its non-cantrip spells using 5th-level spell slots, and recovers all of its used slots after a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *mage hand*, *prestidigitation*
5th level (2 slots): *darkness*, *dimension door*, *enthrall*, *hellish rebuke*, *hex*, *hold monster*, *magic circle*, *scorching ray*, *scrying*, *wall of fire*

ACTIONS

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

Pact-bound to fiendish entities in exchange for their powers, **warlocks** command an impressive array of arcane and supernatural abilities. While more than enough of them are all too happy to further their masters' wills, not all warlocks are outright evil—though the nature of their bargains makes them always susceptible to being bent to evil ends.

WARLORD

Medium humanoid (any race), any alignment

Armor Class 20 (plate armor, shield)

Hit Points 55 (10d8+10)

Speed 30 ft.

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

Saving Throws Str +7, Dex +6

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

Senses passive Perception 15

Languages Any one language (usually Common)

Challenge 10 (5,900 XP)

Inspiring Leader. The warlord can spend 10 minutes inspiring its allies and companions, granting 12 temporary hit points to up to six creatures within 30 feet that can see or hear and understand the warlord. The warlord can include itself in the creatures affected by this feature. A creature can benefit from this feature once per short or long rest.

Second Wind (1/short or long rest). The warlord can use a bonus action to regain 1d10+10 hit points.

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

ACTIONS

Multiattack. The warlord makes two melee attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) or 8 (1d10+3) slashing damage.

Mace. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10+2) piercing damage.

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

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

WARRIOR

Medium humanoid (any race), any alignment

Armor Class 18 (chain mail, shield)

Hit Points 27 (5d8+5)

Speed 30 ft.

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

Saving Throws Str +4

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

Senses passive Perception 10

Languages Any one language (usually Common)

Challenge 4 (1,100 XP)

Second Wind (1/short or long rest). The warrior can use a bonus action to regain 1d10+5 hit points.

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

ACTIONS

Multiattack. The warrior makes two melee or ranged attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) or 7 (1d10+2) slashing damage.

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

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

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

WATCH CAPTAIN

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 44 (8d8+8)

Speed 30 ft.

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

Saving Throws Str +5, Wis +4

Skills Intimidation +3, Investigation +3, Perception +4, Persuasion +3

Senses passive Perception 14

Languages Any one language (usually Common)

Challenge 2 (450 XP)

ACTIONS

Multiattack. The watch captain makes two melee attacks.

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

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

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

The officers of a city watch are usually commanded by one or more **watch captains** who combine the skills of a seasoned soldier, trusted leader, and canny detective. Depending on how much respect is afforded law enforcement in the city, these captains may have influence in other arenas as well, representing another caution to adventurers who are overly cavalier in risking the attention of the local law.

WILD MAGE

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

Armor Class 11 (14 with *mage armor*)

Hit Points 49 (9d8+9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	13 (+1)	9 (-1)	17 (+3)

Saving Throws Con +4, Cha +6

Skills Insight +2, Intimidation +6, Perception +2

Senses passive Perception 12

Languages Any two languages

Challenge 5 (1,800 XP)

Wild Magic. When the wild mage casts a spell of 1st level or higher, roll a D20. A 1 triggers an effect on the Wild Magic Surge table.

Sorcery Points. The wild mage has 9 sorcery points it can use to empower metamagic effects or exchange for spell slots. To gain a spell slot, the wild mage uses a bonus action to expend 2 sorcery points for a 1st-level spell, or slot level + 2 sorcery points for a 2nd-level spell or higher. To gain additional sorcery points, the wild mage uses a bonus action to expend a spell slot and gains additional sorcery points equal to that spell's level. Sorcery points are regained when the wild mage finishes a long rest.

Quickened Spell. The wild mage expends 2 sorcery points to cast a spell with a casting time of 1 action as a bonus action.

Twinned Spell. The wild mage expends a number of sorcery points equal to the spell's level (1 for a cantrip) to target a second creature with a spell that targets a single creature.

Spellcasting. The wild mage is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit). The wild mage knows the following sorcerer spells:

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

1st level (4 slots): *chromatic orb*, *mage armor*, *magic missile*

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

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

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

5th level (1 slot): *wall of stone*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) or 4 (1d8) bludgeoning damage.

