ADAPTABLE NPCs II

Another host of NPCs for Dungeon Masters to enrich their games:
Charlatans, Monks, Occultists, Shamans and Warriors; friends & foes alike!
Created for the world's greatest roleplaying game

ADAPTABLE NPCs III

Credits

Publisher: DMs Guild
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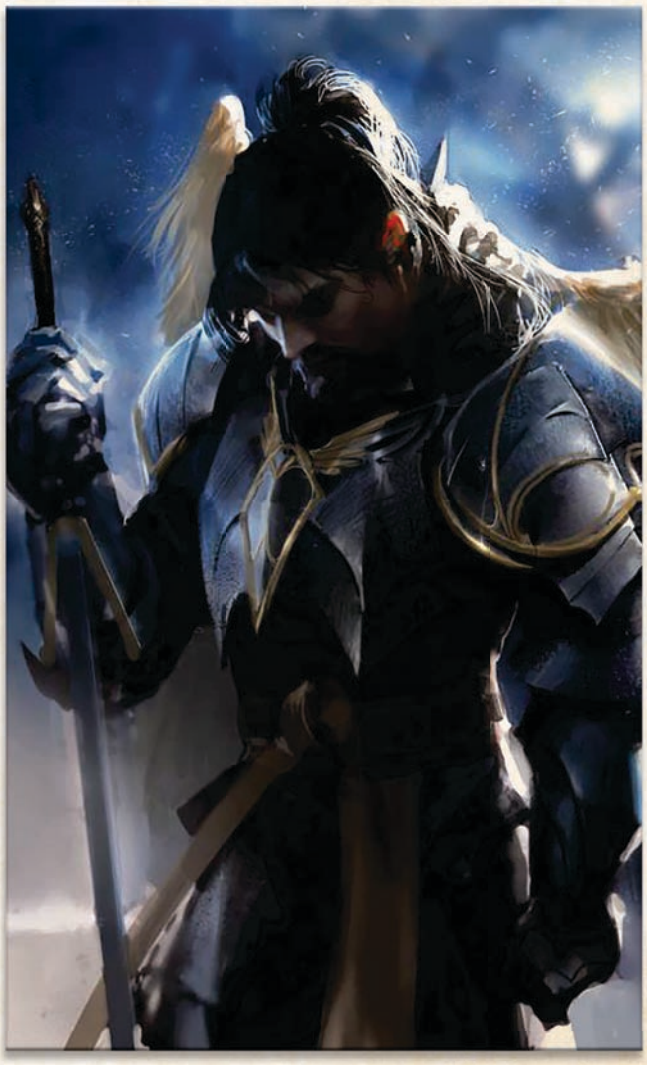
Authors: Jeffrey Fischer, Trevor Armstrong
Editors: Theodore Story, Anthony Rush
Cover Artist: Kingkostas
Interior Artists: Abishai, ArtDeepMind, Dalzell, Delta, Dusint, Kingkostas, Mazzaropi, Nibelwolf, Swietopelk
Cartography: Justin Andrew Mason
Special Thanks: Max Hickson
In Loving Memory: Angelika "Angie" Fischer; *Her love of reading inspired a curious mind and an endless imagination - Love you Mom (JF).*

On the Cover

Kingkostas illustrates the honorbound sacred champion, a selfless warrior ready safeguard the lives of figures foretold to bring greater good into the world.



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About this Product

Adaptable NPCs II is the sequel to the immensely popular, best-selling supplement created for Dungeon Masters running 5th Edition Dungeons & Dragons games. Contained within this book are 110 unique non-player characters that and serve any number of roles in your player's adventures. Much like its predecessor, the ultimate goal of this supplement is to present a repertoire of quest givers and companions that can accompany players on their adventures; being diverse enough to add immersion without introducing unwanted complexity.

However, in book II, we wanted to go above and beyond! You will find more *ambiguous* NPCs; those with goals that might cause the party to question not only the quest giver, but themselves as well, as they go on a pressing quest.

Additionally, twelve short quest hooks with detailed maps (both DM & Player versions) have been included at the end of this book. Dubbed Pathways to Adventure, these short adventures serve to give Dungeon Masters a resource to introduce many Adaptable NPCs to their players in unique ways. Alternatively, the battle maps can serve as standalone assets, usable in any manner a Dungeon Master can imagine. Printable versions have been included as an additional download with purchase of this supplement: extremely detailed, fully printable, and ready for your players!

GrimPress

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Adaptable Non-Player Characters

Do your players seek the guidance of expedition leader to guide them through a hospitable wasteland, or maybe the services of a boisterous burglar with a tale of loot too good to ignore? The NPCs found within this supplement are a mix of various alignments and motivations but be certain that more than a few will be suitable for inclusion as plot drivers for any type of campaign you are running. These NPCs can be used as traditional non-player characters by the dungeon masters or controlled by your players as mercenaries for hire. Alternatively, DMs may wish to run these NPCs as adventuring companions, accompanying your players for a short time.

Adaptable NPCs by Challenge Rating

CR 1/8
The Conscript
The Devout Parishioner
The Lady of the Court
The Steadholder
The Wasteland Nomad

CR 1/4
The Deserter
The Gnomish Inventor
The Visage

CR 1/2
The Aging Hero
The Bungling Burglar
The Dragon Whisperer
The Enlightened Pilgrim
The Lake Spirit
The Rotting Soldier
The Wayfaring Sage
The Withered Hound

CR 1
The Avaricious Sellsword
The Cursed Footman
The Disciple of the Raven
The Expedition Leader
The Lost Tribesman
The Spectral Visitor
The Vagabond
The Weresparrow

CR 2
The Barbarian Pathfinder
The Fairy Trickster
The Forest Mystic
The Herbalist
The Legionnaire
The Ronin
The Shepherd
The Soldier of Fortune
The Unsettled Veteran
The Wanderer of the Sea

CR 3
The Arbitrator
The Corpse Collector
The Demonic Envoy
The Eagle Rider
The Frozen Disciple
The Gamekeeper
The Matriarch
The Reaver
The Werebat

CR 4
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The Eschewed Tribesman
The Executioner
The Hellion
The Immolation Archer
The Mountain Hag
The Satyr Guardian
The Sigil Prophet
The Soaring Druid

CR 5
The Blood Sorcerer
The Centaur Captain
The Enslaved Drake
The Hollowed Soul
The Pietistic Syndicate
The Rowdy Seafarer
The Savannah Master
The Untamed Monstrosity

CR 6
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The Depraved Queen
The Frigid Abysswalker
The Knight of Valor
The Master Illusionist
The Orcish Warlord
The Vengeful Chosen

CR 7
The Bringer of Mercy
The Chained Demon
The Gloom Stalker
The Plague Bearer
The Priestess of the Deep
The Umbral Howler
The Wild Mage

CR 8
The Aphotic Knight
The Death Whisperer
The Hexblade Warlock
The Twilight Druid
The Wild Master
The Wind Elemental

CR 9
The Amethyst Knight
The Dignitary
The Undying Warlock
The Vampire Seductress

CR 10
The Dhampir
The Grave Knight
The Stormknight
The Wrathful Monk
The Wyvern Rider

CR 11
The Dark Overlord
The Drow Scourge
The Melancholy Golem
The Rune Knight

CR12
The Celestial Messenger
The Corrupted Djinni
The Earthen Construct
The Everbound Revenant
The Vitriolic Serpent

CR 13
The Dark Rider
The Oathbreaker
The Seraphim Warrior

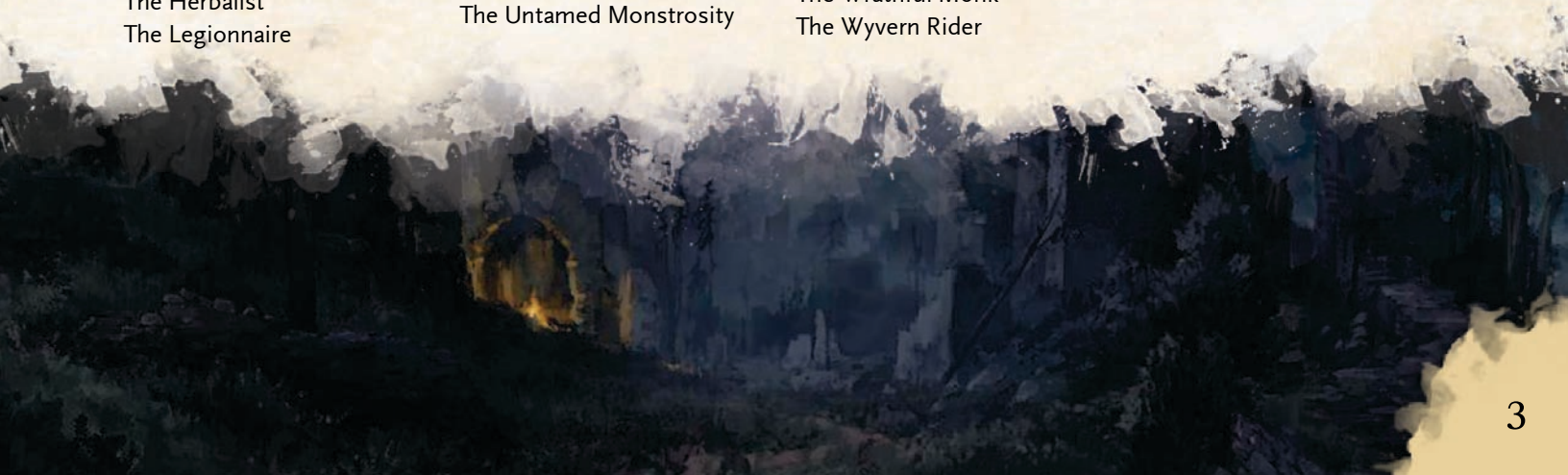
CR 14
The Buer Warrior
The Frozen Wight
The Lord of the Sky
The Sacred Champion

CR 15
The Empyrean Guardian
The Knight of Hell

CR 16
The Mage Hunter

CR 17
The Benevolent Deity

CR 18
The Tethered Archfiend



The Aging Hero

Very few adventurers live long enough to see the latter years in life, which instills distinction on those who do; aging heroes become well respected members of their communities as a result. However, there are times when this appreciation may work as a detriment, for in times of desperation, these worn heroes are asked to come out of retirement to complete one last quest mayhap at the behest of a beloved family member or the dying request of a boon companion. Whatever the reason, an aging hero is unlikely to turn down any plea that allows them to relive past glory and aid those in need.

Withered Body, Sharpened Wits. The aging hero may have a body well past its prime, but their wits have been sharpened through time, study, and reflection of past adventures. A keen observer of people and ever the student of war with a lifetime's worth of experience, these warriors still bear their tattered remnants of arms and armor from past exploits. The aging hero has perhaps one final adventure left.

Aging Hero

Medium humanoid (any race), any alignment

Armor Class 11 (padded, shield)
Hit Points 44 (8d8 + 8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	7 (-2)	12 (+1)	15 (+2)	17 (+3)	16 (+3)

Skills History +4, Survival +5
Senses passive Perception 13
Languages any three languages
Challenge 1/2 (100 XP)

Martial Advantage (1/Turn). The aging hero can deal an extra 3 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the aging hero that isn't incapacitated.

Spurring Command (3/Day). As a bonus action, the aging hero can motivate nearby companions. Once within the next minute, creatures of the aging hero's choosing within 30 feet that can hear it make their next ability check with advantage.

Warrior's Intuition. The aging hero adds its Wisdom modifier to attack and damage rolls (included below).

Actions

Multiattack. The aging hero makes two spear attacks.

Spear. *Melee or Ranged Weapon Attack*: +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 4 (1d6 + 1) piercing damage.

The Amethyst Knight

Denizens of the sunless depths beneath the earth are enigmatic to surface dwellers. One of the most fearsome of these deep dwellers is the deep dragon, a sinuous drake adapted to living and hunting in total darkness. These clever and manipulative creatures revel in dominating and subjugating lesser beings. Uncharacteristically, rare occurrences have led these dragons to form a bond with the strongest of their subjects, bringing them into a special regiment and granting them gifts for their servitude. Those *fortunate* enough become known as amethyst knights.

Domination of the Deep. The potent mental abilities of deep dragons are capable of manipulating even the strongest willed of creatures. It is uncertain if the amethyst knights are willing allies once they are granted their powers, or merely remain pawns under the continual control of their draconic overlords.

Senses of the Underdark. Amethyst knights possess keen senses, bestowed on them by the deep dragons themselves. They are able to see in the pitch black of the depths and can hear even the smallest creature scurrying about. It is neigh impossible to catch one of these knights unaware, with some rumors abounding of seer-like powers.

Spell Immunity. The powerful energies of the deep dragon have been passed on to the amethyst knight, albeit in a limited form. As a result, an amethyst knight is unaffected by lesser spells, with only potent arcane forces are capable of breaching its defenses.

Amethyst Knight

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

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	19 (+4)	9 (-1)	16 (+3)	15 (+2)

Saving Throws Con +8, Wis +7
Skills Perception +7, Survival +7
Damage Immunities psychic
Senses blindsight 60 ft., passive Perception 17
Languages Common, Draconic, Undercommon
Challenge 9 (5,000 XP)

Imbued Weapon. The amethyst knight's weapon attacks are magical. When it hits with any weapon, the weapon deals an extra 3 (1d6) psychic damage (included in the weapon attack below).

Light Sensitivity. While in bright light, the amethyst knight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Magical Defiance. If the amethyst knight is the target of a 2nd level spell or lower, it is not affected by the spell unless it chooses to be.

Underground Dweller. When the amethyst knight is in an underground terrain, it has advantage on Wisdom (Perception) checks.

Actions

Multiattack. The amethyst knight makes three greatsword attacks.

Greatsword. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 11 (2d6 + 4) slashing damage, plus 3 (1d6) psychic damage.

Breath Weapon (Recharge 5–6). The visage of a purple dragon manifests above the knight's head and exhales energy in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 55 (10d10) psychic damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Move. The amethyst knight moves up to half its speed.

Attack. The amethyst knight makes one attack with its greatsword.

Breath Weapon (Costs 3 Actions). The amethyst knight uses its breath weapon if it is available.

The Aphotic Knight

Cloaked by the depths of midnight, these knights have mastered the darkness. Found in the deepest deserted crypts and catacombs, the only thing visible to those who encounter the darkened creatures are their ominous glowing red eyes. These heavily armored undead foes are relentless; never tiring in their pursuit of those who have desecrated their crypts.

Foreboding Blade. In stark contract of their lightless presence, these knights are able to ignite their blades in furious flame fueled by their sheer hatred of the living. While many undead fear fire, these horrors have made it theirs to command.

Master of Darkness. The aphotic knight is the master of black and wields unnatural mastery over the dark. Those few who have survived their encounters speak of an aura of impenetrable night, cut only by fierce glowing eyes and blazing blade.

Undead Nature. An aphotic knight doesn't require air, food, drink, or sleep.

Aphotic Knight

Medium undead, lawful evil

Armor Class 17 (breastplate, shield)
Hit Points 153 (18d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	10 (0)	12 (+1)	17 (+3)

Skills Deception +6, Intimidation +6, Perception +7, Stealth +4
Damage Immunities fire, necrotic, poison
Condition Immunities exhaustion, poisoned
Senses blindsight 60 ft., passive Perception 17
Languages the languages it knew in life
Challenge 8 (3,900 XP)

Darkness Incarnate. The aphotic knight is shrouded by magical darkness out to a range of 30 feet. The aphotic knight can see normally in darkness, both magical and nonmagical, to a distance of 60 feet.

Innate Spellcasting. The aphotic knight's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *darkness, flaming sphere*

3/day: *misty step*

1/day: *mislead*

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

Actions

Multiattack. The aphotic knight makes three longsword attacks.

Longsword. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 8 (1d8 + 4) slashing damage, plus 7 (2d6) fire damage.

Arbitrator

Medium humanoid (any race), any alignment

Armor Class 15 (breast plate)
Hit Points 110 (20d8 + 20)
Speed 30 ft.

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

Saving Throws Wis +5, Cha +4
Skills History +4, Insight +5, Perception +5, Persuasion +4, Religion +4
Senses passive Perception 15
Languages Common plus any three languages
Challenge 3 (700 XP)

Calming Presence. Creatures within 30 feet of the arbitrator have advantage on saving throws made against being frightened.

Persuasive Negotiator. The arbitrator has advantage on all Charisma (Persuasion) checks made while negotiating with creatures of lawful alignment.

Innate Spellcasting. The arbitrator's spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *guidance, thaumaturgy*

3/day: *detect evil and good, sanctuary*

1/day: *zone of truth*

Actions

Multiattack. The arbitrator makes three mace attacks.

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

Raise Standard (Recharge 6). Up to 3 creatures of the arbitrator's choosing within 60 feet that can see the arbitrator can use its reaction to make a weapon attack against a target within range.

The Arbitrator

At times when tensions are high and conflict seems inevitable, an arbitrator may be hired by parties interested in avoiding open war at all cost. These skilled negotiators may be hired to resolve issues such as land disputes between tribes or fiefdoms, to settle matters of ancestral ownership, or address inheritance issues of nobility. As a trained and skillful negotiator and diplomat, arbitrators are highly knowledgeable about the laws of the realm. The arbitrator is often backed by higher nobility who see little profit in war between their subjects, and their decrees are recognized as law once a final decision has been made.

Calm under Pressure. The arbitrator is the embodiment of calm and collected reason, coming across as thoughtful and measured in both word and action. Even in the most heated of arguments and disputes, the arbitrator remains tranquil under pressure and able to see the reasoning behind the claims of opposing parties. However, at times a more forceful if measured approach may be required to ensure opposing parties see the light of reason.

Master of Culture. Keen observers of human nature, the arbitrator is adept at interpreting the intentions of others. It is observant of the body language of others, knowledgeable of many different cultures and their customs and rituals and is able to converse in many languages.

The Avaricious Sellsword

Sellswords are found in every corner of civilization, providing their services to the highest bidder whose coin is good. They are often wanderers, travelling to whatever region of strife may offer employment and perhaps a share of the spoils of war. Sellswords are ruthless and bear loyalty only so long as there is profit to be had, acting only in their own self interest. Remaining loyal up to the point that the first sign of battle going against them, they may abandon their employers; sellswords should be trusted only insomuch that they will follow wherever the coin is.

Self Preservation. Despite selling their services to the highest bidder, sellswords are no fools. Should things go against them they will employ any manner of dirty tricks without hesitation. They have no sense of honor, except toward fattening their coin purse.

Avaricious Sellsword

Medium humanoid (any race), any chaotic alignment

Armor Class 16 (breastplate)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

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

Skills Deception +3, Persuasion +3, Survival +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1 (200 XP)

Cheat Death. When the sellsword is reduced to 0 hit points but not killed outright, it can drop to 1 hit point instead. The sellsword can't use this feature again until it finishes a long rest.

Dirty Fighting (1/Turn). The sellsword 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 ft. of an ally of the sellsword that isn't incapacitated and the sellsword doesn't have disadvantage on the attack roll.

Perpetually Ready. The sellsword gains advantage on initiative rolls.

Silver Tongue. The sellsword has advantage on Charisma (Deception, Intimidation, or Persuasion) checks when bartering for payment.

Actions

Multiattack. The sellsword makes two handaxe attacks.

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

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

Reactions

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

Barbarian Pathfinder

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (hide)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

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

Saving Throws Con +5, Wis +3
Skills Intimidation +4, Nature +2, Survival +5
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 2 (450 XP)

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

Survivalist: The barbarian pathfinder makes Wisdom (Survival) checks with advantage. It is also able to forage for enough food to feed itself and up to three additional creatures per day.

Wary Hermit: The barbarian pathfinder is naturally suspicious of foreigners and outsiders. A creature interacting with the barbarian pathfinder has disadvantage on Charisma (Deception, Intimidation, and Persuasion) checks.

Actions

Multiattack. The barbarian pathfinder makes two greatsword attacks.

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

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

Reactions

Domination over Wildlife. When a beast targets the barbarian pathfinder with an attack, the barbarian pathfinder can make one weapon attack against that creature. The barbarian pathfinder's attack triggers after the creature hits or misses.

The Barbarian Pathfinder

While many consider members of barbarian tribes primitive and uncivilized, this is a stereotype many barbarians encourage to keep outsiders away and catch foes unaware. Often, they follow shamanistic teachings that emphasize a close bond with nature. Barbarian pathfinders are nomadic members of these tribes and have adapted to a nomadic lifestyle in environments with scarce resources. They are superb hunters, trappers, and guides, able to eke out a meager existence while ranging afar. At times they will serve as guides to the infrequent travellers they come across, or act as emissaries to nearby clans and settlements with the aim to trade for goods useful in the barbarian's plight for survival.

Wandering Naturalist. Due to the harsh environment in which they live, the barbarian pathfinder is an expert hunter, tracker, and trapper. They are comfortable with surviving in harsh conditions and may not see another friendly being for days if not weeks. They possess an intimate knowledge of the wild, having survived the harshest of conditions, and can find food and shelter in the most barren of lands.

The Benevolent Deity

For all but a few, the will of the gods is shrouded in mystery. But a few mortals, perhaps the most pious and devout followers may commune with and even be answered by a benevolent deity. These beings of immense power usually remain aloof from the struggles and everyday existence of the mortal realm, choosing instead to allow existence to proceed with perhaps just a bit of their subtle influence. The powers of the benevolent deity knows no limit, and none will ever speak to them with less than the deepest of respect as they will tolerate nothing but the utmost reverence.

Guidance from the Gods. The benevolent deity may grant boons or requests to their most faithful servants, or provide wise counsel should their followers offer sufficient justification. They will refrain from direct interference, however, lest catastrophic conflict between godlike powers be the result of their meddling.

