

NPC Statblock Compendium: March 2019

120 Statblocks for 128 Published and Unpublished 5th Edition Subclasses

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Important Information

Sources Referenced

This document makes reference to the following books published by Wizards of the Coast.

- Player's Handbook
- Monster Manual
- Dungeon Master's Guide
- Sword Coast Adventurer's Guide
- Volo's Guide to Monsters
- Xanathar's Guide to Everything

The Monster Manual and Volo's Guide to Monsters are of particular importance.

In addition, some spellcasters in this document draw on spells found in Chapter 2 of the Elemental Evil Player's Companion, which can be [found online here](#), and also from Xanathar's Guide to Everything.

Further, some subclasses listed here aren't found in official books. Instead, they can be found among this list of Unearthed Arcana publications ...

- [Artificer](#)
- [Class Design Variants](#)
- [Cleric: Divine Domains](#)
- [Eberron](#)
- [The Faithful](#)
- [Fighter: Martial Archetypes](#)
- [Kits of Old](#)
- [Monk: Monastic Traditions](#)
- [Paladin: Sacred Oaths](#)
- [Psionics and the Mystic, Take 2](#)
- [Ranger & Rogue](#)
- [Prestige Classes and Rune Magic](#)
- [Sorcery](#)
- [Three Subclasses](#)
- [Warlock & Wizard](#)
- [Wizard Revisited](#)

... or from the following homebrew documents.

- [Blood Hunter](#)
- [Chronomancer](#)
- [Dark Arts Player's Companion](#)
- [Long Ranger](#)
- [Order of the Lycan](#)
- [Shrouded Arts Wizard](#)

Usage Recommendations

Some general guidelines for incorporating new NPCs (and anything else, really) in your adventures:

1. **Bigger numbers don't make better stories.**
2. **There are lies, damned lies, and statistics.**
3. **Those who fight alone die alone.**

It's also highly recommended using the CR guidelines in the DMG (or online [here](#)) to tailor the challenge to your group. In addition, this document includes a list of statblocks arranged by thematic similarity which should help you group up NPCs so they can be more effective in a fight.

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CR 0

- [Commoner](#) (MM)

CR 1/8

- [Bandit](#) (MM)
- [Courtier](#)
- [Cultist](#) (MM)
- [Noble](#) (MM)
- [Tribal Warrior](#) (MM)

CR 1/4

- [Acolyte](#) (MM)
- [Apprentice Mage](#) (VGM)
- [Guard](#) (MM)
- [Jester](#)
- [Rune Scribe](#)

CR 1/2

- [Brawler](#)
- [Celestial Servant](#)
- [Dirty Fighter](#)
- [Faith Seeker](#)
- [Scout](#) (MM)
- [Thug](#) (MM)
- [Warlock of the Raven Queen](#)

CR 1

- [Awakened Mystic](#)
- [Commander](#)
- [Deathtouched Sorcerer](#)
- [Defender](#)
- [Discount Assassin](#)
- [Duelist](#)
- [Herbalist](#)
- [Mercenary](#)
- [Nature Priest](#)
- [Shadow Dancer](#)
- [Shadow Rogue](#)
- [Sharpshooter](#)

CR 2

- [Air Bender](#)
- [Alchemist](#)
- [Arcana Priest](#)
- [Artillerist](#)
- [Bandit Captain \(MM\)](#)
- [Beastmaster](#)
- [Berserker \(MM\)](#)
- [Cult Fanatic \(MM\)](#)
- [Death Priest](#)
- [Druid \(MM\)](#)
- [Earth Bender](#)
- [Fire Bender](#)
- [Grave Priest](#)
- [Guerilla Scout](#)
- [Hunter](#)
- [Inquisitor](#)
- [Kensei](#)
- [Knowledge Priest](#)
- [Life Priest](#)
- [Mastermind](#)
- [Mechanical Servant](#)
- [Night Priest](#)
- [Nightstalker](#)
- [Priest \(MM\)](#)
- [Shadow Monk](#)
- [Spy \(MM\)](#)
- [Sun Soul Monk](#)
- [Theurge](#)
- [Tranquil Master](#)
- [Trickery Priest](#)
- [Water Bender](#)

CR 3

- [Arcane Thief](#)
- [Archer \(VGM\)](#)
- [Artificer](#)
- [Bard \(VGM\)](#)
- [Blood Bender](#)
- [Bounty Hunter](#)
- [Death Researcher](#)
- [Elite Elven Archer](#)
- [Illusionist \(VGM\)](#)
- [Knight \(MM\)](#)
- [Lore Bard](#)
- [Martial Arts Adept \(VGM\)](#)
- [Master Thief \(VGM\)](#)
- [Monster Hunter](#)
- [Privateer](#)
- [Protection Priest](#)
- [Swashbuckler \(VGM\)](#)
- [Twilight Mendicant](#)
- [Veteran \(MM\)](#)
- [Whisper Bard](#)