Wild mages, imbued with rare gifts as conduits of chaotic mystical energy, don't *study* magic—they *embody* it. Wielders and shapers of phenomenal elemental forces, they generally find the power they command to be well worth the occasional... *unpredictable* side effect.

WISE ONE

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 34 (10d8-10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	9 (-1)	13 (+1)	16 (+3)	13 (+1)

Saving Throws Wis +6

Skills Arcana +4, Insight +6, Intimidation +4, Nature +4, Persuasion +4

Senses passive Perception 11

Languages Any three languages

Challenge 2 (450 XP)

Potent Caster. The wise one adds its Wisdom bonus to the damage from any cantrip.

Spellcasting. The wise one is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit). The wise one has the following cleric spells prepared:

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

1st level (4 slots): *command, detect evil and good, detect magic, healing word, identify, protection from evil and good*

2nd level (3 slots): *augury, calm emotions, locate object, suggestion, zone of truth*

3rd level (3 slots): *bestow curse, clairvoyance, nondetection, remove curse, speak with dead, tongues*

4th level (3 slots): *arcane eye, confusion, divination, locate creature*

5th level (2 slots): *commune, geas, legend lore, scrying*

ACTIONS

Read Thoughts (2/short or long rest). The wise one chooses one creature that it can see within 60 feet, which must then make a successful Wisdom saving throw. On a failed save, the wise one can read the creature's surface thoughts for 1 minute while it is within 60 feet of the wise one. During this time, the wise one can cast *suggestion* on the creature without expending a spell slot; the creature automatically fails its save against this spell, and the other effects of this feature end. A creature that succeeds on the initial save cannot be targeted again until the wise one finishes a long rest.

Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) or 3 (1d8-1) bludgeoning damage.

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

Some communities too small and remote to ever see an actual priest or wizard might be fortunate enough to have a local **wise one** instead—the seer, shaman, soothsayer, or witch doctor who serves as the intermediary between the mundane world and the forces beyond the veil. In addition to their not-inconsiderable magic, wise ones tend to accumulate a great deal of knowledge: of herb lore, of flora and fauna, and especially of the people they serve.

WITCH

Medium humanoid (any race), any alignment

Armor Class 11 (14 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	10 (+0)	18 (+4)	13 (+1)	14 (+2)

Saving Throws Int +7, Wis +4

Skills Arcana +7, Insight +4, Intimidation +5, Medicine +4; herbalism kit

Senses passive Perception 11

Languages Any four languages

Challenge 4 (1,100 XP)

Spellcasting. The witch is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit). The witch has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *chill touch*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *find familiar*, *mage armor*, *witch bolt*

2nd level (3 slots): *detect thoughts*, *suggestion*

3rd level (3 slots): *bestow curse*, *fly*, *glyph of warding*, *remove curse*

4th level (3 slots): *banishment*

5th level (1 slot): *geas*, *scrying*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) or 3 (1d8-1) bludgeoning damage.

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

Though some wizards are foolish enough to dismiss them as “hedge magicians,” **witches** are not to be crossed lightly. More often met in wild or pastoral regions than in cities, they may be solitary practitioners or part of a coven that meets to trade knowledge and news, and may have friends and allies among the local druids. And while it’s true they favor divination and warding spells over flashier magic, those skills are exactly what makes them valuable to those who seek their aid—and terrifying to those they see as enemies.

WIZARD’S APPRENTICE

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	11 (+0)	13 (+1)	9 (-1)	10 (+0)

Saving Throws Int +3

Skills Arcana +3

Senses passive Perception 9

Languages Any two languages

Challenge 0 (10 XP)

Spellcasting. The wizard’s apprentice is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 11, +1 to hit). The wizard’s apprentice has the following wizard spells prepared:

Cantrips (at will): *light*, *mage hand*

1st level (1 slot): *detect magic*

ACTIONS

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

The archetypal **wizard’s apprentice**—the merest initiate into the mysteries of arcane magic—is characterized by a keen and curious mind, a thirst for knowledge, and a remarkable lack of common sense. Those who learn to leverage the first two qualities while avoiding the pitfalls of the third can go on to become great mages. Those who don’t often go on to become... well, *other* things.