Benevolent Deity

Huge celestial, any good alignment

Armor Class 18 (natural armor)
Hit Points 237 (25d12 + 75)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	17 (+3)	19 (+4)	17 (+3)

Saving Throws Int +9, Wis +10, Cha +9
Skills History +9, Perception +10, Persuasion +9, Religion +15
Damage Resistances psychic
Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons
Senses truesight 120 ft., passive Perception 20
Condition Immunities charmed, exhausted, frightened, poisoned
Languages all, telepathy 120 ft.
Challenge 17 (18,000 XP)

Spellcasting. The benevolent deity is an 18th-level spellcaster. The benevolent deity's spellcasting ability is Wisdom (spell save DC 18, + 10 to hit with spell attacks). The benevolent deity has the following spells prepared, which it can cast without material components:

Cantrips (at will): *guidance, light, spare the dying, thaumaturgy, word of radiance*

1st level (4 slots): *bless, ceremony, cure wounds, detect evil or good, divine favor, protection from evil and good, sanctuary*

2nd level (3 slots): *aid, alter form, augury, lesser restoration, prayer of healing, warding bond, zone of truth*

3rd level (3 slots): *aura of vitality, clairvoyance, magic circle, mass healing word*

4th level (3 slots): *aura of life, aura of purity, banishment, death ward, divination, freedom of movement, guardian of faith*

5th level (3 slots): *banishing smite, commune, dispel evil and good, greater restoration, legend lore, mass cure wounds*

6th level (1 slot): *find the path, forbiddance, heroes' feast, true seeing*

7th level (1 slot): *plane shift, resurrection*

8th level (1 slot): *control weather, holy aura*

9th level (1 slot): *gate, true resurrection*

Actions

Divine Radiance. The benevolent deity directs a beam of pure holy energy at a creature it can see within 120 feet. The target must make a DC 19 Wisdom saving throw, taking 88 (16d10) radiant damage on a failed save or half damage on a successful save. The saving throw is made with disadvantage if the target is of evil alignment.

Legendary Actions

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

Holy Direction: The benevolent deity bolters a nearby creature of its choice within 60 feet of it that it can see. The creature has advantage on the next attack roll it makes within 1 minute.

Dispel Magic (2 actions): The benevolent deity casts *dispel magic*, which does not consume a spell slot.

Holy Missive (3 actions): The benevolent deity utters a message of power. A creature of evil alignment within 30 feet that can hear the benevolent deity must succeed on a DC 19 Wisdom save or be frightened until the end of its next turn.

The Blood Sorcerer

The study of the vital fluids is critical to understanding the ebbs and flows of life. Many healers study the ebbs, flows, and afflictions to blood, lymph, and other bodily humors to best treat their patients. Some practitioners of the arcane arts choose instead to focus their study to only blood, and through this learning have become able to subtly manipulate it through arcane means. The blood sorcerer is one such magic user, able to diagnose virulent diseases and blood-affecting toxins. The most studious of these sorcerers are able to peer into the past memories and deeds of one whose blood is being examined.

Boiling Blood. Not all of the blood sorcerer's abilities are benign. Should they be angered they are capable of boiling the blood of a creature within its veins, hemorrhaging its blood vessels or siphoning the life force out of a creature to empower their own abilities.

Thirst for Blood. Nor are all blood sorcerer's themselves benevolent. Some may be corrupted by a desire to understand the nature of life at a deeper level and have developed a thirst for blood. While not vampiric in nature, these individuals have refined their ability to manipulate blood magic for malevolent and selfish means.

Blood Sorcerer

Medium humanoid (any race), any alignment

Armor Class 13 (15 with mage armor)
Hit Points 121 (22d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	15 (+2)	14 (+2)	16 (+3)

Saving Throws Int +5, Cha +6
Skills Arcana +5, Investigation +5, Medicine +5
Damage Resistances necrotic
Senses passive Perception 12
Languages Common plus any two other languages
Challenge 5 (1,800 XP)

Blood Memory: If the blood sorcerer has tasted the blood of a creature, it can peer into the memories of the creature. Additionally, the blood sorcerer has advantage on Charisma (Deception, Intimidation, and Persuasion) checks made when interacting with the creature.

Spellcasting. The blood sorcerer is an 11th-level spellcaster. The blood sorcerer's spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The blood sorcerer has the following spells prepared:

Cantrips (at will): *acid splash, friends, mage hand, mending, resistance, spare the dying*

1st level (4 slots): *cure wounds, detect poison, mage armor*

2nd level (3 slots): *lesser restoration, protection from poison*

3rd level (3 slots): *life transference, revivify*

4th level (3 slots): *death ward, private sanctum*

5th level (2 slots): *contagion, danse macabre*

6th level (1 slot): *create homunculus*

Treat Poison (3/Day). As a bonus action, the blood sorcerer can cure a creature that is poisoned, removing the condition.

Actions

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

Sanguis Siphon. *Ranged Spell Attack*: +6 to hit, range 60 ft., one target. *Hit*: 13 (3d8) necrotic damage. The blood sorcerer is healed for half of the necrotic damage done.

Blood Boil (1/Day). The blood sorcerer selects up to 3 creatures it can see within 30 feet of it. A creature must succeed on a DC 14 Constitution saving throw or take 16 (3d10) necrotic damage.

The Bringer of Mercy

At times, death is not to be feared, but welcomed. It comes for us all and discriminates against no one. Bringers of mercy, or more commonly shortened to simply bringers, are the embodiment of this ethos: a the vessel from which death can grant a final release. They travel throughout the realm, offering painless release to those whose who wish it, or relentlessly pursuing those who have cheated a trip into the afterlife. Bringers feel no remorse, pity, sympathy or anger. They are incorruptible, making those who have observed their mysterious nature question if they are mortal, or possibly something otherworldly; it would seem that fate is not without a sense of humor, as both are incorrect.

Final Release. Bringers of mercy offer a final release for unending slumber. Those whose lives have been ended by the bringer cannot be raised either by divine influence nor malevolent magics.

Servant of Death. As a servants to the afterlife, bringers relentlessly pursue those who have cheated death without remorse. Lurking from the shadows that sustain their powers, they are unwavering when delivering the fate that has been foretold.

Undead Nature. A bringer of mercy doesn't require air, food, drink, or sleep.

Bringer of Mercy

Medium undead (any race), true neutral

Armor Class 15 (studded leather)
Hit Points 169 (26d8 + 52)
Speed 30 ft.

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

Saving Throws Dex +6, Wis +6
Skills History +6, Investigation +6, Perception +6, Stealth +6
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities necrotic, poison
Senses passive Perception 16
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Languages all languages
Challenge 7 (2,900 XP)

Ethereal Awareness. The bringer of mercy can see ethereal creatures and objects.

Final Release. A creature killed by the bringer of mercy can't be returned to life or be animated as an undead creature by any means short of a *wish* spell.

From the Shadows. While in dim light or darkness, the bringer of mercy can use a bonus action to become invisible, along with anything it is wearing or carrying. The invisibility lasts until the bringer of mercy uses a bonus action to end it or until the bringer of mercy attacks, is in bright light, or is incapacitated.

Spellcasting. The bringer of mercy is a 14th-level spellcaster. The bringer of mercy's spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The bringer of mercy has the following spells prepared:

Cantrips (at will): *blade ward, mage hand, spare the dying, toll the dead, word of radiance*

1st level (4 slots): *compelled duel, disguise self, wrathful smite*

2nd level (3 slots): *detect thoughts, misty step, zone of truth*

3rd level (3 slots): *fear, nondetection, speak with dead*

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

5th level (2 slots): *commune, dispel evil and good*

6th level (1 slot): *blade barrier, wind walk*

7th level (1 slot): *temple of the gods*

Actions

Multiattack. The bringer of mercy makes three scythe attacks.

Scythe. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit*: 15 (2d10 + 4) necrotic damage.

Painless Death. The bringer of mercy touches a creature. If the creature is willing, it dies.

Final Reaping (1/Day). The bringer of mercy swings its reaper's scythe in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

Buer Warrior

Large demon, chaotic evil

Armor Class 18 (natural armor)
Hit Points 212 (25d10 + 75)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	17 (+3)	11 (+0)	14 (+2)	16 (+3)

Saving Throws Str +9, Dex +9, Con +8, Wis +7
Skills Acrobatics +9, Athletics +9, Intimidation +13
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire, poison
Senses passive Perception 12
Condition Immunities charmed, exhausted, frightened, poisoned
Languages Abyssal, Infernal, and any two additional languages
Challenge 14 (11,500 XP)

Fearsome Presence. Any creature that starts its turn within 30 feet of the buer warrior has disadvantage on saving throws until the start of that creature's next turn.

Innate Spellcasting. The buer warrior's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can cast the following spells innately:

At will: *blur, fear, hellish rebuke*

3/day each: *haste, summon lesser demon*

1/day: *blade barrier*

Master of Demons. Any demon that start's its turn within 30 feet of the buer warrior that can see and hear the buer warrior adds an additional 5 (2d4) to damage rolls it makes that turn.

Actions

Multiattack. The buer warrior makes eight longsword attacks.

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

Reactions

Defensive Stance. When the buer warrior is targeted by an attack that would hit, it begins to move its blades with an untold mastery. Until the start of its next turn, it has a +2 bonus to AC, including against the triggering attack.

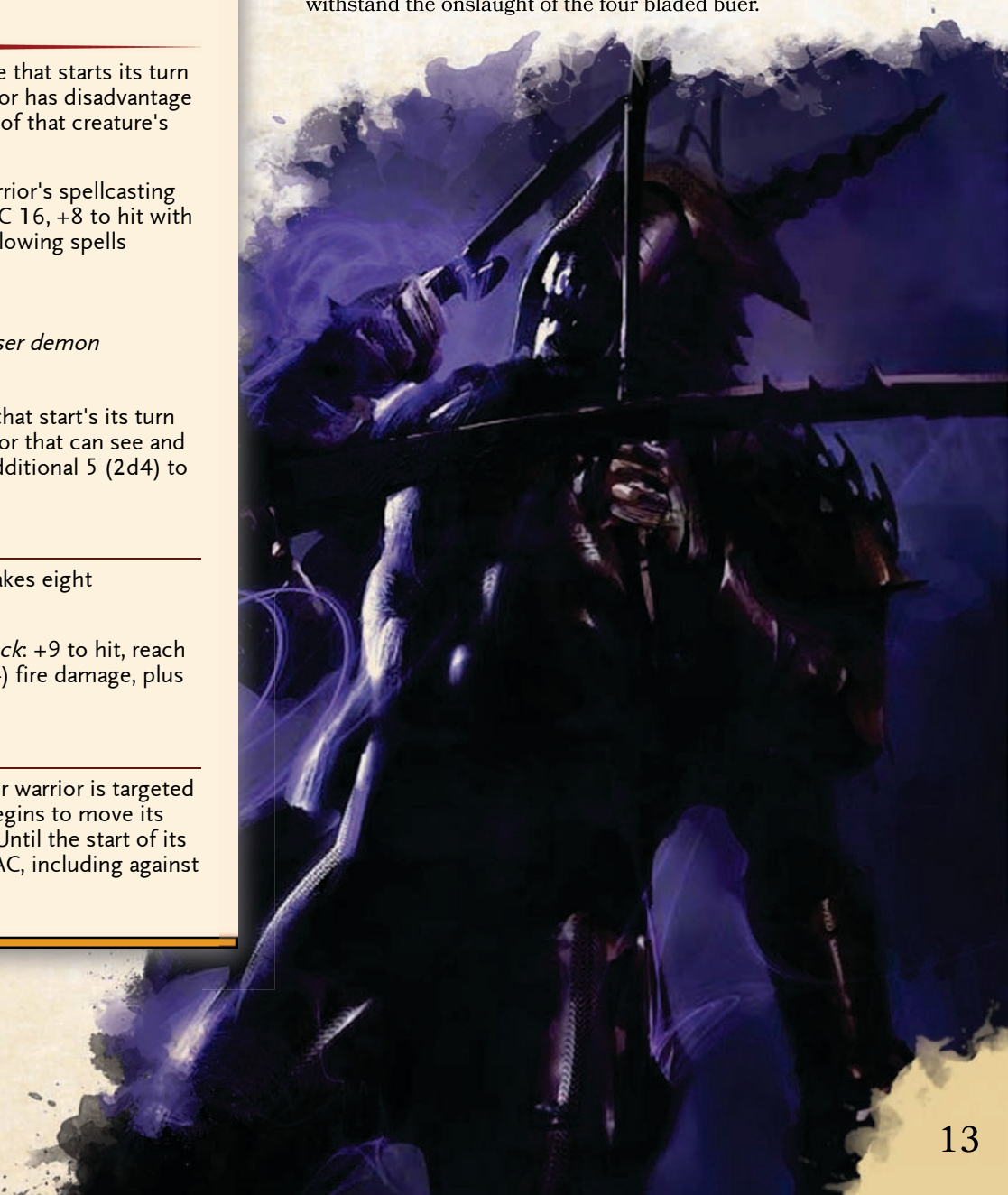
The Buer Warrior

Shrouded in whispered myth and legend, the buer warrior is a ferocious leader from the abyss. Commanding legions of demonic forces, the buer warrior is only referred to in vile grimoires as a fearsome soldier, instilling fear throughout the ranks of allies and foes alike.

It is said that these cunning and ruthless demons have sacrificed countless lesser demons with little regard to prove their dominance. Those who have challenged the command of a buer warrior typically meet gruesome fates at the hands of these four-armed champions; so skilled with their demonic blades that a buer warrior can carve the flesh from an opponent before their attacker's lifeless corpse hits the ground.

Domineering Demons. Lesser demons in the presence of the buer warrior are intimidated by its ferocity, and seek to win favor by attacking with reckless abandon in an attempt to win the approval of their merciless master.

Master of the Four Blades. The buer warrior is immensely skilled in combat, wielding four blades carved with demonic etchings denoting his epic prowess in combat. Only the bravest and most powerful of warriors can withstand the onslaught of the four bladed buer.



The Bungling Burglar

Not all thieves are cunning, or even competent. It seems for every charming rogue capable of opening the best designed locks, there is a burly and gruff conman boasting of ludicrous exploits.

Despite their bold and animated demeanor, the bungling burglar lacks the wits to disarm clever traps or open complex locks. The outspoken nature of the bungling burglar demonstrates a lack of tact and subtlety. Often deep in a tankard, they are is quick to argue, boisterous in nature, and certainly not the kind of character one might pick as their first choice for carrying out a complex heist.

Eager for Work. Frequent patrons of local watering holes, the bungling burglar is ever eavesdropping on the fresh faces in town. They are quick to introduce themselves should the conversation sound like that of a celebration of past exploits, and quicker yet to offer up propositions for new profitable adventures.

Inept Hands, Coercive Tongue. While amateurish in their abilities with thick-fingered hands seemingly ill-suited to burglary, the bungling burglar always seems to know some simpleton in possession of a valuable item that can be "obtained" with "very little effort". However, the bungling burglar's oddly missing fingers might be a tell-tale sign that it is not a great judge of character.

Bungling Burglar

Medium humanoid (any race), any chaotic alignment

Armor Class 11 (studded leather)
Hit Points 49 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	12 (+1)	12 (+1)	7 (-2)	14 (+2)

Saving Throws Dex +1
Skills Acrobatics +1, Deception +4, Persuasion +6, Sleight of Hand +1
Senses passive Perception 8
Languages Thieves' Cant plus any two languages
Challenge 1/2 (100 XP)

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

Unlucky. When the burglar makes an ability check or saving throw, it must do so with disadvantage. If the burglar fails the check or save, it loses its remaining movement speed for that turn.

Actions

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

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

The Celestial Messenger

Powerful beings sent to the mortal planes by the gods themselves, celestial messengers are powerful divine beings that seek to influence mortals in the direction of their benefactors. They may be harbingers of doom, bringing dire warnings of cataclysmic events, or more benign messengers sent to subtly guide mortals at the behest of greater powers. They may rain down the wrath of those who sent them, or remain aloof from the conflicts of mortals while providing interpretation of holy scripts.

Subtle Influencer. The machinations of higher powers are beyond the understanding of mere mortals. Subsequently, celestial messengers often prefer to influence indirectly, aiding in ways that allow their deity's goals to remain obscure. However, in times of need, they may feel the need to reveal themselves when subtlety is no longer an option.

Divine Power. The celestial messenger has divine powers, granted by the gods themselves. Their wrath is terrible to behold should they be offended by mere mortals, and they will smite their enemies should the offense be great enough.

Immortal Nature. A celestial messenger doesn't require food, drink, or sleep.

Celestial Messenger

Medium celestial, lawful good (75%) or lawful neutral (25%)

Armor Class 15 (natural armor)
Hit Points 135 (18d8 + 54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	16 (+3)	15 (+2)	17 (+3)	20 (+5)

Saving Throws Con +7, Wis +7, Cha +9
Skills Insight +7, Intimidation +9, Persuasion +9, Religion +6
Damage Immunities radiant
Condition Immunities charmed, frightened
Senses passive Perception 12
Languages Celestial, Common
Challenge 12 (8,400 XP)

Angelic Weapons. The celestial messenger's weapon attacks are magical. When the celestial messenger hits with any weapon, the weapon deals an extra 12 (5d4) radiant damage (included in the attack).

Spellcasting. The celestial messenger is an 17th-level spellcaster. The celestial messenger's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The celestial messenger has the following spells prepared, which it can cast without material components:

At will: *light, mending, sacred flame*

1st level (4 slots): *charm person, comprehend languages, cure wounds*

2nd level (3 slots): *detect thoughts, enhance ability, levitate, spiritual weapon (a scepter)*

3rd level (3 slots): *crusader's mantle, mass healing word, protection from energy*

4th level (3 slots): *banishment, faithful hound, polymorph*

5th level (2 slots): *commune, creation*

6th level (1 slot): *heal, sunbeam*

7th level (1 slot): *divine word, plane shift*

8th level (1 slot): *holy aura, sunburst*

9th level (1 slot): *astral projection*

Actions

Multiattack. The celestial messenger makes four dagger attacks.

Ceremonial Dagger. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 6 (1d4 + 4) piercing damage, plus 12 (5d4) radiant damage.

Brandish Pennant (Recharge 6). The celestial messenger and up to six creatures of its choice within 60 feet of it that can see it gain advantage on the next weapon attack they take within 1 minute.

Healing Hands (1/Day). The celestial messenger touches a creature and causes it to regain 18 hit points.

Reactions

Divine Intervention (1/Day). When the celestial messenger is hit with an attack that deals damage, it implores its deity for aid. After the damage is dealt from the triggering attack, the celestial messenger casts one spell from its prepared spell list of 6th level or lower. This does not use one of the celestial messenger's spell slots.

The Centaur Captain

Centaurs are a reclusive race of nomads, exploring the wilds in mighty tribes. While they prefer the company of kin, the individual tribes will rally under the single banner of a centaur captain in times of blight. These captains are ferocious warriors, having achieved their station through great feats of strength. They bear arms and armor denoting their exalted standing within centaur society. Centaur captains are the first into combat, last to retreat, and will defend the tribes with their lives.

Noble Bearing. Unlike other members of their tribes, centaur captains wear elaborate, elven-made steel and bear similar finely crafted weapons. These noble figures inspire their tribesmen in times of strife, ensuring their survival against even the most vicious of foes.

Centaur Captain

Large monstrosity, any neutral alignment

Armor Class 16 (breastplate)
Hit Points (12d10 + 24)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	10 (0)	14 (+2)	12 (+1)

Saving Throws Wis +5
Skills Athletics +6, Perception +5, Survival +5
Senses passive Perception 15
Languages Common, Elvish, Sylvan
Challenge 5 (1,800 XP)

Charge. If the centaur captain moves at least 30 feet straight toward a target and then hits it with a hooves attack on the same turn, the target takes an extra 14 (4d6) bludgeoning damage.

Rally Call. The centaur captain can issue a rallying call using its bonus action, which lasts until the start of its next turn. Any creature of the centaur captain's choosing within 30 feet of it that can see or hear the centaur captain gains advantage on attack and damage rolls.

Short Draw. The centaur captain does not suffer penalties for making ranged attacks in close combat.

Actions

Multiattack. The centaur captain makes four attacks: three with its longbow and one attack with its hooves.

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

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

Chained Demon

Large fiend (demon), chaotic evil

Armor Class 13
Hit Points 195 (23d10 + 69)
Speed 15 ft. (30 ft. unchained)

STR	DEX	CON	INT	WIS	CHA
11 (+3)	17 (+3)	16 (+3)	8 (-1)	10 (+0)	16 (+3)

Skills Acrobatics +6, Deception +9, Intimidation +6
Damage Immunities fire
Condition Immunities frightened
Senses passive Perception 10
Languages Abyssal
Challenge 7 (2,900 XP)

Restrained. The chained demon is bound by magical manacles anchored to the ground. It can only move 15 feet in any direction from the anchor point. The manacles have 100 hit points and 20 AC. They can only be damaged by magical weapons and are immune to magical effects that would alter their shape. If the manacles are destroyed the chained demon will seek revenge on its former master.

Wreathed in Flame. A creature of the chained demon's choosing that ends its turn within 10 feet of the chained demon takes 14 (4d6) fire damage.

Actions

Multiattack. The chained demon makes four shortsword attacks.