CR 4

- [Beast Tamer](#)
- [Blade](#)
- [Chief Berserker](#)
- [Forge Priest](#)
- [Gloom Stalker](#)
- [Inventor](#)
- [Kuldjargh](#)
- [Light Priest](#)
- [Shrouded Wizard](#)
- [Storm Herald](#)
- [Tempest Priest](#)
- [Valor Bard](#)
- [Vampiric Sorcerer](#)
- [Warlock of the Archfey \(VGM\)](#)

CR 5

- [Ancestral Inheritor](#)
- [Bear Totem Barbarian](#)
- [Blood Rager](#)
- [Cavalier](#)
- [Dream Guardian](#)
- [Eagle Totem Barbarian](#)
- [Elk Totem Barbarian](#)
- [Enchanter \(VGM\)](#)
- [Horizon Walker](#)
- [Gladiator \(MM\)](#)
- [Glamour Bard](#)
- [Kraken Priest \(VGM\)](#)
- [Mutant Blood Hunter](#)
- [Primal Warden](#)
- [Profane Blood Hunter](#)
- [Red Tiger Bladesinger](#)
- [Shadow Sorcerer](#)
- [Standard Bearer](#)
- [Tiger Totem Barbarian](#)
- [Transmuter \(VGM\)](#)
- [Wolf Totem Barbarian](#)

CR 6

- [Chronomancer](#)
- [Conjurer \(VGM\)](#)
- [Eldritch Knight](#)
- [Green Dragon Sorcerer](#)
- [Knight Conqueror](#)
- [Lore Master](#)
- [Lycan Blood Hunter](#)
- [Mage \(MM\)](#)
- [Rally Guard](#)
- [Samurai](#)
- [Sea Sorcerer](#)
- [The Undying](#)
- [Warlock of the Great Old One \(VGM\)](#)

CR 7

- [Banneret](#)
- [Black/Copper Dragon Sorcerer](#)
- [Blood Knight](#)
- [Blue/Bronze Dragon Sorcerer](#)
- [Brass/Gold/Red Dragon Sorcerer](#)
- [Feysworn](#)
- [Immortal Mystic](#)
- [Warlock of the Fiend \(VGM\)](#)

CR 8

- [Arch Shepherd](#)
- [Assassin \(MM\)](#)
- [Blackguard \(VGM\)](#)
- [Diviner \(VGM\)](#)
- [Holy Redeemer](#)
- [Master-At-Arms](#)
- [Primeval Guardian](#)
- [Silver/White Dragon Sorcerer](#)

CR 9

- [Abjurer \(VGM\)](#)
- [Champion \(VGM\)](#)
- [Evoker \(VGM\)](#)
- [Ghostbane Blood Hunter](#)
- [Necromancer \(VGM\)](#)
- [Warlock of the Archlich](#)
- [War Priest \(VGM\)](#)
- [Zealot](#)

CR 10

- [Brute](#)
- [Drunken Master](#)
- [Mortal Traitor](#)
- [Spore Spreader](#)
- [Stone Sorcerer](#)
- [Storm Sorcerer](#)
- [War Wizard](#)
- [Winter Knight](#)

CR 11

- [Aspect of Vengeance](#)
- [Kingsguard](#)

CR 12

- [Archdruid \(VGM\)](#)
- [Archmage \(MM\)](#)
- [Liminal Druid](#)
- [Moon Druid](#)
- [Phoenix Sorcerer](#)
- [Sovereign Knight](#)
- [Warlord \(VGM\)](#)

CR 14

- [Favoured Chosen](#)

CR 15

- [Hexblade Wielder](#)

CR 17

- [Death Knight \(MM\)](#)

CR 21

- [Solar \(MM\)](#)

Statblocks Listed by Thematic Similarity

Academic

- [Acolyte \(MM\)](#)
- [Arcana Priest](#)
- [Arcane Thief](#)
- [Attuner](#)
- [Battlemasters](#)
- [Chronomancer](#)
- [Courtier](#)
- [Cultist \(MM\)](#)
- [Cult Fanatic \(MM\)](#)
- [Death Researcher](#)
- [Eldritch Knight](#)
- [Hemomancer](#)
- [Inquisitor](#)
- [Inventor](#)
- [Kensei](#)
- [Knight \(MM\)](#)
- [Knowledge Priest](#)
- [Lore Bard](#)
- [Lore Master](#)
- [Mastermind](#)
- [Monster Hunter](#)
- [Noble \(MM\)](#)
- [Reawakener](#)
- [Rune Scribe](#)
- [Samurai](#)
- [Scholarly Wizards](#)
- [Shrouded Wizard](#)
- [Theurge](#)