DESIGN NOTES

While developing the NPCs in this document, I gave myself two main guidelines: 1) Don't cover ground already sufficiently addressed in the *Monster Manual*; and 2) Follow the MM's lead in making these as "generic" as possible while still giving each one an interesting hook or two. The degree to which I've succeeded in these goals will, I expect, be judged differently by different readers and DMs. That said, it might also be useful, or at least interesting, to lift the veil on some of what I was thinking when I created the characters here.

Spellcasters. Lots of wizard variants represented here, it's true. Partly this is because I wanted to include mages representing at least some of the major schools of wizardry as outlined in the PHB, so we have the **battle mage** (school of evocation), **enchanter** (school of enchantment), **illusionist** (school of illusion), **necromancer** (school of necromancy), **oracle** (school of divination), and **summoner** (school of conjuration). That leaves the abjurer and the transmuter out in the cold for now; perhaps I'll pick those up in a later work (or, even better, someone else might be inspired to develop them). These are presented here at varying levels, which was a bit of a departure from my original intent to make them all 9th-level wizards like the mage; this happened simply because some of what feel like "archetypal" spells for these schools don't show up until higher levels. (I was briefly tempted to make "mage" and "archmage" versions of each of these, but really, this thing is long enough as it is.)

As mentioned in the introduction, the **wizard's apprentice**, **arcane student**, and **adept** are meant to be intermediate stages leading up to the mage (and archmage) in the *Monster Manual*, starting with a character who has nothing more than the Magic Initiate feat and building up their ability scores and powers from there. It's not quite the same progression as a player character might make, but it makes story sense, which I always feel has a leg up on strict adherence to the rules.

And then there's the **witch**, who doesn't fit neatly into the schools of magic above, but represents a sort of alternate path of wizardry, and was built with a vague directive of including the spells that felt sufficiently "witchy" without replicating the druid. Your own sense of this may well depart from mine, of course.

The *somewhat* less refined magic of sorcery gets a showing here with the **dragon sorcerer** and the **wild mage**, representing the two sorcerous origin choices in the PHB. While it's true that there's no particular reason sorcerers *have* to be arcane artillery with an arsenal of devastating evocation spells, that's the direction I went in both cases, for good or ill.

Divine magic is represented here by the **cleric**, **death priest**, **friar**, **healer**, **inquisitor**, and **wise one**. The cleric's an NPC version of the iconic old-school PC cleric, of course. The death priest is a variation on the necromancer using the cleric spell list, and the wise one uses the knowledge domain cleric to combine some features of the witch and the oracle for a slightly more shamanic take on both. The friar, healer, and inquisitor are here to present some variations on the clerical theme that aren't quite the acolyte or priest, and also because they felt like they might make interesting contributions to the right campaign.

I definitely wanted to include some NPC versions of the warlock class, which makes a compelling villain for all the same reasons it's interesting as a PC. The fiendish patron shows up as the **diabolist** and the **warlock**, of course, who can certainly be treated as different steps on the same progression. Cosmic horror fan that I am, I also wanted to include Great Old One patrons at similar levels, represented here as the **eldritch adept** and **eldritch cult leader**. And the archfey patron is included for the **fey witch** and the **faerie disciple** diabolist variant, rounding out a nice gallery of warlocky weirdness. I defaulted to Pact of the Tome for most of these except the fey witch, simply because it resonates thematically for me as a reasonable baseline for this archetype, but you should certainly feel free to rework them if you disagree. Alas, no Pact of the Blade here; another gap to amend at a later time, perhaps.

And lastly, there are the bards. Most of the ones I've included are based on the College of Lore option, and take full advantage of the early Magical Secrets feature to plunder the other spell lists. The **bard** is meant to be a good generic version of the PC class as an NPC (with the **bardic jester** variant veering briefly off into the College of Satire archetype that appeared in *Unearthed Arcana*, because the Wise Fool makes a great supporting character if you can pull it off), while the **loremaster** is a

higher-level variation meant to address the question of who it is exactly that bards receive their training from. The **fortune teller** is a bard too, of course—just one who shares some raw material with the charlatan and who’s raided the cleric spell list for divination magic. And finally there’s the **skald**, lone representative of the College of Valor, because the warrior bard makes a great encounter too.