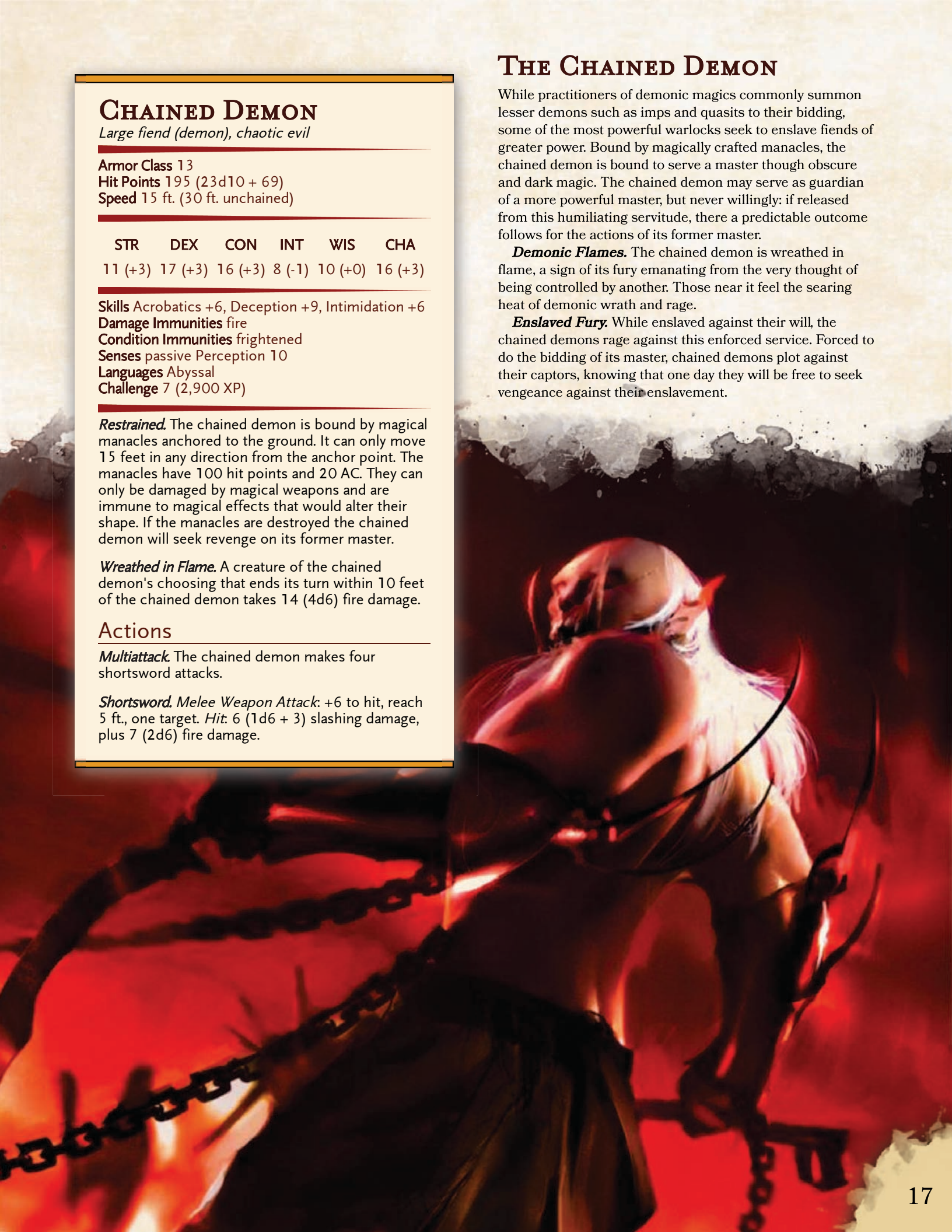
Shortsword. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) slashing damage, plus 7 (2d6) fire damage.

The Chained Demon

While practitioners of demonic magics commonly summon lesser demons such as imps and quasits to their bidding, some of the most powerful warlocks seek to enslave fiends of greater power. Bound by magically crafted manacles, the chained demon is bound to serve a master though obscure and dark magic. The chained demon may serve as guardian of a more powerful master, but never willingly: if released from this humiliating servitude, there a predictable outcome follows for the actions of its former master.

Demonic Flames. The chained demon is wreathed in flame, a sign of its fury emanating from the very thought of being controlled by another. Those near it feel the searing heat of demonic wrath and rage.

Enslaved Fury. While enslaved against their will, the chained demons rage against this enforced service. Forced to do the bidding of its master, chained demons plot against their captors, knowing that one day they will be free to seek vengeance against their enslavement.

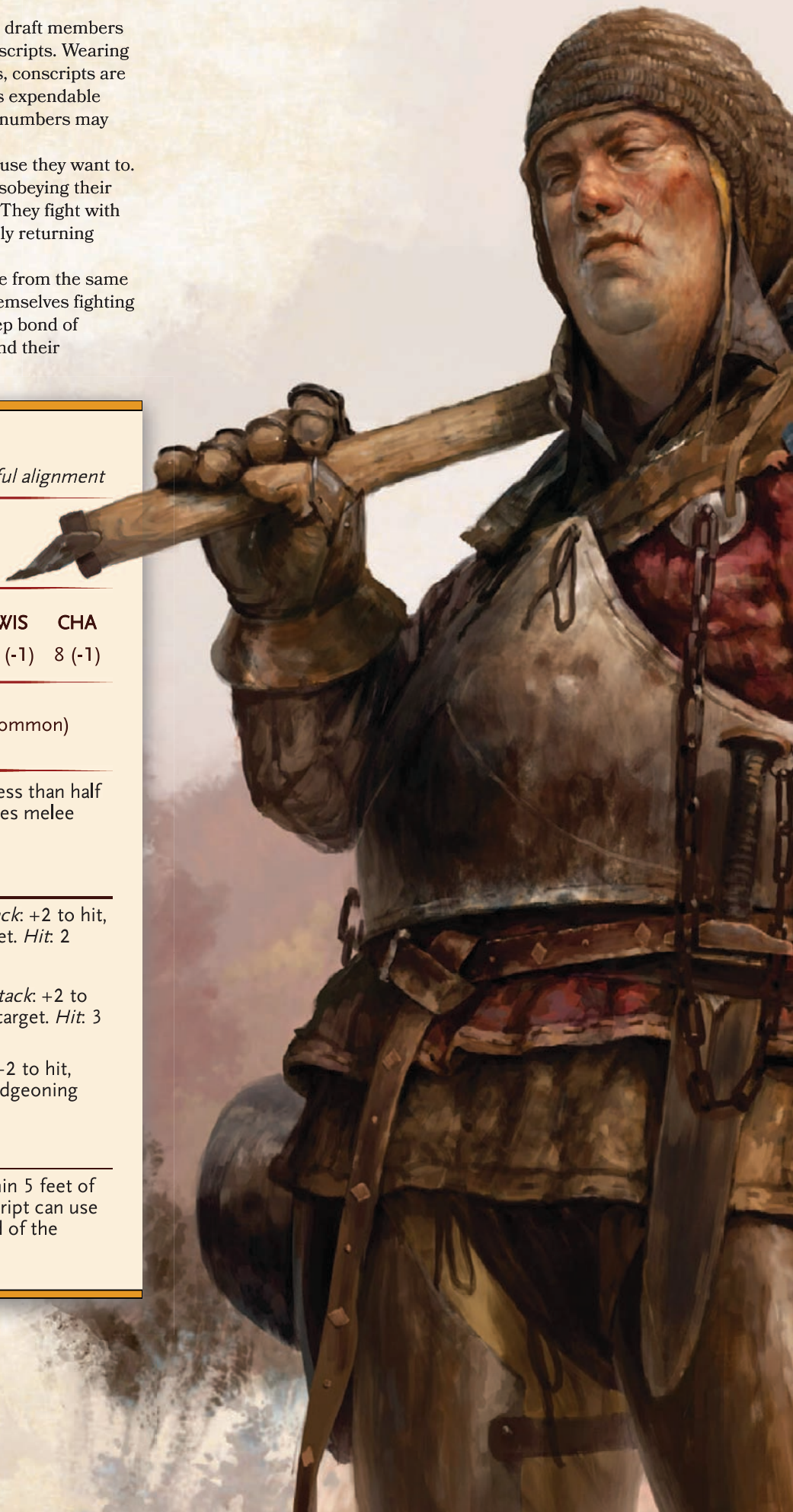


The Conscript

In times of dire need, great lords and nobles draft members of nearby towns and villages to serve as conscripts. Wearing ill-fitting armor and bearing simple weapons, conscripts are often at the vanguard of an assault, acting as expendable troops. They are poorly trained, but in large numbers may overwhelm their opposition.

Desperation. Conscripts never fight because they want to. Rather, they fight because the alternative, disobeying their liege, may have more severe consequences. They fight with an untrained desperation, dreaming of simply returning home to their hearth.

Loyal Companion. Often conscripts come from the same village or region, and neighbors may find themselves fighting alongside each other. This has created a deep bond of respect, a pact that will be honored if they and their companions should return home one day.



Conscript

Medium humanoid (any race), any lawful alignment

Armor Class 12 (makeshift padded)
Hit Points 9 (2d8)
Speed 30 ft.

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

Senses passive Perception 9
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

Desperate Attack. If the conscript has less than half of its total maximum hit points, it makes melee weapon attacks with advantage.

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.

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

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

Reactions

Protect Comrade. When a creature within 5 feet of the conscript takes damage, the conscript can use its reaction to take the damage instead of the intended target.

Corpse Collector

Medium humanoid (any race), any evil alignment

Armor Class 15 (natural armor)
Hit Points 97 (13d8 + 39)
Speed 30 ft., 60 ft. while mounted

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	15 (+2)	17 (+3)	9 (-1)

Skills History +4, Intimidation +3, Religion +4
Damage Resistances necrotic
Senses passive Perception 13
Languages any three languages
Challenge 3 (700 XP)

Innate Spellcasting. The corpse collector's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can cast the following spells innately:

3/day each: *animate dead*

1/day each: *contagion*

Mounted. The corpse collector rides atop a *Warhorse Skeleton (MM pg.273)*. Its movement speed is 60 feet (included above).

Unarmored Defense. While the corpse collector is wearing no armor, its AC includes its Wisdom modifier.

Actions

Death Staff. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target. *Hit*: 14 (2d10 + 3) necrotic damage.

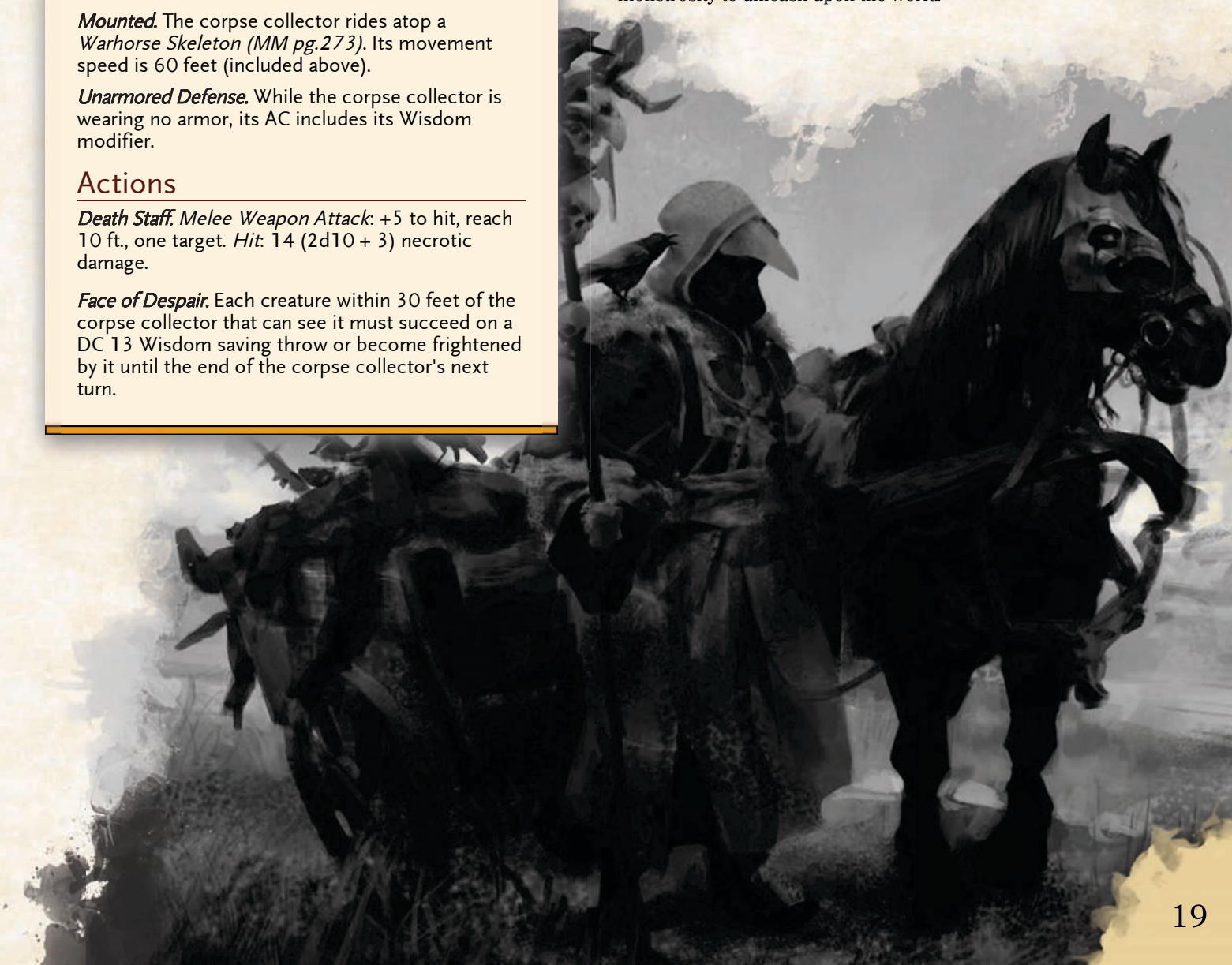
Face of Despair. Each creature within 30 feet of the corpse collector that can see it must succeed on a DC 13 Wisdom saving throw or become frightened by it until the end of the corpse collector's next turn.

The Corpse Collector

Times of great famine, pestilence, or war always bring about calamity that inevitably leads to unspeakable suffering and death. In these dire times, individuals known only as corpse collectors may stalk the land, preying upon the weak and desperate. For whatever purpose, the corpse collector gathers the bodies of the fallen from families unable to afford a decent burial or even digs up the freshly dug graves of the newly deceased. To the corpse collector, the dead and dying are merely another resource to be exploited. Strife merely signals a new bounty for whatever nefarious purpose the corpse collector may have.

Bring out the Dead. The rattle of a corpse collector's wagon echoes as a signal that dead should be brought forth for disposal. Opportunistic beings, the corpse collector may perhaps pay a few coins to families desperate and hungry for another crust of bread in exchange for the body of their loved one. The corpse collector will then move on, leaving the living to their grief but perhaps able to stave off their own suffering for another night.

Vile Experimentation. The aims of the corpse collector are unknown. Some say the experiment on the dead, creating undead beings to do their bidding, others say the corpse collector is performing a service no other would desire. Still others suspect the corpse collector is creating a patchwork monstrosity to unleash upon the world.



The Corrupted Djinni

The djinni are a wild and uncontrollable force of chaos. While largely benevolent, they have been imprisoned in powerful, if seemingly mundane, objects from which they may be summoned if only one recognizes the means to do so. However, not all who discover the container of a djinn are of good or noble intent. Followers of fiendish influence, such as demon worshipping warlocks, yearn to bend the awesome powers of the djinn toward their own means. Keeping the djinn imprisoned while experimenting with black magics upon their container have tortured the djinn, twisting and malforming its presence to reflect that of the warlock's demonic patron.

Twisted Desires. The corrupted djinn has become a vile shadow of its former benevolent self. While still capable of granting wishes, the corrupted djinn will twist the intent of any wish, turning his master's deepest desires into a hellish nightmare.

Madness in Imprisonment. Unable to combat the hellish enchantments cast upon his container, the corrupted djinn rants and raves, raging against any who release him from his imprisonment. Unable to distinguish right from wrong or friend from foe, the corrupted djinn releases chaotic energies at random against any nearby creatures.

Corrupted Djinni

Large elemental, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 184 (16d10 + 96)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	22 (+6)	15 (+2)	12 (+1)	21 (+5)

Saving Throws Str +9, Dex +6, Cha +9
Skills Deception +9
Damage Immunities necrotic
Senses darkvision 120 ft., passive Perception 11
Languages Auran
Challenge 12 (8,400XP)

Innate Spellcasting. The corrupted djinni's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can cast the following spells innately, requiring no material components:

At will: *cause fear, darkness, detect thoughts*

3/day each: *dominate person, gaseous form, invisibility, misty step, phantasmal killer*

1/day each: *disintegrate, geas, major image, summon greater demon*

Twisted Demise. When the corrupted djinni dies, it explodes, and each creature within 30 feet of it must make a DC 17 Constitution saving throw, taking 59 (17d6) necrotic damage on a failed save, or half as much damage on a successful one. If a creature is a plant, it automatically fails its save and takes maximum damage. The explosion causes all nonmagical plants in that area to wilt and die. New plant life is unable to grow in this area for 1 year. The corrupted djinni's leaves behind the equipment it was wearing or carrying.

Twisted Wishes. The corrupted djinni has the power to grant a single wish to a creature that isn't a genie that possesses its container. Once a corrupted djinni has granted its wish, must roll on the *Indefinite Madness table (DMG pg.260)*. The effect is not curable by any magic and lasts for 1 year, after which point the indefinite madness effect ends and the corrupted djinni is able to grant another wish.

Vein of Deceit. The corrupted djinni has advantage on Charisma (Deception) checks.

Actions

Multiattack. The corrupted djinni makes three scimitar attacks.

Scimitar. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 12 (2d6 + 5) slashing damage plus 3 (1d6) necrotic damage.

Decay (Recharge 6). *Ranged Spell Attack*: +9 to hit, range 60 ft., one target. *Hit*: 75 (20d6 + 5) necrotic damage. If the target is a plant creature, the attack deals maximum damage to it.

Reactions

Tainted Air. When the corrupted djinni is targeted with an attack, it envelopes itself with a necrotic mist out to a distance of a 30-foot-sphere centered on itself. The necrotic mist lasts as long as the corrupted djinni maintains concentration (as if concentrating on a spell). While the corrupted djinni is inside the necrotic mist, attacks against it are made with disadvantage and it regains 20 hit points at the start of its turn.

Any creature but the corrupted djinni that enters the necrotic mist or starts its turn there must succeed on a DC 17 Constitution saving throw or takes 17 (5d6) necrotic damage. Creatures are affected even if they hold their breath or don't need to breathe.

Crystal Seer

Medium humanoid (any race), any alignment

Armor Class 12
Hit Points 84 (13d8 + 13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	13 (+1)	16 (+3)	15 (+2)	14 (+2)

Saving Throws Int +5, Wis +4
Skills Arcana +5, Insight +4, Perception +4
Senses passive Perception 14
Languages Common plus any two additional languages
Challenge 4 (1,100 XP)

Divine Sight (1/Day). The crystal seer can spend 1 hour, peering deep within its crystal arcane focus. The crystal seer must make an Intelligence (Arcana) check (DC 14). If it succeeds, up to 6 creatures of the crystal seer's choosing within 30 feet of it are bestowed with a limited ability to see into the future.

A selected creature rolls one d20 and records the number rolled. The creature can replace any attack roll, saving throw, or ability check made by it with this foretelling roll. The creature must choose to do so before the roll.

The foretelling roll can be used only once. When the creature finishes a long rest, it loses the foretelling roll if unused.

Spellcasting. The crystal seer is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The crystal seer has the following spells prepared:

Cantrips (at will): *dancing lights, encode thoughts, mage hand, minor illusion, true strike*

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

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

3rd level (3 slots): *clairvoyance, dispel magic, tongues*

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

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

Actions

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

The Crystal Seer

The crystal seer is a diviner whose magical abilities are greatly amplified by the crystalline lattices of gemstones that they are drawn to - be it diamond ruby, sapphire or another precious gem. Allowing themselves to be drawn deep within the crystalline lattice of the gem allows the crystal seer to tap into the ebb and flow of subtle arcane energies that permeate the universe. This attunement allows for the viewing of events long past or communication with unknown powerful beings such as gods or demons. The most powerful of these scryers may even catch glimpses of the many branches of future events not yet even dreamed of.

Divine Observance. By peering into a pure crystalline lattice, the crystal seer may be able to commune with greater beings and gods. These powerful beings may communicate through riddles and mysterious messages seldom understood by mere mortals, but grant the crystal seer certain insights into the greater mysteries of life and the universe. The seer must be careful, however - its consciousness may become trapped if entranced by the auguries of divine beings.

Unearthed Secrets. Due to their abilities, crystal seers are sought out by those wishing to pursue or identify treasures of great power. Others may wish to catch glimpses of the future, but all must be warned - auguries are often subtle, and often dangerous. One might interpret such divinations when in fact reality lies in the opposite directions.

The Cursed Footman

The battlefield is a horrific place where the hardest battle-trained warriors can crumble, and the youngest conscript can find the deepest reserve of courage. With its dying breath, the cursed footman issued a desperate plea to avoid passing into the void. Hearing this prayer, a deity of undeath granted a final choice - perish or be granted a lifetime of service in the service of the dead. The cursed footman, not fully realizing what this would mean, rose as an enslaved and cursed undead soldier, wandering the land with only a glimmer of its former self remaining behind milky and dull eyes. The cursed footman now lives only for its master's bidding, while the last vestiges of humanity scream for final release.

Glimmer of Humanity. Deep within his bloated and decaying body, a last glimmer of humanity still resides. While enslaved to its master's will, the cursed footman fights against its unending servitude and craves the final release that was bargained away with one last cowardly act in life.

Dirge of Despair. The cursed footman is capable only of moaning in despair at its cursed state. Any who hear this lament dread this pitiful state that a desperate soldier has fallen into.

Undead Nature. A cursed footman doesn't require air, food, drink, or sleep.

Cursed Footman

Medium undead, any evil alignment

Armor Class 12 (padded, shield)
Hit Points 45 (6d8 + 12)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	14 (+2)	6 (-2)	7 (-2)	7 (-2)

Saving Throws Con +4
Damage Immunities necrotic, poison
Condition Immunities poisoned
Senses passive Perception 8
Languages understands all languages it spoke in life but can't speak
Challenge 1 (200 XP)

Mournful Moans. A creature that starts its turn within 15 feet of the cursed footman and can hear it must succeed on a DC 13 Wisdom saving throw of become frightened of the cursed footman until the start of the creature's next turn.

Undead Fortitude. If the cursed footman takes damage that reduces it to 0 hit points, it must make a Constitution saving throw with a DC of 5+ the damage taken, unless the damage is radiant or from a critical hit. On a success, the cursed footman drops to 1 hit point instead.

Actions

Crude Spear. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands.

Reactions

Bloating Corpse. If the cursed footman is hit with a weapon attack that deals damage, pustules on its skin rupture and release a noxious gas. A creature within 5 feet of the cursed footman must succeed on a DC 13 Constitution saving throw or become poisoned until the start of the cursed footman's next turn.

Dark Overlord

Medium humanoid (any race), lawful evil

Armor Class 18 (otherworldly plate)
Hit Points 229 (27d8 + 81)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	13 (+1)	16 (+3)	18 (+4)

Saving Throws Con +7, Wis +7, Cha +8
Skills Deception +8, Insight +7, Intimidation +8, Perception +7
Senses passive Perception 17
Languages Any three languages
Challenge 11 (7,200 XP)

Dominant Personality. The dark overlord has advantage on Charisma (Intimidation) checks.

Spellcasting. The dark overlord is a 17th level spellcaster. The dark overlord's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Each spell is cast as a 5th level spell and the dark overlord regains its expended spell slots when it finishes a short or long rest. The dark overlord knows the following spells:

Cantrips (at will): *eldritch blast, minor illusion, poison spray, true strike*

5th level (4 slots): *banishment, blight, charm person, counterspell, contact other plane, darkness, fear, hellish rebuke, hold monster, mirror image, suggestion, tongues, unseen servant, vampiric touch*

Actions

Multiattack. The dark overlord makes four eldritch blast attacks.

Eldritch Blast. *Ranged Spell Attack*: +8 to hit, range 120 ft., on target. *Hit*: 15 (2d10 +4) force damage

Pact of Darkness (Recharge 5-6). Ebony tentacles protrude from the dark overlord's armor in a 30-foot-sphere centered on itself and remain as long as the dark overlord maintains concentration (as if concentrating on a spell). While the tentacles exist, the dark overlord's movement speed becomes 0 and the area becomes difficult terrain. When a creature other than the dark overlord enters the affected area for the first time on a turn or starts its turn there, it must succeed on a DC 17 Dexterity saving throw or take 3d6 bludgeoning damage and be restrained by the tentacles. A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning damage. A restrained creature can use its action to make a DC 17 Strength or Dexterity check (its choice) to free itself.

The Dark Overlord

Once a respected leader, the dark overlord has been corrupted by demonic forces promising power and wisdom, demonstrating that even the most noble and virtuous of leaders may be manipulated. Due to the pact made with his patron, the dark overlord has been granted potent magical powers. Malignant forces swirl unseen in the dark overlord's court, where trust and politics have become twisted toward the accumulation of power. Additional demon servants, themselves perhaps arriving from the layers of hell, infiltrate the court and spread discord throughout the dark overlord's domain. Over time the land becomes desecrated, subjects fee while dark forces prey not only on the souls of remaining inhabitants, but also of the mind and soul of its once virtuous ruler.

Corrupted Soul. The dark overlord has descended into madness, its decrees and orders only aimed toward consolidating power and that of the malignant force the overlord serves. There is little if anything left to save, as its humanity has been consumed, a noble soul corrupted and enslaved.

Ruthless Ruler. Displaying a sadistic and ruthless streak while ruling with an yielding hand, the dark overlord is swift to issue justice to those deemed disloyal. Those unable or unwilling to pay the price of of being in the lands of the dark overlord are mercilessly cast aside, and any whispers of rebellion are crushed with extreme prejudice.

The Dark Rider

Enigmatic lone figures astride twisted steeds, the dark riders haunt the dreams of those brave souls living in the savage wilds just as they haunt the untamed lands those outlanders attempt to conquer. These terrifying riders patrol the outskirts of civilization: indiscriminate, cold-blooded killers whose motives remain mysterious. Do they seek vengeance or redemption in their tireless patrols? Or do they simply seek to bring terror to all beings, gaunt wolves herding frightened sheep for their own enjoyment?

Hellsteed. The dark rider's mount is a vile beast, a massive and deformed version of some unknown creature. Horns sprout from its leathery hide, glaring from bony brows with eyes darker than a moonless night. The rider is savage enough, yet those who approach must also contend with the bestial malice of this wretched steed. Those few who have survived a close encounter say the steed reeks of rotting flesh and decay, pairing with the beast's appearance for a truly stomach-churning experience.

Terror in the Darkness. The dark rider only appears in the black of night. Surrounded by the stench of death, the cry of their steed can cause even the hardiest of warriors to flee in sheer terror. Rumors persist of beings being visited in their dreams by a rider clad in darkness, speaking in the barely intelligible hisses. Those few who have lived to tell the tale of their encounter with the dark rider describe their voices as the hisses of the damned.

Dark Rider

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

Armor Class 18 (breastplate, shield)
Hit Points 212 (25d8 + 100)
Speed 30 ft., 60 ft. while mounted

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	18 (+4)	10 (0)	15 (+2)	20 (+5)

Saving Throws Con +9, Wis +7
Skills Animal Handling +12, Insight +7, Intimidation +10, Perception +7, Survival +7
Senses darkvision 120 ft., passive Perception 17
Languages Common plus up to two other languages
Challenge 13 (10,000 XP)

Aura of Terror. Each creature of the dark rider's choice that is within 30 feet of the dark rider and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dark rider's Aura of Terror for the next 24 hours.

Baleful Attacks. The dark rider's weapon attacks are magical. When it hits a creature with a melee or ranged weapon attack, the attack deals an additional 18 (3d12) necrotic damage (included in the attack).

Charge (1/Turn). If the dark rider moves at least 20 feet straight toward a target and then hits it with a melee weapon attack on the same turn, the target takes an extra 13 (2d12) piercing damage.

Innate Spellcasting. The dark rider's spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can cast the following spells innately:

1/day each: *darkness, fear, dream*

Mount. The dark rider rides atop a giant boar *(MM pg. 323)*, twisted and deformed by a dark power. Its movement speed is 60 feet (included above).

Mounted Combatant. While the dark rider is mounted and isn't incapacitated, it has advantage on melee attack rolls against unmounted creatures smaller than its mount, can force an attack targeted at its mount to attack it instead, and when its mount is subjected to an effect that allows it to make a Dexterity saving throw for half damage, the mount instead takes no damage on a successful save and only half damage on a failed save.

Actions

Multiattack. The dark rider makes three lance attacks.

Lance. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit*: 9 (1d12 + 3) piercing damage, plus 18 (3d12) necrotic damage.

Spear. *Melee or Ranged Weapon Attack*: +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 6 (1d6 + 3) piercing damage, plus 18 (3d12) necrotic damage.

The Death Whisperer

The death whisperer is inherently curious about the contrast between death and undeath. Rather than focusing on one topic and shunning others, the death whisperer chooses instead to view these states holistically. They are interested in both the physical and spiritual nature of existence. This philosophy lends itself instead to listening to and understanding the undead rather than seeking domination over them; they have no interest in enslaving these once-living beings for their own purpose by twisting magic toward their own nefarious ends as a necromancer would.

Instead, death whisperers seek to glean knowledge of the dead in an effort to understand them, should they reveal long forgotten secrets or reveal unseen paths forward. Death whisperers carefully listen to the knowledge offered by the departed that others can seldom hear.

Auguries of Death. Through experience, the death whisperer has mastered the art of interpreting the dead's cryptic statements. Understanding the incoherent ramblings of a spectral visage, it seems, is a fine line between comforting or subjugating those over whom the death whisperer can commune.

Undead Acclimation. The very presence of a death whisperer draws forward the mindless undead to reach out, almost as though those unwillingly afflicted with the curse of undeath seek to be heard by the living once again. Likewise, dead creatures will eagerly seek to share their knowledge with a death whisperer; their souls craving for a partisan with which to share their living legacy, even in death.

Death Whisperer

Medium humanoid (any race), true neutral

Armor Class 14 (hide)
Hit Points 150 (20d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	20 (+5)	16 (+3)	11 (0)

Skills History +8, Investigation +8, Perception +6, Religion +11
Damage Immunities necrotic
Senses darkvision 60ft., passive Perception 16
Languages Any four languages
Challenge 8 (3,900 XP)

Augury of Death. The death whisperer can take 10 minutes to prepare a ritual. Once complete, it casts the bones from a creature that has died in the last year and receives an impression from an otherworldly being about the creature's demise.

Calm the Undead. As a bonus action, the death whisperer can attempt to suppress hostility in a group of mindless undead. Each undead creature with an intelligence of 6 or less in a 30-foot-radius sphere centered on a point the death whisperer can see within 60 feet of it must succeed on a DC 16 Charisma saving throw. On a failure, it becomes indifferent about creatures of the death whisperer's choice that it is hostile toward for up to 24 hours. This indifference ends if the target is attacked or harmed by a spell.

Spellcasting. The death whisperer is an 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +6 to hit with spell attacks). The death whisperer has the following spells prepared:

Cantrips (at will): *chill touch, mage hand, message, ray of frost, spare the dying*

1st level (4 slots): *comprehend languages, detect magic, false life, identify, protection from evil and good*

2nd level (3 slots): *arcanist's magic aura, detect thoughts, gentle repose, magic mouth, zone of truth*

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

4th level (3 slots): *blight, locate creature, phantasmal killer, resilient sphere*

5th level (2 slots): *legend lore, modify memory, scrying, telepathic bond*

6th level (1 slots): *create undead, eyebite, true seeing*

Undead Affinity. If an undead targets the death whisperer directly with an attack or a harmful spell, that creature must make a Wisdom saving throw (DC 16). On a failed save, the creature must choose a new target or forfeit targeting someone. On a successful save, the creature is immune to this effect for 24 hours. An undead is also immune to this effect for 24 hours if the death whisperer targets it with an attack or a harmful spell.

Actions

Staff of the Damned. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 11 (2d10) necrotic damage.

The Demon Butcher

Even the most holy and devout warriors will shudder at the thought of confronting a demon butcher. These hideous creatures delight in inflicting as much pain as possible, ending the agony of their opponents only when the sport of combat has ended. The demon butcher takes almost as much pleasure in seeing the horror on the faces of those nearby as he sadistically displays the trophies of his latest victims to his next.

Exquisite Pain. The demon butcher finds inflicting pain so delightful that they seem impervious to it themselves. Instead, they are empowered by having wounds inflicted upon them, as they grin and rain even more savage strikes upon their opponents in response.

Relentless and Savage. The demon butcher is dogged in its thirst to maim, kill and inflict terror upon those who have caught its gaze. They will not stop, enduring grievous wounds themselves in their bloodlust.

Demon Butcher

Huge demon, chaotic evil

Armor Class 12
Hit Points 210 (20d12 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	10 (+0)	8 (-1)	18 (+4)

Saving Throws Str +8, Con +7
Skills Athletics +11, Intimidation +10
Damage Resistances fire
Condition Immunities exhaustion, frightened
Senses passive Perception 9
Languages Abyssal
Challenge 6 (2,300 XP)

Demonic Strength. The demon butcher is immune to being grappled, paralyzed, petrified, restrained, or stunned by magical spells or spell-like effects. Additionally, the demon butcher has advantage on saves and checks made to resist or break being grappled or restrained by another creature.

Lamb to the Slaughter. If the demon butcher moves at least 20 feet straight toward a target and then hits it with a greatsword attack on the same turn, the target takes an extra 13 (2d12) fire damage and is restrained as a demonic manacle binds it to the ground. A restrained creature can use its action to make a DC 15 Strength or Dexterity check (its choice) to free itself.

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

Actions

Multiattack. The demon butcher makes two greatsword attacks.

Greatsword. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit*: 11 (1d12 + 5) slashing damage, plus 6 (1d12) fire damage.

Reactions

Conflagrating Rebuke. When the demon butcher is hit with an attack that deals damage, it points its finger at the attacker. After the damage is dealt, the attacker must succeed on a DC 15 Dexterity saving throw or take 13 (2d12) fire damage.

Demonic Envoy

Medium fiend (demon), chaotic neutral (10%) or chaotic evil (90%)

Armor Class 13 (leather armor)
Hit Points 97 (13d8 + 39)
Speed 30 ft.

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

Skills Deception +5, Persuasion +5
Senses darkvision 60 ft., passive Perception 11
Languages Abyssal, Common, Infernal
Challenge 3 (700 XP)

Demon's Tongue. The demonic envoy has advantage on Charisma (Deception and Persuasion) checks.

Shapechanger. The demonic envoy can use its action to polymorph into a humanoid form of its choosing, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Spellcasting. The demonic envoy is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Each spell is cast as a 5th level spell and the demon envoy regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

At will: *eldritch blast, friends, minor illusion*

5th level (3 slots): *banishment, charm person, contact other plane, crown of madness, dimension door, fear, hellish rebuke, hunger of hadar, misty step, suggestion*

Actions

Multiattack. The demonic envoy makes two eldritch blast attacks.

Eldritch Blast. *Ranged Spell Attack*: +5 to hit, range 120 ft., one target. *Hit*: 8 (1d10 + 3) force damage.

Permeate Mind (1/Day). The demonic envoy penetrates the mind of a creature that it can see within 60 feet. The target must succeed on a DC 14 Wisdom saving throw or become paralyzed with fear for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The Demonic Envoy

The foray of other realms is a concerted effort toward subjugating its inhabitants. To facilitate this infiltration, demonic legions send forth demon envoys tasked with recruiting greedy individuals with the lure of potent arcane secrets, wealth, and untold power. Fearing punishment at the hands of its master should it fail, the demon envoy is deceitful, making promises it has no intention, or ability, to grant.

A Patron's Gatekeeper. Upon arriving in a realm, the demon envoy's primary targets are fledgling spellcasters; those just beginning their study of the arcane. To an envoy, these simple creatures represent the effortless mark of a future subservient by tempting gifts on behalf of their master, should their bidding be done.

Master Manipulator. Demon envoys are masters of manipulation, preying on the deepest desires and darkest fears of those they aim to recruit. They employ all manner of tricks to bend their targets to their will, with the aim of growing a following of warlocks to pave the way for a full invasion by which demonic legions can enter the realm through their worshipers' unwitting assistance.

The Depraved Queen

Everlasting beauty and vitality is not just a goal for some monarchs, but an obsession. The depraved queen has made a pact with otherworldly forces, trading away the souls of those they rule over as a currency in exchange for immortality and everlasting beauty. By day, they hold court under the guise as a radiant and beautiful regal queen: a being of bearing as would any other noble. However, by night, their humanoid self fades away, causing them to appear as a twisted visage, restlessly wandering the quiet passageways of their castle.

Vanity over Reason. The depraved queen, being obsessed with appearances, surrounds itself with those who would cater to a fragile and unstable ego. With each passing day, the influences with which everlasting beauty and immortality was negotiated slowly drives the depraved queen further into despair.

Wail of the Queen. The depraved queen is tormented by the hideous reflection of its nightly self. In the darkest of nights when servants have retired to their room, the wails of the depraved queen can be heard echoing down the hallways of its abode. Those who hear these haunting cries become distraught themselves, obsessed with the sorrow of their depraved queen.

Depraved Queen

Medium undead, any chaotic alignment

Armor Class 13
Hit Points 82 (15d8)
Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	11 (+0)	14 (+2)	14 (+2)	17 (+3)

Saving Throws Wis +3, Cha +6
Skills History +5, Intimidation +6
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhausted, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 12
Languages Common, Elvish, plus one additional language
Challenge 6 (2,300 XP)

Incorporeal Movement. The depraved queen can move through other creatures and objects without movement penalty. It takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting. The depraved queen's spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can cast the following spells innately, requiring no material components:

3/day each: *charm person, enthrall, hold person*

Translucence. The depraved queen has disadvantage on attack rolls made in bright light.

Actions

Chilling Touch. *Melee Spell Attack* +6 to hit, reach 5 ft., one target. *Hit*: 13 (3d6 + 3) frost damage.

Queen's Lament. The depraved queen unleashes a cry filled with sorrow and despair. Any creature within 30 feet that can hear the depraved queen must succeed on a DC 15 Wisdom saving throw or take 16 (3d10) psychic damage and is charmed by the depraved queen for 1 hour. A charmed creature regards the depraved queen as a friendly acquaintance. When the effect ends, the creature does not know it was charmed.

Gaze of the Queen (1/Day). Each non-undead creature within 60 feet of the depraved queen that can see her must succeed on a DC 15 Wisdom saving throw or be knocked unconscious for 1 minute. Unconscious creatures will awaken if they take damage or another creature spends its turn waking the target.

The Deserter

The horror of combat can create heroes, but it can also easily break any being. Even veterans of a hundred battles may at one point simply snap and flee. Deserters are those whose minds who no longer are able to fight, no longer able to bear witness to the carnage of the battlefield. They have fled the service of those to whom they are pledged. They seek solace from war, knowing that should they be discovered by foes or their lords, their life will be forfeit in either case. A deserter may be found as far from battle as their legs may carry them.

Scarred. Deserters bear not only the physical scars of their past, but also scars of the minds. They may be prone to aggressive outbursts, incoherent ramblings, nightmares, or any manner of malady of the mind. A deserter may be found incoherent with drink in the darkest corner of a tavern or seeking solace in the body of another, for some memories you never escape.

Deserter

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

Armor Class 15 (breastplate)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	12 (+1)	7 (-2)	8 (-1)

Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/4 (50 XP)

Flashbacks. If the deserter sees or hears combat within 100 feet of it, the deserter must roll a d20. On a score of 10 or less, it becomes overwhelmed with terror and guilt. For 1d4 rounds, the deserter must spend its turns trying to move as far away from combat as it can. It also can't take reactions. For its action, it can use only the dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the deserter can use the dodge action.

Actions

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

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

The Devout Parishioner

Clad in poor cloth, the devout parishioner is seen either praying feverishly in the temples of the realm whenever it is not tirelessly tending to the needs of the sick and unfortunate. This altruistic and beautiful individual concerns themselves more with the needs of those whom society shuns - the beggars, cripples, diseased and orphans who are all but forgotten. Despite practicing among the most destitute and shunned people in society, the devout parishioner is an inspirational presence to all who cross paths with them.

Selfless Servant. The devout parishioner is a healer of modest means but possessing great empathy. Wherever they travels light and hope seem to follow. People adore both the physical and spiritual beauty of the devout parishioner. The selfless nature of the devout parishioner has been rewarded by the gods, as they are able to at times perform minor miracles of healing and restoration.

Devout Parishioner

Medium humanoid (any race), any alignment

Armor Class 11
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	13 (+1)	12 (+1)	14 (+2)	11 (0)

Skills Religion +3
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

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

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

1st level (2 slots): *cure wounds, protection from evil and good*

Actions

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

Devout's Blessing (1/Day). The devout parishioner touches a creature and bestows a blessing upon it. Until the creature completes a long rest, it has advantage on all saving throws.

Dhampir

Medium humanoid (half-vampire), chaotic good (50%) or chaotic evil (50%)

Armor Class 17 (half plate)
Hit Points 195 (26d8 + 78)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	13 (+1)	16 (+3)	18 (+4)

Saving Throws Dex +7, Wis +7, Cha +8
Skills Deception +8, Intimidation +8, Perception +7
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 120 ft., passive Perception 17
Languages darkvision 120 ft., Common plus any two additional languages
Challenge 10 (5,900 XP)

Bloodfrenzy. If the dhampir sees a humanoid take piercing or slashing damage, it enters a bloodfrenzied state for 1 minute. While in this state, the dhampir has advantage on attack rolls and skill checks. Additionally, a creature that starts its turn within 10 feet of the dhampir while it is in this state must succeed on a DC 16 Wisdom saving throw or be frightened until the start of the creature's next turn.

Innate Spellcasting. The dhampir's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day each: *darkness, fear, vampiric touch*

Legendary Resistance (1/Day). If the dhampir fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dhampir makes four attacks, only one of which can be a bite attack.

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

Bite (Bloodfrenzy State Only). *Melee Weapon Attack*: +7 to hit, reach 5 ft., one creature. *Hit*: 7 (1d6 + 3) piercing damage, plus 10 (3d6) necrotic damage. The dhampir gains a number of hit points equal to the necrotic damage done.

The Dhampir

Offspring of humanoids that were bitten and turned into vampires after conception results in progeny that is neither fully humanoid nor undead; an unlikely occurrence that produces a race of creature referred to as dhampir.

All of their Strengths. Due to the unique nature of their creation, dhampir have heighted senses, increased strength, and the ability to see in the dark; all gifts granted by the vampiric blood that flows through their veins.

None of their Weakness. The dhampir can travel as it chooses during the day, a gift bestowed onto them due to their living essence. They are unhindered by silver, sunlight, and holy water; but they are unable to rid themselves of one blight symbolic of their true heritage - a never-ending thirst for blood.

Unquenchable Thirst. In its constant struggle against an unending thirst, the sight and smell of blood will cause the dhampir to enter a frenzied state, confirming to onlookers that dhampir are truly abominations of nature. Subsequently, dhampir take one of two paths in life: a futile struggle to supress their thirst, or embrace it.

The Dignitary

The dignitary is selected by brethren due to their immense sense of honor, prowess in combat, and exceptional leadership abilities. A master tactician, having studied great battles of yore, dignitaries are well versed in the subtleties of conflict - managing logistics and supply chains, selecting assignments, and ensuring things go smoothly before the onset of war. They are the first into combat, leading from the front lines, though they are often accompanied by a heavy bodyguard of hand-picked warriors. They are also the last to leave the battlefield, having tended to the wounded and reading those beyond help their final rite.