The Rogues’ Gallery. One of the more obvious omissions from the *Monster Manual* NPC list was the generic **thief**, who certainly feels like the sort of character an adventuring party might run into in the seedier parts of town whether or not they’re roguish types themselves. A notch or two up from this is the **rogue**, who carries on the thief PC archetype to get some of the class’s higher-level abilities. The **mastermind** and **swashbuckler** are NPC versions of those rogue archetypes as well, either of which might make an interesting antagonist (or, for the right party, patron; or even, in some cases, both). Both bards and rogues, I should note, are specific cases where I didn’t let the CR limit the proficiency bonus; both are character types defined at least in part by competence and skillfulness, traits that it seemed a shame to curtail on account of relatively low AC and DPR.

Sword and Fist. Even though the *Monster Manual* already has a nice array of fighter types, I thought a few more to round out the options for the sake of completeness might be nice. The **city watch** assumes that whatever passes for the police force is just a touch more competent and formidable than your standard guard, with a particularly tough **watch captain** to keep them inspired and in line. The **mage hunter** was inspired almost entirely by the Mage Slayer feat, leading me to wonder what sort of character might come by such a talent and what kind of trouble they might cause the PCs. The **monk** and **ranger** are new, of course, and owe an obvious debt to the PC versions without diverging into the archetype paths (though it would be trivially easy to add any of those powers as well). The **warlord** owes a great deal to the banneret fighter archetype, and is, unsurprisingly, the most martially impressive character in the whole bunch. And the **warrior** was meant to be a middle ground between the lowly guard, bandit, or thug and the knight or veteran, while still drawing on a feature or two from the champion fighter’s abilities.

Other Folk. Lots of the “supporting cast” NPCs here used PC backgrounds as a jumping-off point; the **charlatan**,

entertainer, **merchant** (and **artisan**), **sailor**, and **street urchin** are obvious examples of that, though in each case I’ve also given the NPCs some additional benefit from staying with the career path in question instead of wandering off adventuring. The **advisor** came about from realizing that the non-magical wise and learned counselor is an archetype of its own. The **aristocrat**, **governor**, and **ruler** are meant to be three aspects of the upper class not well represented by the noble—the first two being somewhat less skilled and individually imposing, and the third slightly more so. The **expert** is intended to stand in for a type of character 5e doesn’t model particularly well: the person who’s the best around at one specific thing. I’m not entirely satisfied with the way I solved the problem here, but with a little bit of handwaving, it should work well enough. On the other hand, the **scholar** is an intellectual generalist of the type who would have been at home in a monastery, university, or academy in any number of eras. The **investigator** is the type of character that probably could (should?) have been a PC class, patched together here with a couple of useful feats and a sort of handwavey idea of detective-ness. And finally, the **smith** is a character that may seem odd at first glance to single out, until you remember that it’s a career that requires a great deal more physicality and skill than might be expected of your average “commoner,” which is of course why they’ve been considered magicians through much of history.

What got left out. In my notes for the first draft of this project are a handful of characters I didn’t get around to for this version. So there are still gaps in the lineup; the paladin (and antipaladin) are missing from the PC analogues, as are half-casters like the arcane trickster and eldritch knight. I have a half-sketched version of the unholy champion that was going to be the blade-pact warlock here. A few specialized professions got tossed aside, like the dragon slayer—a character that felt like it was encroaching on the PC’s narrative territory the more I thought about it, but maybe I’ll eventually change my mind about that.

The work is not finished, only abandoned. I hope that what’s here brings you, and your game, delight.

DLK

APPENDIX: NPCs BY CHALLENGE RATING

CR 0

Scholar
Wizard's Apprentice

CR 1/8

Advisor
Aristocrat
Entertainer
Expert
Fortune Teller
Governor
Healer
Merchant

CR 1/4

City Watch
Friar
Inquisitor
Investigator

CR 1/2

Charlatan
Sailor
Street Urchin

CR 1

Arcane Student
Bard
Smith

CR 2

Adept
Cleric
Death Priest
Diabolist
Eldritch Adept
Enchanter
Fey Witch

Ranger
Ruler
Thief
Watch Captain
Wise One

CR 3

Eldritch Cult Leader
Illusionist
Mage Hunter
Monk
Rogue

CR 4

Loremaster
Mastermind
Oracle
Skald
Summoner
Swashbuckler
Warlock
Warrior
Witch

CR 5

Dragon Sorcerer
Necromancer
Wild Mage

CR 6

Battle Mage

CR 10

Warlord