Holy Inspiration. The dignitary is not only an inspirational leader, but also possesses modest magical abilities that inspire troops, give succor to the wounded or those in need, and peace to the departed. Only once all is well with their retainers will the dignitary be able to fall into exhausted, yet uneasy, slumber.

Dignitary

Medium humanoid (any race), any good alignment

Armor Class 17 (half plate)
Hit Points 165 (22d8 + 66)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	12 (+1)	14 (+2)	19 (+4)

Saving Throws Con +7
Skills Athletics +7, History +5, Persuasion +8, Religion +5
Damage Resistances necrotic, radiant
Senses passive Perception 12
Languages Common plus any two additional languages
Challenge 9 (5,000 XP)

Favor of the Gods. The dignitary adds 2 (1d4) to the result of each attack roll, ability check, and saving throw it makes.

Spellcasting. The dignitary is a 13th-level spellcaster. The dignitary's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The dignitary has the following spells prepared, which it can cast without material components.

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

1st level (4 slots): *charm person, comprehend languages, cure wounds (good), magic missile*

2nd level (3 slots): *detect thoughts, enhance ability, levitate, spiritual weapon (a scepter)*

3rd level (3 slots): *crusader's mantle, mass healing word, protection from energy*

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

5th level (2 slots): *commune, hallow*

6th level (1 slot): *heal, sunbeam*

7th level (1 slot): *divine word, plane shift*

Actions

Multiattack. The dignitary makes three longsword attacks.

Longsword. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) slashing damage, plus 11 (2d10) radiant damage.

Disciple of the Raven

Medium humanoid (any race), true neutral

Armor Class 12
Hit Points 88 (d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	15 (+2)	16 (+3)	11 (0)

Skills History +4, Investigation +4, Religion +4
Damage Resistances necrotic
Senses darkvision 120 ft., passive Perception 13
Languages Common plus any two additional languages
Challenge 1 (200 XP)

Devil's Sight. The disciple can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Raven Companion. The disciple has raven familiar *(MM pg.225)*. As a bonus action, the disciple can perceive through the raven's senses. The raven can use its action to teleport to a space within 5 feet of the disciple as long as they are on the same plane of existence. The raven doesn't sleep and can wake the disciple as a bonus action if it is within 5 feet of it. The raven vanishes if it or the disciple dies.

Spellcasting. The disciple is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Each spell is cast as a 2nd level spell and the disciple regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

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

1st-2nd level (2 slots): *false life, sanctuary, silence, spiritual weapon (a sickle)*

Actions

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

Turn Undead (1/Day). The disciple presents its holy symbol and speaks a prayer censuring the undead. Each undead that can see or hear it within 30 feet of it must make a DC 13 Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from the disciple as it can, and it can't willingly move to a space within 30 feet of it. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

The Disciple of the Raven

Disciples of the raven are pitiless students of death. Under the guidance of their deity, disciples recognize that death a part of the natural cycle of creation. While they are neither malicious nor benign, disciples of the raven abhor those who would disrupt and control the dead and will eliminate practitioners of forbidden necromantic magic. Much like the avian namesake, they are clever, adaptable, and will utilize the magical powers granted by their deity should a need arise.

Death's Witness. The disciples of the raven bear witness over death, and seek to ensure those whose time has come do not enter the service of necromancers as the undead. They grant eternal rest and peaceful slumber to the dead and solace to those left behind.

Studiousness. These individuals are contemplative in nature, often found pondering over tomes of history, religion, and law. Seldom will they venture forth unless called upon, and they have a particular disdain for physical violence.

The Dragon Whisperer

The rush of sun-blotting wings foreshadows the earth-trembling landing of a great dragon, a gust of air roiling along the ground and causing stalwart warriors to drop back a step... leaving a lone figure at the fore, with a cloak as grandiose as the proud dragon's unfurled wings flapping in the blast of air.

Draconic Ambassadors. The dragon whisperer acts as a negotiator between powerful dragons and what the dragon broadly views as lesser parties. A skilled dragon whisperer is capable of massaging the ego and assuaging the agitations of even the most hard-nosed and boorish of dragons, keep them at the bargaining table and themselves off the dinner table.

High Risk, High Reward. Each negotiation the dragon whisperer takes on could be their last, a fact not lost on them if their rates to the non-draconic parties are any indication. Should a negotiation turn sour, however, the repayment of fees will not be the dragon whisperer's biggest problem, nor will it be the most pressing issue for his contractors.

"Fekiikiri, ith Vaerosmere," he says, genuflecting in a sweeping bow that threatens to soil his nose with freshly-disturbed earth.

"Seveleth, dereghjhar," the dragon rasps in a hair-raising grumble. *"Your mastery of my ancient tongue improves each day, it seems. What have you brought me, clever morsel?"*

Dragon Whisperer

Medium humanoid (any race), any alignment

Armor Class 10 (13 with mage armor)
Hit Points 60 (11d8 + 11)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	11 (+0)	12 (+1)	17 (+3)	13 (+1)	19 (+4)

Skills Arcana +5, Insight +3, Perception +3, Performance +6, Persuasion +6
Damage Resistances acid, cold, fire, lightning, poison, thunder
Condition Immunities frightened
Senses passive Perception 13
Languages Draconic plus any three languages
Challenge 1/2 (100 XP)

Clever and Charming. The dragon whisperer has advantage on Wisdom (Insight) and Charisma (Persuasion) checks when interacting with dragons.

Elemental Resistance. The dragon whisperer wears a cloak that grants resistance to elemental damage.

Innate Spellcasting. The dragon whisperer's spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells:

At will: *control flames, dancing lights, message*

3/day each: *comprehend languages, magic missile, mage armor, shield*

1/day each: *detect thoughts, invisibility*

Actions

Staff. *Melee Weapon Attack*: +0 to hit, reach 5 ft., one target. *Hit*: 4 (1d8) bludgeoning damage.

Drow Scourge

Medium humanoid (elf), neutral evil

Armor Class 18 (plate)
Hit Points 187 (22d8 + 88)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	19 (+4)	13 (+1)	14 (+2)	18 (+4)

Saving Throws Dex +7, Wis +6
Skills Athletics +8, Acrobatics +11, Deception +8, Perception +10
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 20
Languages Elvish, Undercommon
Challenge 11 (5,000 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *blade ward, dancing lights, poison spray*

3/day each: *darkness, faerie fire, magic weapon*

1/day each: *bestow curse, cloudkill*

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

Weaving Blades. Drow scourge are masters of the blade. A creature suffers disadvantage on melee weapon attacks against the drow if the creature does not have an ally within 5 feet of the drow.

Actions

Multiattack. The drow makes three longsword attacks. If it has a dagger drawn, it can also make a dagger attack.

Longsword. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, plus 10 (3d6) poison damage.

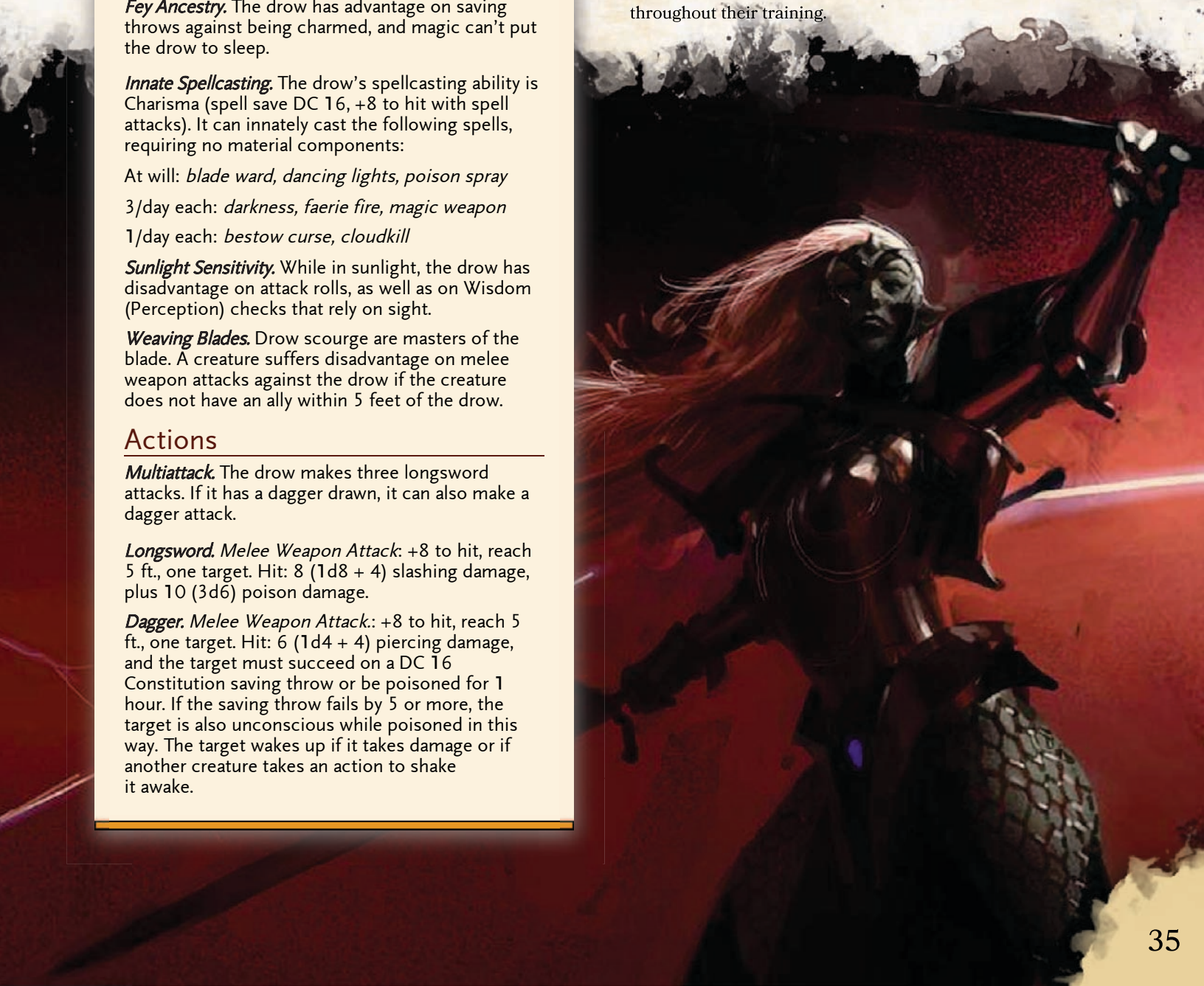
Dagger. *Melee Weapon Attack.*: +8 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage, and the target must succeed on a DC 16 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

The Drow Scourge

The mysterious drow, dark elves of the underworld, are a savage and cruel race. These savage beings are violent by nature, and children who display the most savage of tendencies from a young age are trained by a secret sect to become scatheful warriors for the queen of spiders. These brutal and merciless combatants have found favor with the spider queen, and have been granted abilities feared by the denizens of the Underdark. Only the most cunning and pitiless of devotees survive to become Scourge, with the vast majority of these secretive warriors perishing at the hands of their fellows.

Favor of the Dark Mother. The scourge have found favor in their patron's eyes, granting them enhanced perception and unnatural quickness. They strike with speed and fury that is unmatched, and even the most battle-hardened soldiers are hard pressed to contain them.

Master of Venom. These drow have coated their blades with the most potent of venoms, distilled from virulent creatures of the Underdark. Due to their intimate knowledge of poisons, the scourge are immune to all known venoms, having been poisoned themselves to the cusp of death throughout their training.



The Eagle Rider

High in the craggy peaks of distant mountain ranges roost the majestic eagles. These intelligent and cunning beasts roost in high peaks to avoid capture and enslavement. Despite some creatures seeking to enlist these beasts, some barbarian clans have sought to understand and befriend these creatures. Having formed a relationship based on deep respect and reverence as opposed to that of a master and beast has resulted in a pair bonding unlike any other. These eagle riders have a close attunement with their mounts, more akin to a trusted companion. These pairs soar through the skies, patrolling the wild mountain peaks for invaders and other sinister forces.

Honed Eyesight. The eagle riders make superb scouts due to the keen eyesight of their mount. Little escapes their attention, making trespassing through their realm nigh impossible.

Unwavering Loyalty. Although the respect and loyalty of an eagle is not easily earned, once attained, the bond between eagle and rider is unwavering. Both master and beast will sacrifice their lives for each other should the need arise.

Eagle Rider

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)
Hit Points 66 (12d8 + 12)
Speed 30 ft., fly 80 ft. while mounted

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

Skills Acrobatics +5, Animal Handling +7, Investigation +3, Perception +5
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 3 (700 XP)

Keen Eyes. The eagle rider has advantage on Intelligence (Investigation) and Wisdom (Perception) checks that rely on sight.

Mount. The eagle rider rides atop a Giant Eagle *(MM pg.324)*. Its movement speed is 80 feet (included above).

Mounted Combatant. While the eagle rider is mounted and isn't incapacitated, it has advantage on melee attack rolls against unmounted creatures smaller than its mount, can force an attack targeted at its mount to attack it instead, and when its mount is subjected to an effect that allows it to make a Dexterity saving throw for half damage, the mount instead takes no damage on a successful save and only half damage on a failed save.

Seasoned Rider. The eagle rider has advantage on saving throws made to avoid falling off its mount. If the eagle rider falls off its mount and descends no more than 20 feet and it isn't incapacitated, it can land on its feet. The eagle rider can dismount its mount as a free action, requiring no movement.

Actions

Multiattack. The eagle rider makes two attacks with its longbow.

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

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

Reactions

Graceful Maneuvers. When a creature the eagle rider can see targets it or its mount with an attack, the eagle rider adds 3 to the AC of both itself and its mount against attacks from that creature until the start of the eagle rider's next turn.

Earthen Construct

Large construct, unaligned

Armor Class 18 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	5 (-3)	11 (+0)	4 (-3)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands the language of its creator
Challenge 12 (8,400 XP)

Earthmover (3/day). The earthen construct can permanently reshape earth and rock within a 60-foot-radius. It can raise or lower the elevation, create or fill in a trench, erect or flatten a wall, or any similar effect. Reshaping the earth in this manner takes 1 minute per 5 square feet affected.

Friend of Dwarves. Dwarves that start their turn within 30 feet of the earthen construct gain 10 (2d6) temporary hit points.

Immutable Form. The earthen construct is immune to any spell or effect that would alter its form.

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

Actions

Multiattack. The earthen construct makes two slam attacks.

Slam. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit*: 22 (4d8 + 6) bludgeoning damage.

Slow (Recharge 5-6). The earthen construct targets one or more creatures it can see within 10 feet of it. Each creature must make a DC 17 Wisdom save. On a failed save, the target can't use its reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn but not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The Earthen Construct

Covered in glowing arcane runes, the earthen construct has been summoned forth by dwarven mystics from the recesses of the earth. These massive golems possess rudimentary intelligence and have been brought forth to protect the earth and living stone. Bound by simple commands to protect the regions they are assigned to; the earthen construct is capable of interpreting its creator's commands and will follow them to the best of its limited understanding. They disdain any who would disrespect the earth and the creatures thereupon. Those who would show due reverence, however, may be permitted to delve within the earth for jewels and precious metals, provided this fits within the command structure bestowed by the creator.

Igneous Armor. Made from igneous rock, the earthen construct is incredibly durable. It is also resistant to many forms of magic owing to the nature of its construction and the magical energies coursing through its stone.

Reverence for Stone. The earthen construct respects those who strengthen to living earth. Having been summoned forth by dwarves, they feel a close kinship to these beings, as their mining and homes often display craftsmanship that demonstrate respect for the mountains in which they mine. They despise evil creatures who spoil the reverence and peace of the mountains.

The Empyrean Guardian

Powerful celestial beings, Empyrean Guardians protect the material planes and those within from the demonic influences of hell. They travel the realms often in disguise as a fair and pure being, seeking out and eliminating the taint of fiendish presence while recruiting those pure of heart and noble indeed to their cause. While they carefully disguise their presence from mortals, they may choose to act overtly should the situation require it.

Righteous Fury. The empyrean guardian is a powerful spellcaster, able to smite their demonic foes from afar with their divine powers or provide aid to allies under their protection. Few evil foes can withstand the onslaught of the righteous fury of an empyrean guardian.

Divine Presence. Those under the protection of the empyrean guardian find strength lent to their arms and deep wells of courage within their hearts. Not even the darkest terrors of hell can cause warriors near the empyrean guardian to cower. Those closest to this celestial protector and within its holy aura find their pain salved and their wounds healed.

Empyrean Guardian

Large celestial, lawful good

Armor Class 18 (natural armor)
Hit Points 161 (14d10 + 84)
Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	22 (+6)	20 (+5)	24 (+7)	24 (+7)

Saving Throws Con +11, Int +10, Wis +12, Cha +12
Skills Insight +12, Perception +12, Religion +10
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons
Damage Immunities radiant
Senses passive Perception 22
Languages all, telepathy 120 ft.
Challenge 15 (13,000 XP)

Divine Awareness. The empyrean guardian knows if it hears a lie.

Holy Aegis. Creatures within 30 feet of the empyrean guardian that can see and hear it are immune to being frightened. Creatures within 10 feet of the empyrean guardian are blessed with holy light, regaining 10 (2d10) hit points at the end of the empyrean guardian's turn.

Innate Spellcasting. The empyrean guardian's spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks). The empyrean guardian can innately cast the following spells, requiring no material components:

At will: *bless, protection from evil and good*

3/day each: *beacon of hope, dispel magic, prayer of healing, revivify*

1/day each: *commune, death ward, planar ally*

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

Mortal Form. The empyrean guardian can choose at will to assume the form of any humanoid creature it chooses. This form is indistinguishable from its true form, even with divination spells such as *true seeing*.

Actions

Holy Smite. The empyrean guardian utters a prayer, causing a pillar of divine power to smite its target. The target must make a DC 20 Wisdom saving throw, taking 55 (10d10) radiant damage on a failed save or half damage on a successful save. The saving throw is made with disadvantage if the target is a demon or devil.

The Enlightened Pilgrim

Few are the warriors who have seen their fill of adventures and battle, and fewer still are those who seek it out even in old age. However, these veterans still choose to seek a new adventure, that of spiritual enlightenment. The enlightened pilgrim may be seeking redemption for deeds past by righting old wrongs or addressing misdeeds. Whatever their motivation, the enlightened pilgrim feels that their duty is not yet complete.

Divine Guidance. Enlightened pilgrims proceed on this new chapter of their lives by shedding many of the battle armaments which previously provided comfort. Once purged of material possessions, they seek out a higher being for guidance and find solace in the service of a patron by vowing to shepherd those who cannot protect themselves.

Celestial Messenger. While reaching the end of their years, the enlightened pilgrim is nonetheless a cunning devote whose experience shows. Their gifts are used to help the weak and spread the message of a greater good, attempting to enlighten those who would listen.

Enlightened Pilgrim

Medium humanoid (any race), lawful good (75%) or lawful neutral (25%)

Armor Class 12
Hit Points 52 (8d8 + 16)
Speed 30 ft.

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

Skills Religion +2
Damage Resistances necrotic, radiant
Senses passive Perception 11
Languages Celestial plus any one language (usually Common)
Challenge 1/2 (100 XP)

Spellcasting. The pilgrim is a 2nd-level spellcaster. Its spellcasting ability is Charisma (+4 to hit with spell attacks, spell save DC 12). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

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

1st level (2 slots): *cure wounds, guiding bolt, protection from evil and good*

Actions

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

The Enslaved Drake

Powerful beings both fear and admire the strength and ferocity of dragons and covet their power. The theft of a dragon's egg requires no small amount of courage and cunning. Those who somehow make off with a dragon's egg require strength of arm, a sharp mind, and powerful magic to enslave a young dragon. The enslaved drake, bound by powerful enchantments beguiling its mind, is a loyal servant to its master. Despite it knowing only a life of servitude, this is an intelligent and clever creature.

However, its development has been stunted; the mind of an enslaved drake is clouded by layers of enchantments to maintain control over its ferocious inner spirit.

Shackles of the Mind. The mind of the enslaved drake is bound by psychic link to its master. Deep within its soul the enslaved drake yearns for freedom; the ability to break free of its mental shackles and obtain free will.

Powerful Breath. The breath of the enslaved drake depends on its bloodline. Be it fiery fury, bitter cold, or potent acid, those who cross the enslaved drake will find themselves faced with the full brunt of a dragon's wrath.

A Master's Lair. Although the enslaved drake despises being bound into subservience, it still views its master's refuge as a lair that is to be protected. An enslaved drake hungers for the day its master is killed and it can finally claim the sanctuary for itself.

Enslaved Drake

Small dragon, any non-good alignment

Armor Class 16 (natural armor)
Hit Points 123 (19d6 + 57)
Speed 30 ft., burrow 20 ft., climb 30 ft., fly 60 ft.

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

Saving Throws Dex +5, Con +6
Skills Intimidation +4, Perception +4
Damage Immunities acid (black dragon), cold (white dragon) fire (red dragon), lightning (blue dragon), poison (green dragon)
Damage Vulnerabilities psychic
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14
Languages Draconic and the language of its master
Challenge 5 (1,800 XP)

Amphibious. The enslaved drake can breathe air and water.

Enslaved Mind. The enslaved drake's mind is in constant chaos, making it vulnerable to psychic damage.

Enchanted Servitude. The enslaved drake has advantage on saving throws against being charmed, due to numerous enchantments placed upon its mind to keep it subservient.

Legendary Resistance (1/Day). If the enslaved drake fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The enslaved drake makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 13 (2d8 + 4) piercing damage plus 4 (1d8) damage depending on dragon type: acid (black dragon), cold (white dragon) fire (red dragon), lightning (blue dragon), poison (green dragon).

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 4) slashing damage.

Dragon Breath (Recharge 5-6). The enslaved drake exhales its breath in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 31 (7d8) damage on a failed save, or half as much damage on a successful save. Damage type depends on dragon type: acid (black dragon), cold (white dragon) fire (red dragon), lightning (blue dragon), poison (green dragon).

Legendary Actions

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

Move. The enslaved drake moves up to half its speed.

Attack. The enslaved drake makes one attack with its greatsword.

Breath Weapon (Costs 3 Actions). The enslaved drake uses its breath weapon if it is available.

The Eschewed Tribesman

On remote and tropical islands, cultures have evolved differently from mainlanders. Their customs and appearances reflect what many outsiders may regard as savage, and the eschewed tribesmen have their own unique customs and rites that would seem strange to outsiders. These tribesmen live a simple existence, taking what is needed from the sea or cultivating strange crops on the fertile lands of their archipelagos.

Ritualistic Cannibalism. An off-putting cultural norm of the eschewed tribesmen is their participation in cannibalism. A paternalistic society dictates that the deceased are consumed by their fellow tribesman after they pass, which they believe instills the wisdom of the fallen on to those still alive. This reverent ritualistic consumption of the brain and flesh of their brethren may seem barbaric, but these tribes seem to possess wisdom from past generations that none can logically explain.

Eschewed Tribesman

Medium humanoid (any race), any alignment

Armor Class 16
Hit Points 152 (16d8 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	10 (+0)	14 (+2)	7 (-2)

Skills Athletics +6, Survival +4
Senses passive Perception 12
Languages any one language (unique to its tribe)
Challenge 4 (1,100 XP)

Spirit Protectors. The souls of the eschewed tribesmen's ancestors watch over it during battle. The first time the barbarian hits a creature with a melee weapon attack on its turn, that creature becomes surrounded by ancestral spirits, hindering its attacks. The target has disadvantage on attacks rolls until the start of the eschewed tribesmen's next turn.

Unarmored Defense. While the eschewed tribesmen is wearing no armor, its AC includes its Constitution modifier.

Actions

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

Reactions

Enrage. When the eschewed tribesmen is hit with an attack that deals damage, it can make a greatsword attack against a target within range.

The Everbound Revenant

The lust for revenge or shackles of unfinished business that compel wrathful spirits to remain in the material world are well-established phenomena. The case of the everbound revenant, however, is less well-known to the waking world. A tortured spirit, bringing its wrath down upon those whose doom it promised through the postponement of its own true death, strikes the final blow upon its quarry only to remain tethered to the mundane realm. Scholars are unsure what causes this phenomenon; has the revenant taken too long to finish its final business, making its rebuke of death's clutches permanent? Or has it managed to become Something Other: part living, part dead, and wholly damned?

Finding Purpose. An everbound revenant may recognize that something is wrong, with what base cunning it still possesses in its state of undeath. The revenant may reason that it has business unfinished, targeting all known associates of its quarry as well: acquaintances, friends, and family. Some will fail to connect these logical dots, and simply enter a rage even more murderous than that of a standard revenant, lashing out at anyone and everything in its path. Yet others will become despondent, entering a dormant state until disturbed. Regardless of the revenant's reaction to the hitch in supernatural processes that keeps it from its final death, the end result is the same: the revenant remains, and succumbs to a slowly growing madness.

Joyless Immortality. Without the final release of death, an everbound revenant has no goals, no drive, other than to share their tortured nature with the world. They may be found in any locale, often mingling with other undead: whether this is through a desire for companionship and a sense of belonging, or driven by some other instinct, is unknown. The revenant in such a group may be mistaken for typical undead, only demonstrating its skill and fury once it has been attacked. And should a hapless adventuring party happen to kill it, the revenant may find a new purpose: hounding its most recent killer until one or the other meets oblivion.

Everbound Revenant

Medium undead, neutral

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

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	21 (+5)	11 (+0)	11 (+0)	18 (+4)

Saving Throws Str +9, Con +9, Wis +5, Cha +8
Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned
Senses darkvision 60 ft., passive Perception 10
Languages the languages it knew in life
Challenge 12 (8,400 XP)

Regeneration. The revenant regains 10 hit points at the start of its turn. If the revenant takes fire or radiant damage, this trait doesn't function at the start of the revenant's next turn. The revenant's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Turn Immunity. The revenant is immune to effects that turn undead.

Unending Maddness. When the revenant's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another humanoid corpse on the same plane of existence. The revenant regains all its hit points and must roll on the *Long-Term Madness table (DMG pg.260)*, the effects of which remain until the next time its body is destroyed.

Actions

Multiattack. The revenant makes three greataxe attacks.

Greateaxe. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 11 (1d12 + 5) slashing damage, plus 13 (2d12) necrotic damage.

Vengeful Glare. The revenant targets one creature it can see within 30 feet of it. The target must make a DC 17 Wisdom saving throw. On a failure, the target is paralyzed until the revenant deals damage to it, or until the end of the revenant's next turn. When the paralysis ends, the target is frightened of the revenant for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the revenant, ending the frightened condition on itself on a success.

The Executioner

Executioners are selected for their loyalty to the cause of their liege-lord and will carry out their duty with unwavering resolve. The executioner follows only their lord's commands, and cares for nothing but honing the blade of the massive, menacing greataxe they wield to a keen razor sharpness, and using it for its intended purpose.

Without Mercy. Behind their masked features, the cold and soulless eyes of the executioner shine with dull malice. No empathy, no fear, no caution, and no mercy. If challenged they will offer no quarter and expect none in return. Behind their masks, their eyes are peering through, but are they even.... alive?

Stoic Brutality. The executioner rarely speaks, even to their next victim. Aside from soft and malicious words spoken in barely a whisper to their lord, the only ones who have heard the rasp of an executioner's voice are those who have felt the final kiss of their greataxe.

Executioner

Medium humanoid (any race), lawful neutral

Armor Class 14 (studded leather)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (0)	12 (+1)	13 (+1)

Saving Throws Con +5
Skills Athletics +5, Intimidation +3
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 4 (1,100 XP)

Beheading Blows. When the executioner hits with a melee weapon attack against a prone target, the attack deals critical damage.

Dauntless. The executioner gains a +10 bonus to its Wisdom saving throws against being frightened.

Actions

Multiattack. The executioner makes three greataxe attacks.

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

Handaxe. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 6 (1d6 + 3) slashing damage.

Reactions

Felling Blow. If the executioner is targeted by a melee weapon attack from a creature within 5 feet of it that it can see and the attack misses, the executioner can attempt to shove its attacker, knocking it prone on a success.

The Expedition Leader

Exploring new lands is a perilous business. Explorers may encounter new cultures, deadly and unknown creatures, and a myriad of dangers. The expedition leader has seen his share of dangers and lived to tell the story. Often employed by wealthy benefactors seeking to exploit the riches of unclaimed territory or to negotiate trade routes through dangerous lands, the expedition leader is a keen observer of both human nature as well as the wilderness around him. His rugged demeanor belies a thoughtful individual, but one who has no patience for any who would endanger his mission or those under his command.

Tactful Negotiator. The expedition leader is a tactful negotiator and smooth talker, having more than once charmed his way out of potentially dangerous situations with hostile civilizations. He would prefer to talk his way out of danger and avoid bloodshed rather than start a fight that could lead to broader conflict.

Resourceful Survivalist. Having trudged through some of the most dangerous terrain explored and been on the verge of starvation, the expedition leader is a resourceful survivalist. He is able to procure food in the most unlikely of places, even if insects and grubs are not to many explorer's tastes.

Expedition Leader

Medium humanoid (any race), any alignment

Armor Class 13 (studded leather)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

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

Saving Throws Con +5, Wis +4
Skills Athletics +4, Investigation +4, Perception +6, Persuasion +3, Survival +4
Senses passive Perception 16
Languages Common plus any one additional language
Challenge 1 (200 XP)

Huntsman's Sense (3/Day). As a bonus action, the expedition leader examines a creature it can see within 60 feet of it, discerning whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. If the creature is hidden from divination magic, it senses that it has no damage immunities, resistances, or vulnerabilities.

Lay of the Land. The expedition leader has advantage on Wisdom (Perception and Survival) checks. It is also able to forage for enough food to feed itself and up to five additional creatures per day.

Skilled Negotiator. The expedition leader has advantage on any Charisma (Persuasion) checks.

Actions

Multiattack. The expedition leader makes two handaxe attacks.

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

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

Reactions

Inhospitable Counter. When a creature forces the expedition leader to make a saving throw, the expedition leader can use its reaction to make one weapon attack against the creature if it is within range, which it makes before the saving throw. If the attack hits and deals damage, the expedition leader automatically succeeds on the saving throw against the creature's effect.

Fairy Trickster

Medium fey, any chaotic alignment

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	12 (+1)	16 (+3)	17 (+3)

Saving Throws Wis +5, Cha +5
Skills Deception +5, Persuasion +5, Stealth +6
Senses darkvision 60 ft., passive Perception 13
Languages Common, Sylvan
Challenge 2 (450 XP)

Fey Ancestry. The fairy has advantage on saving throws against being charmed, and magic can't put the fairy to sleep.

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

Nature's Wrath. As a bonus action, the fairy can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) poison damage to a target on a hit. This benefit lasts until the end of the turn. If the fairy expends a spell slot of 2nd or higher, the extra damage increases by 1d6 for each level above 1st.

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

Cantrips (at will): *druidcraft, poison spray, mage hand, thaumaturgy*

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

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

3rd level (2 slots): *call lightning, dispel magic*

Actions

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

Cloak of the Forest (Recharge After a Short or Long Rest). The fairy becomes invisible until the end of its next turn, or until it casts a spell.

Deceit (1/Day). The fairy creates a perfect illusion of itself that lasts for 1 minute or until it loses its concentration, as if concentrating on a spell. The illusion appears in an unoccupied space within 30 feet of the fairy. As a bonus action, the fairy can move the illusion up to 30 feet to a space within 120 feet of the fairy that it can see. Additionally, when both the fairy and its illusion are within 5 feet of a creature that can see the illusion, the fairy has advantage on attack rolls against that creature.

The Fairy Trickster

Mischievous and whimsical beings, fairies are shy beings with a deep love for nature and life. Many are also users of magic who tap into the arcane energies of nature. These fairy tricksters tend to their forests, promote their growth, and encourage animals to reside within their domains. While extremely shy, they have been known to engage with others who share their love of the wild, and in required circumstances will defend their realm and the creatures within. For the most part however, they prefer to remain unseen, observing other beings from carefully chosen hiding places.

Nature's Trickster. The magics of the fairy trickster complements both their love of nature as well as their tendencies to sow chaos and mischief. They love nothing more than to play a prank on an unsuspecting traveler, luring them into clever scenarios with their magic. However, they are seldom malicious, except to evil beings who would destroy their homes.

The Forest Mystic

The untamed wilds of the realm are home to untold wonders and dangers alike. An enlightened individual, the forest mystic has left the material world and instead chosen to bond with nature. These powerful casters channel potent druidic powers, and due to their intense study of nature have chosen to shun outsiders rather than dwell even near civilization, viewing these as vexations to the spirit of the wild.

Awakened Wilderness. The forest mystic has developed such an attunement to the wild that the surrounding flora bends to their will. This allows the forest mystic to heal wounded plants, promote both growth and decay, and ensnare those who would do harm to the wild.

Forest Meditations. The forest mystic has spent a great deal of time deep in meditation within the forest, seeking enlightenment. This life of solitude, meditation, and observation has led to the development of a calm and reasoned personality. The forest mystic fears no wild animal nor creature of the natural world, but rather harbors a deep mutual respect with denizens of the woods.

Forest Mystic

Medium humanoid (any race), any neutral alignment

Armor Class 12 (16 with barkskin)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	12 (+1)	16 (+3)	9 (-1)

Skills Animal Handling +5, Insight +5, Nature +3, Perception +5
Senses passive Perception 15
Languages Druidic plus any two languages
Challenge 2 (450 XP)

Language of the Forest. The forest mystic can telepathically communicate with beasts and plants within 100 feet it if those creatures are native to the forest.

Innate Spellcasting. The forest mystic's innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *druidcraft, guidance, shillelagh*

3/day each: *entangle, faerie fire, goodberry*

1/day each: *barkskin, calm emotions*

Actions

Multiattack. The forest mystic makes two club attacks.

Club. *Melee Weapon Attack*: +4 to hit (+6 to hit with shillelagh), reach 5 ft., one target. *Hit*: 4 (1d4 + 2) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage with *shillelagh*.

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

Barkstep (Recharge 6). The forest mystic can touch a living tree and magically walk through its bark, teleporting up to 100 feet to an unoccupied space that it can see. The unoccupied space must be within 5 feet of a living tree. The trees must be Large size or bigger.

Frigid Abysswalker

Medium fiend (devil), lawful evil

Armor Class 13 (15 with mage armor)
Hit Points 115 (21d8 + 21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+6)	13 (+1)	15 (+2)	16 (+3)	18 (+4)

Saving Throws Con +4, Wis +6, Cha +7
Skills Deception +7, Survival +6
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 13
Languages Infernal plus any three languages
Challenge 6 (2,300 XP)

Ice Summoner. The frigid abysswalker has an ice mephit *(MM pg.215)* as a familiar.

Spellcasting. The frigid abysswalker is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Each spell is cast as a 5th level spell and the frigid abysswalker regains its expended spell slots when it finishes a short or long rest. It knows the following spells:

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

5th level (3 slots): *banishment, conjure elemental (water), contact other plane, ice storm, mage armor, misty step, mirror image, planar binding, summon lesser demon, slow*

Actions

Multiattack. The frigid abysswalker makes three attacks: two with its frigid quarterstaff and one with its abyssal blast.

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

Abyssal Blast. *Ranged Spell Attack*: +7 to hit, range 120 ft., one target. *Hit*: 10 (2d6 + 4) cold damage. The creature must succeed on a DC 15 Constitution saving throw be paralyzed until the end of its next turn.

Reactions

Frigid Rebuke. When the frigid abysswalker is hit with an attack that deals damage, it points its finger at the attacker. After the damage is dealt, the attacker must succeed on a DC 15 Dexterity saving throw or take 13 (2d12) cold damage.

The Frigid Abysswalker

While hellish forces are associated with depictions of hellfire and fury, the frigid abysswalker follows the teachings of the Cold Lord from one of the most remote regions of hell. These mortal warlocks have chosen to enter service with the denizens of this realm, and their overlords have granted them unique powers. These frigid abysswalkers seek to spread desolation and bitter cold to other realms in which they travel. Rather than being empowered by chaos and flame, they are masters of frozen creatures.

Summoner of Ice. The frozen wastes of the far corners hell are home to savage, remorseless creatures of ice. The frigid abysswalker is able to summon ferocious denizens to act as their familiars. These beings are known to be more brutal than other demonic familiars, but somewhat less cunning.

Remorseless. The frigid abysswalker has a spirit as cold and pitiless as the hellish lords of ice they serve.

The Frozen Disciple

Existence in the cold wastelands of the far north is a brutal affair. Desolate landscapes, lack of food, howling winds and merciless cold make survival nigh impossible but for all but the hardiest folk. The frozen disciple is a clever and ingenious nomad, having learned how to survive in these environments by wit and study, as well as mastery of the ebbs and flows of ice magic.

Veins of Ice. The frozen disciple has learned to harness the magic of the cold winds of the north. Manipulation of these energies allows the disciple to insulate their body, allowing them to endure temperatures that would turn other creature's blood to ice.

Hardy Survivalist. Even having harnessed magics that allow survival in the deep cold, survival in cold climates is still brutal. The frozen disciple is an expert survivalist, able to find food and shelter in even the most isolated and barren regions. They are frequently found in the company of an arctic creature, these creatures of the North providing comfort and companionship in an otherwise lonely existence.

Frozen Disciple

Medium humanoid (any race), any alignment

Armor Class 13 (padded)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

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

Saving Throws Wis + 4
Skills Animal Handling +4, Medicine +4, Survival +4
Damage Immunities cold
Senses passive Perception 12
Languages Common plus any two languages
Challenge 3 (700 XP)

Animal Companion. The frozen disciple is bonded to a *Winter Wolf (MM pg.340)*, which is its animal companion. The companion acts on its own initiative, but otherwise obeys the frozen disciple's commands. As a bonus action, the frozen disciple can command its companion to use its reaction to take the Dash, Disengage, Dodge, or Help action.

Innate Spellcasting. The frozen disciple's spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can cast the following spells, requiring no material components:

3/day each: *chill touch, gust of wind, fog cloud*

1/day each: *sleet storm*

Survivalist. The frigid abysswalker has advantage on Wisdom (Survival) checks.

Veins of Ice. The frigid abysswalker is immune to cold damage when it is in snowy terrain.

Actions

Multiattack. The frigid abysswalker makes two ice lance attacks.

Ice Lance. *Melee Weapon Attack*: +4 to hit, reach 10 ft., one target. *Hit*: 15 (2d12 + 2) cold damage.

Frozen Visage (1/Day). The frozen disciple creates a perfect illusion of itself that lasts for 1 minute or until it loses its concentration, as if concentrating on a spell. The illusion appears in an unoccupied space within 30 feet of the frozen disciple. As a bonus action, the frozen disciple can move the illusion up to 30 feet to a space within 120 feet of the frozen disciple that it can see. Additionally, when both the frozen disciple and its illusion are within 5 feet of a creature that can see the illusion, the frozen disciple has advantage on attack rolls against that creature.

The Frozen Wight

Life in the coldest extremes of the realm is often brutal and short, cut short by ferocious creatures, fearsome foes, or merciless cold itself. Evil creatures that cling to hatred and have a thirst for vengeance seek out such places, more so when they are beckoned by a malicious voice calling out to them from the chilled wasteland.

Spectral Ice Blade. Frostmare, a sentient greatsword that harbors an unending hatred of warm-blooded creatures, requires a host that shares its views. In the wight, it has found such a host. By bonding with the vile undead creature, and thus it becoming a frozen wight, the duo form a mutualistic symbiotic relationship. What's more, should the undead creature fall in battle, there are no shortage of wights to take its place; a perpetual army of the damned.

Heart of Cold. So deep is Frostmare's hatred for the living that it commands its host to actively hunt; the duo are drawn to the living like a moth to flame. These hapless creatures rapidly notice their own chilled breath on the air as the wight descends upon them, greatsword clutched in its hands.

Eternal Hatred. Although Frostmare is an uncontainable sinister force on its own, the sword's motivations are mirrored by the wight's ultimate goal of making eternal war against the living.

Undead Nature. The frozen wight doesn't require air, food, drink, or sleep.

Frozen Wight

Medium undead, neutral evil

Armor Class 17 (half plate)
Hit Points 129 (18d8 + 48)
Speed 30 ft.

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

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities cold, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 13
Languages the languages it knew in life
Challenge 14 (11,500 XP)

Bonded Weapon. The frozen wight is bonded to a sentient weapon, for which it uses its Charisma modifier for its attack and damage rolls. The frozen wight and its weapon can communicate telepathically, and the frozen wight obeys its bonded weapon's commands. The frozen wight can use its bonus action to teleport its bonded weapon into a free hand, or a bonus action to temporarily dismiss the bonded weapon into a pocket dimension. If the frozen wight spends at least 1 hour without touching its bonded weapon, the frozen wight dies and the weapon appears in an empty space within 10 feet of it.

Frozen Presence. The frozen wight chills its surroundings. The temperature within 100 feet of the frozen wraith lowered to 0 degrees Fahrenheit. Water in the area freezes. Additionally, warm blooded creatures that start their turn within 15 feet of the frozen wraith take 11 (2d10) cold damage.

Numbing Aura. When a creature hits the frozen wight with a melee attack, it takes 7 (2d6) cold damage.

Spellcasting. The frozen wight is a 7th-level warlock. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Each spell is cast as a 5th level spell and the frozen wight regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast, toll the dead, true strike*

1st-4th level (2 slots): *blight, darkness, enthrall, fear, hold person, misty step, vampiric touch , wrathful smite*

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

Turn Immunity. The frozen wight is immune to effects that turn undead.

Weapon Bond: Frostmare. The frozen wight's bonded weapon is Frostmare, a chaotic evil sentient greatsword (Int 19, Wis 12, Cha 20). Frostmare is a legendary +3 magic weapon.

Actions

Multiattack. The frozen wight makes three attacks with its bonded weapon.

Frostmare. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit*: 14 (2d6 + 7) slashing damage, plus 14 (4d6) cold damage. If the attack hits by 5 or more, the target must succeed on a DC 17 Constitution saving throw or have its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

The Gamekeeper

The gamekeeper is a ranger who has gained employment in retirement by accepting a position as a gamekeeper and guide in the estates of the lords of the realm. Due to their great respect for nature and their understanding of the living creatures, a gamekeeper is an ideal role for those seeking the quiet life but perhaps also some of the comforts of civilization. The gamekeeper is responsible for maintaining the lands surrounding the estates of nobles, both monitoring the health of the wild and ensuring a steady supply of game and fowl for their employer. Gamekeepers are also responsible for patrolling the lands over which they watch, keeping poachers and others of ill repute away. They are often accompanied by creatures of the wild they have tamed.

Wisdom of the Wild. Their extensive experience as explorers and adventurers has served these rangers well. Their vast knowledge of nature and the wild has made them sought after, and they are more than willing to share in their knowledge over a tankard of ale by the campfire.

Gamekeeper

Medium humanoid (any race), any alignment

Armor Class 14 (hide)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

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

Saving Throws Dex +4, Wis +4
Skills Animal Handling +6, Nature +3, Survival +4
Senses passive Perception 12
Languages Common plus any two additional languages
Challenge 3 (700 XP)

Animal Friend. The gamekeeper has advantage on Wisdom (Animal Handling) checks when interacting with small animals.

Spellcasting. The gamekeeper is a 7th-level ranger. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The gamekeeper has the following spells ranger prepared:

1st level (4 slots): *goodberry, hunter's mark, speak with animals*

2nd level (3 slots): *animal messenger, locate animals or plants*

Wisdom of the Wild. The gamekeeper has advantage on Wisdom (Survival) checks.

Actions

Blunderbuss. *Ranged Weapon Attack*: +4 to hit, range 20/60 ft., one target. *Hit*: 15 (2d12 + 2) piercing damage.

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

The Gloom Stalker

Gloom stalkers actively seek out darkest places; traveling underneath the surface into damp caverns where the sun's light cannot reach. Locations harboring monsters that are the stuff of nightmares, stalkers venture willingly, looking to become the predator hunting those who would seek to prey on others.

Mind of Iron. The gloom stalker has mastered the ability to resist even the strongest enchantment magic. Focusing on an inner strength of will, it is able to fight off mind-altering effects that would render lesser creatures dumbfounded.

One with the Darkness. Possessing a natural affinity when exploring the underground caverns, the darkness has lost its mystery to the gloom stalker, who has a supernatural darkvision.

Embracing the Nightmare. The gloom stalker hunts those which prey on other before they have the chance. They enter the darkest lairs and slay monsters where they feel safest. Evil that uses the shadows to surprise its mark are caught unaware by the gloom stalker, who is adept at masking its presence against those who can see in the dark.

Gloom Stalker

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)
Hit Points 165 (22d8 + 66)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	12 (+1)	14 (+2)	9 (-1)

Saving Throws Str +3, Dex +7, Wis +5
Skills Acrobatics +7, Perception +5, Stealth +10, Survival +5
Senses darkvision 90 ft., passive Perception 15
Languages any one language (usually Common)
Challenge 7 (2,900 XP)

Dread Ambusher. The gloom stalker has mastered the art of the ambush. It adds a bonus to its initiative rolls equal to its Wisdom modifier (+2). Additionally, at the start of its first turn of each combat, its walking speed increases by 10 feet, which lasts until the end of that turn. If the stalker takes the Attack action on that turn, it can make one additional weapon attack as part of that action. If that attack hits, the target takes an extra 1d8 damage of the weapon's damage type.

Favored Enemy: Aberrations, Monstrosities, and Oozes. The gloom stalker has advantage on Wisdom (Survival) checks to track its favored enemies, as well as on Intelligence (History) checks to recall information about them.

Iron Mind. The gloom stalker has proficiency in Wisdom saving throws and makes Wisdom saving throws with advantage.

Natural Explorer: Underdark. When travelling in the Underdark, the gloom stalker's group can't become lost except by magical means and difficult terrain doesn't slow its group's travel.

Spellcasting. The gloom stalker is a 15th-level ranger. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It gloom stalker has the following ranger spells prepared:

1st level (4 slots): *cure wounds, disguise self, hunter's mark, zephyr strike*

2nd level (3 slots): *rope trick, pass without trace*

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

4th level (2 slots): *freedom of movement*

Stalker's Flurry (1/Turn). If the gloom stalker misses with a weapon attack, it can make another weapon attack as part of the same action.

Umbral Stealth. While in darkness, the gloom stalker is invisible to any creature that would rely on darkvision to see it in that darkness.

Actions

Multiattack. The gloom stalker makes four attacks with its longbow.

Shortsword. *Melee Weapon Attack*: +7 to hit, reach S ft., one target. *Hit*: 7 (ld6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack*: +7 to hit, range 50/600 ft., one target. *Hit*: 8 (ld8 + 4) piercing damage.

Longbow (Dread Ambusher). *Ranged Weapon Attack*: +7 to hit, range 50/600 ft., one target. *Hit*: 13 (2d8 + 4) piercing damage.

Reactions

Shadowy Dodge. The stalker can dodge in unforeseen ways, with wisps of supernatural shadow around it. Whenever a creature makes an attack roll against the stalker and doesn't have advantage on the roll, the stalker can use its reaction to impose disadvantage on the attack. The stalker must use this feature before it knows the outcome of the attack roll.

The Gnomish Inventor

There is often one in every town, village, or city - the small hovel from which billows of colored smoke or noxious fumes emanate, or perhaps the sound of whirring and clicking gears and mechanisms can be heard from the cellar of a house. These are often the signs that a gnomish inventor is tinkering away on their latest contraption. While some of their devices have no discernable use, others are ingeniously crafted with a somewhat sideways solution to a perhaps mundane problem. The gnomish inventor is eccentric, curious, and always dreaming up ways to solve whatever problems they face.

Unconventional Solutions. The gnomish inventors are inherently curious, a trait shared with others of their ilk. However they seem to take it to the extreme, coming up with devices that while effective, also tend to leave normal folk scratching their head in bewilderment.

Adept Hands. The hands of the gnomish inventor are agile and experienced, capable of creating the most minute mechanisms. They are sought out to craft devices as well as disassemble them. Gnomish curiosity is rarely overcome by caution, however.

Gnomish Inventor

Small humanoid, any alignment

Armor Class 12
Hit Points 31 (7d6 +7)
Speed 25 ft.

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

Saving Throws Int +5
Skills Investigation +5, Sleight of Hand +4
Senses darkvision 60 ft., passive Perception 11
Languages Common, Gnomish and any two additional languages
Challenge 1/4 (50 XP)

Craftsman (3/Day). The gnomish inventor spend 1 hour to craft a simple device, such as locks, noise makers, wind up toys, or music boxes.

Gnomish Cunning. The gnomish inventor has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Tinkerer. The gnomish inventor has advantage on Dexterity (Sleight of Hand) checks made when using artisan's tools.

Actions

Dagger. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 3 (1d4 + 2) piercing damage.

Sling. *Ranged Weapon Attack*: +4 to hit, range 30/120 ft., one target. *Hit*: 3 (1d4 + 2) bludgeoning damage.

Grave Knight

Medium undead, chaotic evil

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	21 (+5)	10 (+0)	14 (+2)	17 (+3)

Damage Resistances necrotic, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages the languages it knew in life
Challenge 10 (5,900 XP)

Innate Spellcasting. The grave knight's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can cast the following spells innately:

At will: *compelled duel, toll the dead*

Legendary Resistance (1/Day). If the grave knight fails a saving throw, it can choose to succeed instead.

Turn Resistance. The grave knight has advantage on saving throws against any effect that turns undead.

Undead Rage (3/Day). As a bonus action on its turn, the grave knight can enter into an undead rage that lasts for 1 minute. While raging, the grave knight gains advantage on all melee weapon attack rolls and deals critical damage on an attack roll of 19 or 20.

Unholy Aura. Unless the grave knight is incapacitated, it and undead creatures of its choice within 60 feet of it regain 10 hit points at the start of their turn.

Actions

Multiattack. The grave knight makes three greatsword attacks.

Greatsword. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 11 (2d6 + 4) slashing damage.

Legendary Actions

The grave knight can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The grave knight regains spent legendary actions at the start of their turn.

Move. The grave knight moves up to half its speed.

Compelled Duel (Costs 2 Actions). The grave knight casts *compelled duel*.

The Grave Knight

When the restless souls of the departed on the battlefield coalesce with the singular purpose of seeking vengeance, the grave knight is arises with a one task - to seek vengeance for the lives that were cast away in battle. These undead beings patrol great battlefields of old, where unkempt graves of the slain are found. They are restless and tortured spirits, unable to find solace until the souls of the dead have found peace. They despise the waste of life that has given rise to their essence, seeking to right the wrongs that have caused lives to be cast away as though they were but pawns in greater schemes.

Soul of the Damned. The grave knight has been bestowed with powers of undeath, as well as potent magics that reflect its hatred of the living. As these beings patrol their graves, they seek to enlist additional souls of the weak, unwary, and unwise.

Undead Nature. A grave knight doesn't require air, food, drink, or sleep.

The Hellion

Some scholars seek to understand the arcane mysteries of the universe under the patronage of a higher being. Those who serve demonic patrons delve greedily into forbidden dark magics locked in tomes bound in human hide and practice blood rituals aimed at further empowering themselves and their masters. Under the watchful and manipulative tutelage of their patrons, the hellion grows ever darker and more paranoid. In their ceaseless thirst for knowledge they may offer sacrifice to their patrons in the hope of obtaining just a little taste of more power and more knowledge, never knowing the true motivations of their patron.

Demon Scholar. Through deep study of forbidden tomes, the hellion has deep knowledge of the history of demons and conflicts involving these creatures. They are also powerful magic users; their spells have been empowered by flame and darkness.

Hellion

Medium humanoid (any race), any alignment

Armor Class 14 (leather)
Hit Points 99 (18d8 + 18)
Speed 30 ft.

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

Saving Throws Wis +4, Cha +5
Skills Deception +5, History +4, Persuasion +5, Religion +4
Senses passive Perception 12
Languages Abyssal, Common and any one additional language
Challenge 4 (1,100 XP)

Demon Scholar. The hellion has advantage on Intelligence (History and Religion) checks and Charisma (Deception and Persuasion) checks when interacting with fiends.

Hellish Empowerment. The hellion's spells deal an additional 5 (1d10) fire damage.

Paranoid. The hellion has disadvantage on Charisma (Intimidation) saving throws.

Spellcasting. The hellion is an 12th-level spellcaster. Its spellcasting ability is Charisma (spell save 13, +5 to hit with spell attacks). Each spell is cast as a 5th level spell and the hellion regains its expended spell slots when it finishes a short or long rest. It knows the following spells:

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

1st-5th level (3 5th-level slots): *banishment, charm person, contact other plane, darkness, hellish rebuke, faithful hound (hellhound), fear, fireball, planar binding, protection from good and evil, summon greater demon*

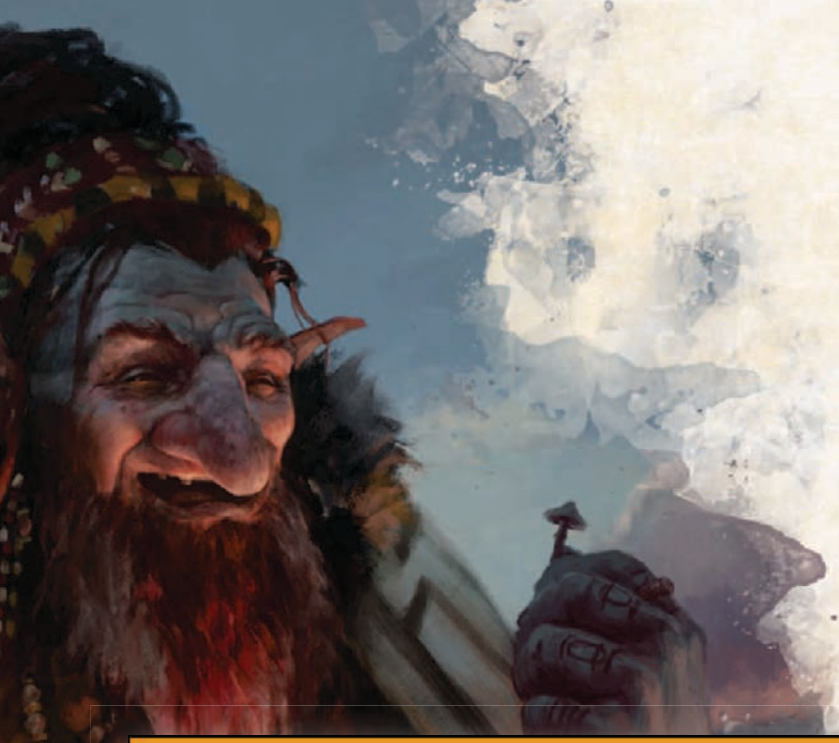
Tome of Demonic Secrets. The hellion can cast the *find familiar* spell as a ritual, without expending a spell slot or using material components. The hellion's familiar is an *Imp (MM pg.76)*.

Actions

Multiattack. The hellion makes three eldritch blast attacks.

Eldritch Blast. *Ranged Spell Attack*: +5 to hit, range 120 ft., one target. *Hit*: 5 (1d10) force damage, plus 5 (1d10) fire damage.

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



The Herbalist

The firbolg tribes of the wild call upon the shamanistic and primal abilities of their local herbalist. These healers are students of the wild and know the medicinal properties of many local herbs and vegetation. While some of their remedies may seem odd to the untrained eye of an outsider, none question the efficacy of their treatments. From the simple stomach ailment to the most virulent of diseases, and most severe of wounds, a herbalist is a welcome sight to those in need. Their salves and poultices are mixed with herbs and roots most rare, yet also in precise amount for the difference between medicine and poison is the concentration of their ingredients. Some of their concoctions may be among the most potent poisons available, to which there may be no cure.

Naturalist. The herbalist is an expert botanist, knowing the growing conditions of the ingredients for their remedies. They have intimate knowledge of the surrounding wilds, and also know which parts of wildlife brought home by tribal hunters to add to their potions.

Herbalist

Medium humanoid (firbolg), any alignment

Armor Class 12
Hit Points 135 (18d8 + 54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	16 (+3)	16 (+3)	18 (+4)	11 (+0)

Saving Throws Con +6
Skills History +5, Medicne +5, Nature +5, Survival +6
Damage Immunities poison
Condition Immunities diseased, poisoned
Senses passive Perception 12
Languages Common, Elvish, and Giant
Challenge 2 (450 XP)

Hidden Step (Recharges on a Short or Long Rest). As a bonus action, the herbalist can magically turn invisible until the start of its next turn or until it attacks, makes a damage roll, or forces someone to make a saving throw.

Innate Spellcasting. The herbalist's spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It can cast the following spells innately:

1/day: *detect magic, disguise self*

Plant Expert. The herbalist is proficient with the herbalism kit, and makes skill checks with advantage when using it.

Speech of Beast and Leaf. The herbalist has the ability to communicate in a limited manner with beasts and plants. They can understand the meaning of the herbalist's words, though it has no special ability to understand them in return. The herbalist has advantage on all Charisma checks it make to influence them.

Verdure's Intuition (1/Turn). When the herbalist uses its healing bandage action, it can add one of the following effects:

- **Burnsoothe.** For 24 hours, the creature is resistant to fire damage.
- **Freezeallay.** For 24 hours, the creature is resistant to cold damage.
- **Plaguepurge.** For 24 hours, the creature has advantage on saving throws against being diseased. If the creature is currently diseased by nonmagical means, the disease is removed.
- **Tranquilweave.** Once within the next 24 hours, when the target completes a long rest, it regains all spent Hit Dice instead of a number of dice equal to half its character total number.
- **Venomcleanse.** For 24 hours, the creature is resistant to poison damage and has advantage on saving throw vs being poisoned. If the creature is currently poisoned, the poison is removed.
- **Woundbind.** For 24 hours, the creature makes all death saving throws with advantage.
- **Zealtwill.** For 24 hours, the creature regains the maximum number of hit points for any Hit Die it spends.

Actions

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

Poison Vial (Recharge 6). *Ranged Weapon Attack*: +4 to hit, range 20/40 ft., one target. *Hit*: 36 (8d8) poison damage. A creature hit with a plague vial must succeed on a DC 13 Constitution saving throw or be poisoned for 24 hours. A creature poisoned in this manner can only be healed by a herbalist or through magical means.

Healing Bandage (5/Day). The herbalist covers the wound of a creature within 5 feet of it with a spongy mass of absorbent moss treated with a number of herbs designed to staunch bleeding, cleanse wounds, and dull pain. The creature regains 12 (5d4) hit points and if affected by an additional effect from the mender's intuition trait.

The Hexblade Warlock

Hexblade warlocks have pledged themselves into an unending servitude of cryptic beings that reside in places of shadow and strife. This serfdom grants them heightened martial prowess along with the ability to bestow deadly curses on their foes, the combination of which makes the hexblade a formidable enemy.

Masterwork Blades. Sentient weapons, created by otherworldly beings, are a hexblade's weapon of choice. The manifested intelligence of their blade gives the hexblade a window in which to interact with their patron and enact their will. While typically swords, these cognizant armaments can come in any form, each with its own motivations that directly influence the actions of its wielder.

Dreadful Curse. The hexblade is able to bestow a frightful curse upon its foe; a curse that makes it difficult for a creature to defend itself against the warlock's onslaught.

Soul Corruption. Death at the hands of a hexblade might not present the finale one might expect, as these warlocks are able to taint the soul of a creature they've recently slain, pulling it back from the afterlife and binding it into their service. These accursed souls become specters, rising only to do their master's bidding.

Hexblade Warlock

Medium humanoid (any race), chaotic neutral

Armor Class 16 (hide, shield)
Hit Points 161 (19d8 + 46)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	18 (+4)	12 (+1)	14 (+2)	17 (+3)

Saving Throws Cha +6
Senses darkvision 60 ft., passive Perception 12
Languages any two languages
Challenge 8 (3,900 XP)

Bonded Weapon. The hexblade is bonded to a sentient weapon, for which it uses its Charisma modifier for its attack and damage rolls. The hexblade and its weapon can communicate telepathically, and the hexblade obeys its bonded weapon's commands. The hexblade can use its bonus action to teleport its bonded weapon into a free hand, or a bonus action to temporarily dismiss the bonded weapon into a pocket dimension.

Hexblade's Curse (Recharges on a Short or Long Rest). As a bonus action, the hexblade chooses creature it can see within 30 feet of it. The target is cursed for 1 minute. The curse ends early if the target dies, the hexblade dies, or the hexblade is incapacitated. Until the curse ends, the hexblade gains the following benefits:

- The hexblade gains a +3 bonus to damage rolls against the cursed target (included below).
- Any attack roll the hexblade makes against the cursed target is a critical hit on a roll of 19 or 20.
- If the cursed target dies, the hexblade regains 11 hit points.

Spellcasting. The hexblade is an 11th-level warlock. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Each spell is cast as a 5th level spell and the hexblade regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast, minor illusion, toll the dead, vicious mockery*

1st - 5th level (3 5th-level slots): *blink, blur, counterspell, darkness, hellish rebuke, hex, hold person, misty step, phantasmal killer, shield, wrathful smite*

Weapon Bond: Duskedge. The hexblade's bonded weapon is Duskedge, a chaotic neutral sentient longsword that can speak Common and Undercommon (Int 18, Wis 17, Cha 21). Duskedge is a Very Rare +2 magic weapon.

Actions

Multiattack. The hexblade makes three melee attacks or three ranged attacks.

Duskedge. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) slashing damage, plus 4 (1d8) necrotic damage.

Duskedge (Hexblade's Curse). *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit*: 10 (1d8 + 6) slashing damage, plus 4 (1d8) necrotic damage.

Eldritch Blast. *Ranged Spell Attack*: +6 to hit, range 120 ft., one target. *Hit*: 8 (1d10 + 3) force damage.

Reaction

Accursed Specter (1/Day). The hexblade causes a *Specter (MM, pg. 279)* to raise from the body of a humanoid creature that was slain by the hexblade within the last minute.

The Hollowed Soul

The pursuit of obtaining an unrivaled understanding of the afterlife can result in unspeakable horrors. Hollowed souls represent just that; necromancers who have delved too greedily into deciphering gifts of the undead. While this has resulted in powerful supernatural abilities, what is cost inflicted on their mortal wellbeing?

Unholy Presence. The presence of a hollowed soul unnerves even the stoutest of hearts. Muttering words of the damned, these necromancers instill a feeling of horror, one that foreshadows a living soul's impending demise.

Channel to the Dead. The hollowed soul, having spent far too long listening to the whispers of the dead, has become a channel for those he sought to understand. They now crowd forward to speak, but amidst their babbling one may learn vital truths, but beware - some truths may not be fit for ears of the living.

Hollowed Soul

Medium humanoid (any race), any evil alignment

Armor Class 12 (15 with mage armor)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	13 (+1)	17 (+3)	12 (+1)	8 (-1)

Skills Arcana +6, History +6, Religion +6
Damage Resistances necrotic
Senses passive Perception 11
Languages any three languages
Challenge 5 (1800 XP)

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

Spellcasting. The hollowed soul is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The hollowed soul has the following spells prepared:

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

1st level (4 slots): *false life, protection from evil and good, mage armor, ray of sickness*

2nd level (3 slots): *blindness/deafness, ray of enfeeblement, melf's acid arrow*

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

4th level (3 slot): *blight, evard's black tentacles, phantasmal killer*

5th level (1 slot): *antilife shell*

Unholy Presence. Each creature of the hollowed soul's choice that is within 30 feet of the hollowed soul and aware of it must succeed on a DC 14 Wisdom saving throw or suffer disadvantage on attack rolls for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hollowed soul's Unholy Presence for the next 24 hours.

Actions

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

Whispers of the Damned (Recharge 6). A creature within 60 feet of the hollowed soul that can hear it must succeed on a DC 14 Wisdom saving throw or be stunned for 1d4 rounds

The Immolation Archer

Capable of casting a hail of arrows imbued with elemental fury into their foes, the immolation archer is a highly skilled marksman trained to manipulate magical energies. These individuals were identified from a young age due to their skill with a bow and their studiousness in arcane arts and trained into an elite warrior. They are capable of feats of archery that are unknown to those with less mystical inclinations, able to rapidly shoot arrows at incredible speed and with great power. The immolation archer is unable to wear armor due to the intense energy required to maintain their magical abilities.

Imbued Arrows. The immolation archer is able to imbue its arrows with the essence of flame. This comes at an intense energetic cost to the archer, who must be able to craft a pinpoint flame capable of sustaining itself in flight before exploding outward.

Hail of Flame: The most powerful of immolation archers are capable of casting a sleet of flaming arrows upon their foes, setting a region ablaze with a raging inferno. This is used to cut off opposition retreat and funnel opposing forces into a concentrated area where conventional archers are most effective.

Immolation Archer

Medium humanoid (any race), any alignment

Armor Class 13
Hit Points 81 (18d8)
Speed 40 ft.

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

Damage Immunities fire
Senses passive Perception 11
Languages any two languages
Challenge 4 (1,100 XP)

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

Flaming Arrows. Thee immolation archer's ranged weapon attacks deal an extra 1d8 fire damage (included in the attack).

Actions

Multiattack. The immolation archer makes three longbow attacks.

Longbow. *Ranged Weapon Attack*: +5 to hit, range 150/600 ft., one target. *Hit*: 7 (1d8 + 3) piercing damage, plus 4 (1d8) fire damage.

Soul of the Dragon (Recharge 6). The immolation archer fires a blazing arrow in a 120-foot line that is 5 ft. wide. Each creature in that line must succeed on a DC 14 Dexterity saving throw or take 18 (4d8) fire damage.

The Knight of Hell

From the deepest pits and darkest recesses of a fiery abyss stalk the knights of hell. Mention of these fiends appear only in dustiest of tomes, and even then, the written scripture is mostly hearsay. Legend has it these fearsome creatures are blasphemous humanoids whose deeds in life made lesser demon's shudder in fear; knights of hell represent the blackest of spirits to enter the abyss.

Fury of the Abyss. Clad in impenetrable demonically-etched plate, these knights stand in defiance of celestials looking to mettle in the affairs of hell. They strike with animosity, carving through their prey with bladed clawed weapons that teem with necrotic energy. They are the embodiment of misery, suffering, and torment, and represent a terror that lurks in the darkest recesses of the mind. Always there, ever watching.

Desecration without Impediment. Wreathed in a destructive aura that causes even the stoutest of hearts to shrivel in terror, these knights are indominable in their mission to safeguard hell. The black chaotic energies that swirling around them drain the very essence of the living, sustaining the knight while desecrating the ground upon which it walks.

Knight of Hell

Large fiend (devil), lawful evil

Armor Class 19 (demonic plate)
Hit Points 230 (20d10 + 120)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	21 (+6)	13 (+1)	14 (+2)	20 (+5)

Saving Throws Str +12, Con +11, Cha +10
Skills Athletics +12, Intimidation +15
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Damage Immunities fire, necrotic, poison
Condition Immunities frightened, poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Infernal, telepathy 120 ft.
Challenge 15 (13,000 XP)

Devil's Fury. The knight of hell's hellblade attacks deal an additional 11 (2d10) necrotic damage (included in the attack).

Devil's Sight. Magical darkness doesn't impede the knight of hell's darkvision.

Hellish Aura. Each creature of the knight of hell's choice that is within 60 feet of the knight of hell and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the knight of hell's Hellish Aura for the next 24 hours.

A creature that is frightened at the start of its turn takes 11 (2d10) fire damage and 11 (2d10) necrotic damage.

Magic Resistance. The knight of hell has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The knight of hell's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can cast the following spells, requiring no material components:

At will: *blight, fear, hold monster*

1/day: *gate*

Actions

Multiattack. The knight of hell makes four hellblade attacks.

Hellblade. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit*: 18 (2d10 + 7) slashing damage, plus 11 (2d10) necrotic damage.

The Knight of Valor

The purest and most noble of paladins may be offered the rare opportunity to join the secretive and exclusive Order of the Most Valorous, a sect of knights devoted to the purity of honor. These knights are unshakable in their devotion and live a life dedicated to safeguarding those incapable of protecting themselves.

Selflessness. The knight of valor is a selfless warrior, and will take up arms in the most noble and honorable of cases. Even then, they will exhibit only the conscientious traits in combat, and harbor a great disdain towards those who behave with less than the utmost respect and honor in combat.

Purity of Soul and Body. Granted through their devotion to a higher faith, knights of valor are immune to poison, disease, and necromantic energy. They are truly fearless in the face of insurmountable odds and will never shy from righteous combat when their allies are in danger.

Knight of Valor

Medium humanoid (any race), lawful good (90%) or lawful neutral (10%)

Armor Class 16 (ring mail, shield)
Hit Points 85 (10d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	12 (+1)	14 (+2)	12 (+1)

Skills Insight +6, Intimidation +3
Damage Immunities necrotic, poison
Condition Immunities frightened, poisoned
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 6 (2,300 XP)

Aura of Stability. Allied creatures within 60 feet of the knight that it can see have advantage on death saving throws.

Bulwark of Will. As a bonus action, the knight enter a defensive stance. While in this stance, the knight's movement speed is halved but it gains resistance to bludgeoning, piercing, and slashing from nonmagical weapons. Additionally, ranged attacks that target the knight are made with disadvantage. The knight can end this stance as a bonus action.

Virtuous Salvation. The knight gains a +5 bonus to melee attack and damage rolls against a creature if at least one of the knight's allies is within 5 feet of the creature and the ally is incapacitated.

Actions

Multiattack. The knight makes two attacks with its mace.

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

Mace (Virtuous Salvation). *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit*: 11 (1d6 + 8) bludgeoning damage.

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

Reactions

Protect the Vulnerable. When a creature within 5 feet of the knight takes damage, the knight can use its reaction to take that damage instead.

The Lady of the Court

The Lady of the Court is often seen at prestigious events, be it attending elegant celebrations, welcoming foreign dignitaries, or assisting in the negotiation of peace treaties. Well studied in political hierarchy and the motivations of neighboring royal families, the lady of the court is a master stateswoman, knowing full well the subtleties and intricacies of effortlessly navigating the desires of nobility. They are known to entertain at an elegant townhome or in the opulence of a noble's court, and seek favor with those who may ultimately bring them more influence and power.

Subtle Whisperer. The Lady of the Court is a master manipulator, one who knows precisely what pressure to apply, when, and to whom. Nonetheless they are never overt with their desires, but prefer to speak in suggestive, which allows them to delicately talk their way out of, or into, any situation.

Lady of the Court

Medium humanoid (any race), any alignment

Armor Class 11
Hit Points 7 (2d8 - 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	9 (-1)	14 (+2)	14 (+2)	14 (+2)

Skills History +4, Insight +4, Persuasion + 4, Performance +4
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

Innate Spellcasting. The lady of the court's spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can cast the following spells innately:

1/day each: *charm person, suggestion*

Subtle Manipulations. The lady of the court has advantage on Charisma (Persuasion) checks.

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.

Encourage (Recharges 6). The lady of the court and up to 3 creatures of its choice within 30 feet that can see and hear it gain 4 (1d8) temporary hit points.

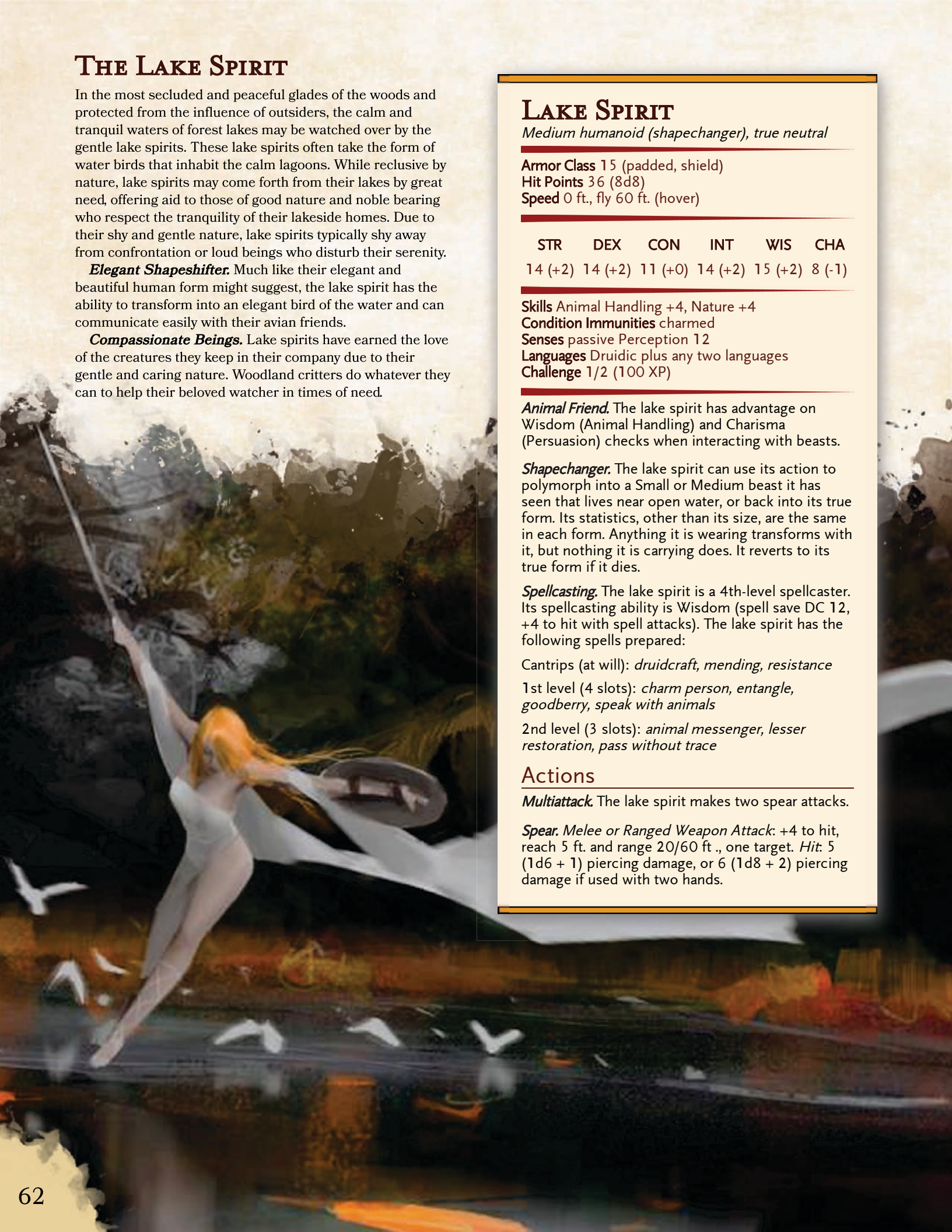
Call for Aid (1/Day). The lady of the court calls out for help. In 1d4 rounds, 2 guards *(MM pg.347)* will arrive to defend the lady of the court.

The Lake Spirit

In the most secluded and peaceful glades of the woods and protected from the influence of outsiders, the calm and tranquil waters of forest lakes may be watched over by the gentle lake spirits. These lake spirits often take the form of water birds that inhabit the calm lagoons. While reclusive by nature, lake spirits may come forth from their lakes by great need, offering aid to those of good nature and noble bearing who respect the tranquility of their lakeside homes. Due to their shy and gentle nature, lake spirits typically shy away from confrontation or loud beings who disturb their serenity.

Elegant Shapeshifter. Much like their elegant and beautiful human form might suggest, the lake spirit has the ability to transform into an elegant bird of the water and can communicate easily with their avian friends.

Compassionate Beings. Lake spirits have earned the love of the creatures they keep in their company due to their gentle and caring nature. Woodland critters do whatever they can to help their beloved watcher in times of need.



Lake Spirit

Medium humanoid (shapechanger), true neutral

Armor Class 15 (padded, shield)
Hit Points 36 (8d8)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	11 (+0)	14 (+2)	15 (+2)	8 (-1)

Skills Animal Handling +4, Nature +4
Condition Immunities charmed
Senses passive Perception 12
Languages Druidic plus any two languages
Challenge 1/2 (100 XP)

Animal Friend. The lake spirit has advantage on Wisdom (Animal Handling) and Charisma (Persuasion) checks when interacting with beasts.

Shapechanger. The lake spirit can use its action to polymorph into a Small or Medium beast it has seen that lives near open water, or back into its true form. Its statistics, other than its size, are the same in each form. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

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

Cantrips (at will): *druidcraft, mending, resistance*

1st level (4 slots): *charm person, entangle, goodberry, speak with animals*

2nd level (3 slots): *animal messenger, lesser restoration, pass without trace*

Actions

Multiattack. The lake spirit makes two spear attacks.

Spear. *Melee or Ranged Weapon Attack*: +4 to hit, reach 5 ft. and range 20/60 ft ., one target. *Hit*: 5 (1d6 + 1) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands.

Legionnaire

Medium humanoid (any race), any lawful alignment

Armor Class 17 (breastplate, shield)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

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

Skills Athletics +5, Intimidation +4
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 2 (450 XP)

Disciplined. The legionnaire has advantage on against Charisma (Intimidation) checks.

Shield Wall. When at least 6 legionnaires form a straight line that is at least 30 feet long, they all form a shield wall as a free action. A legionnaire in a shield wall gains a +2 bonus to its AC and its movement speed becomes 0. A legionnaire can leave a shield wall as a free action, removing the effect from itself. If the shield wall has less than 6 legionnaires in it, it is broken and the remaining legionnaires lose its effects.

Actions

Multiattack. The legionnaire makes two spear attacks. If it has a gladius drawn, it can also make a gladius attack.

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

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

Reaction

Guard Ally. If a creature within 5 feet of the legionnaire is targeted with an attack, the legionnaire can impose its shield between the creature and its attacker, causing the attack to be made with disadvantage. A legionnaire can't use this reaction if it is part of a shield wall.

The Legionnaire

Highly trained and disciplined infantry of vast armies, legionnaires are footmen that make up the bulk of many armies. They are modestly armed and armored but spend hours training and are well drilled and disciplined. They are educated in battle tactics, knowing that their lives depend on the actions of those next to them. As a result, legionnaires maintain a close bond with their comrades, and are willing to lay down their lives for the soldier next to them.

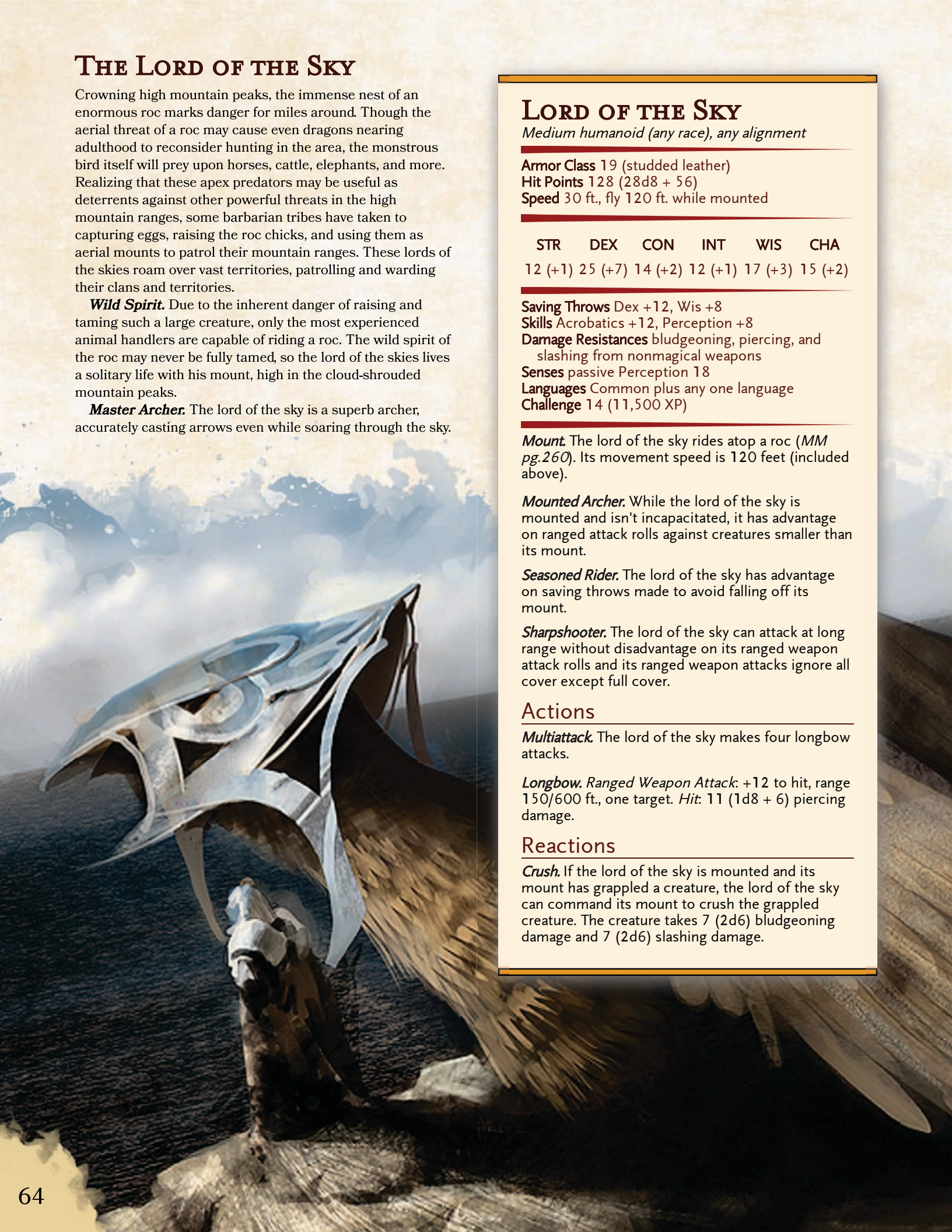
Warfare Specialists. The hallmark of their battalion is that all legionnaires are trained to maintain tightly disciplined formations. Any gaps in their lines will cause the battle line to crumble and allow opposing cavalry to penetrate, leaving support troops and supply lines beyond vulnerable. Should the battle line weaken, the legionnaires will assume a tighter circular formation, shields overlapping and bristling with spears as they seek a more defensible position. Owing to their heavy armor and equipment, legionnaires are however slower than conventional infantry.

The Lord of the Sky

Crowning high mountain peaks, the immense nest of an enormous roc marks danger for miles around. Though the aerial threat of a roc may cause even dragons nearing adulthood to reconsider hunting in the area, the monstrous bird itself will prey upon horses, cattle, elephants, and more. Realizing that these apex predators may be useful as deterrents against other powerful threats in the high mountain ranges, some barbarian tribes have taken to capturing eggs, raising the roc chicks, and using them as aerial mounts to patrol their mountain ranges. These lords of the skies roam over vast territories, patrolling and warding their clans and territories.

Wild Spirit. Due to the inherent danger of raising and taming such a large creature, only the most experienced animal handlers are capable of riding a roc. The wild spirit of the roc may never be fully tamed, so the lord of the skies lives a solitary life with his mount, high in the cloud-shrouded mountain peaks.

Master Archer. The lord of the sky is a superb archer, accurately casting arrows even while soaring through the sky.



Lord of the Sky

Medium humanoid (any race), any alignment

Armor Class 19 (studded leather)
Hit Points 128 (28d8 + 56)
Speed 30 ft., fly 120 ft. while mounted

STR	DEX	CON	INT	WIS	CHA
12 (+1)	25 (+7)	14 (+2)	12 (+1)	17 (+3)	15 (+2)

Saving Throws Dex +12, Wis +8
Skills Acrobatics +12, Perception +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Senses passive Perception 18
Languages Common plus any one language
Challenge 14 (11,500 XP)

Mount. The lord of the sky rides atop a roc (*MM pg.260*). Its movement speed is 120 feet (included above).

Mounted Archer. While the lord of the sky is mounted and isn't incapacitated, it has advantage on ranged attack rolls against creatures smaller than its mount.

Seasoned Rider. The lord of the sky has advantage on saving throws made to avoid falling off its mount.

Sharpshooter. The lord of the sky can attack at long range without disadvantage on its ranged weapon attack rolls and its ranged weapon attacks ignore all cover except full cover.

Actions

Multiattack. The lord of the sky makes four longbow attacks.

Longbow. *Ranged Weapon Attack*: +12 to hit, range 150/600 ft., one target. *Hit*: 11 (1d8 + 6) piercing damage.

Reactions

Crush. If the lord of the sky is mounted and its mount has grappled a creature, the lord of the sky can command its mount to crush the grappled creature. The creature takes 7 (2d6) bludgeoning damage and 7 (2d6) slashing damage.

Lost Tribesman

Medium humanoid (any race), any alignment

Armor Class 13
Hit Points 65 (10d8 + 20)
Speed 30 ft., 50 ft. while mounted

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Wis +2
Skills Animal Handling +3, Insight +3, Nature +2, Stealth +7, Survival +3
Senses passive Perception 11
Languages any one language (unique to its tribe)
Challenge 1 (200 XP)

Impaler. If the lost tribesman is mounted and moves at least 30 feet straight toward a target and then hits it with a greatspear attack on the same turn, the target takes an extra 13 (3d8) piercing damage and is restrained. The lost tribesman can only restrain one creature at a time. A restrained creature can free itself as an action on its turn with a successful DC 13 Strength saving throw.

Jungle Dweller. The lost tribesman has advantage on Dexterity (Stealth) checks while in a jungle terrain. If the lost tribesman is riding its mount, the lost tribesman's stealth roll counts for both itself and its mount.

Mount. The lost tribesman rides atop an axe beak (*MM pg.317*). Its movement speed is 150 feet (included above).

Mounted Combatant. While the lost tribesman is mounted and isn't incapacitated, it has advantage on melee attack rolls against unmounted creatures smaller than its mount, can force an attack targeted at its mount to attack it instead, and when its mount is subjected to an effect that allows it to make a Dexterity saving throw for half damage, the mount instead takes no damage on a successful save and only half damage on a failed save.

Suspicious. The lost tribesman has advantage on Wisdom (Insight) checks.

Actions

Greatspear. *Melee Weapon Attack*: +4 to hit, reach 10 ft., one target. *Hit*: 6 (1d8 + 2) piercing damage.

The Lost Tribesman

Deep in the tangles of the humid jungles in the remote corners of the realm live uncontacted tribes. These lost tribesmen are reclusive by nature and shun outsiders, and have only been glimpsed from afar. Contact with these people inevitably results in conflict, as their strange languages and customs invariably causes misunderstandings. When would-be pilgrims and missionaries have attempted contact in large numbers, these tribes have melted away deeper into the jungles that only they know. All that is known of their culture comes from the remains of their camps, which offer precious little insight into the culture, traditions, and way of living of the lost tribes.

Mysteries of the Jungle. While little is known about the lost tribesman, they appear to have a deep understanding of their jungle home. They have a strange kinship with mysterious beasts that lurk in the jungle. They are clad in the crudest of clothes, bear the simplest of weapons, yet somehow these humanoids have managed to survive in an environment that even the most intrepid survivalist is wary of.