Celestial

- [Aspect of Vengeance](#)
- [Awakened Mystic](#)
- [Celestial Servant](#)
- [Favoured Chosen](#)
- [Holy Redeemer](#)
- [Kingsguard](#)
- [Life Priest](#)
- [Light Priest](#)
- [Protection Priest](#)
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Death

- [Ancestral Inheritor](#)
- [Aspect of Vengeance](#)
- [Awakened Mystic](#)
- [Death Priest](#)
- [Death Researcher](#)
- [Deathtouched Sorcerer](#)
- [Ghostbane Blood Hunter](#)
- [Grave Priest](#)
- [Immortal Mystic](#)
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- [Scholarly Wizards \(Necromancer\)](#)
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Fiendish

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For Hire

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- [Beast Tamer](#)
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- [Bladesingers](#)
- [Brawler](#)
- [Elite Elven Archer](#)
- [Guerilla Scout](#)
- [Herbalist](#)
- [Hunter](#)
- Kraken Priest (VGM)
- [Land Druid](#)
- [Liminal Druid](#)
- [Lycan Blood Hunter](#)
- [Moon Druid](#)
- [Mutant Blood Hunter](#)
- [Primal Warden](#)
- Scout (MM)
- [Spirit Totem Barbarians](#)
- Tribal Warrior (MM)

Urban

- [Acolyte \(MM\)](#)
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Barbarians

Ancestral Inheritor (XGE)

The ancestral inheritor is accompanied by the spirits of its ancestors who assist it in glorious battle for its tribe, knowing that should it die in combat while its sons and daughters still live, its soul will join theirs and be passed down through generations.

Ancestral Inheritor

Medium humanoid (any race), any alignment

Armor Class 15

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	9 (-1)	15 (+2)	10 (+0)

Skills Athletics +7, History +2, Survival +5

Damage Resistances nonmagical bludgeoning, piercing, and slashing

Senses passive Perception 12

Languages any one language

Challenge 5 (1,800 XP)

Innate Spellcasting. The inheritor's spellcasting ability is Wisdom (spell save DC 13). It can cast the following spells innately:

1/day each: *augury*, *clairvoyance*

Ancestral Demise. When the inheritor dies, it disintegrates and becomes an ancestral spirit, joining the other ancestral spirits as they pass on to guard one of the inheritor's children chosen at random. If the inheritor has no children, it dies, along with all of its ancestral spirits.

Ancestral Protectors. In battle, the inheritor is surrounded and protected by ancestral spirits, the souls of its ancestors. The first time the inheritor hits a creature with a melee weapon attack on its turn, the creature becomes the target of the ancestral spirits, hindering its attacks. The target has disadvantage on attacks rolls until the start of the inheritor's next turn.

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

Actions

Multiattack. The inheritor makes two attacks with its greataxe.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Reactions

Spirit Shield. When a creature the inheritor can see within 30 feet of it takes damage from an attack, the inheritor can use its reaction to provide aid through its ancestral spirits, reducing the damage by 7 (2d6) hit points.

Berserker (PHB)

Berserkers are wild, uncontained beasts who fear not death nor pain. They will defend their tribes with their lives. Some gladiators, pirates, soldiers, and others may also become berserkers in combat.

Berserker, MM pg. 344.

The berserker in the monster manual is sufficient to represent a berserker, but for a higher challenge or for higher level play, included is a slightly more powerful version of the berserker.

Chief Berserker

Medium humanoid (any race), any chaotic alignment

Armor Class 16

Hit Points 67 (9d8 + 27)

Speed 40 ft.

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

Damage Resistances nonmagical bludgeoning, piercing, and slashing

Senses passive Perception 11

Languages any one language

Challenge 4 (1,100 XP)

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

Unarmored Defense. While not wearing armor, the berserker's AC includes its Constitution modifier.

Actions

Multiattack. The berserker makes two attacks with its greataxe.

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

Blood Rager (DAPC)

Using ancient forbidden practices of channeling their own expelled blood in combat, blood ragers seek out greater and greater dangers, growing steadily in power and control with each ordeal they survive.

Blood Rager

Medium humanoid (any race), any chaotic alignment

Armor Class 16

Hit Points 95 (10d8 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	20 (+5)	10 (+0)	13 (+1)	10 (+0)

Skills Perception +7

Damage Resistances nonmagical bludgeoning, piercing, and slashing

Senses passive Perception 16

Languages any one language

Challenge 5 (1,800 XP)

Blood Points. When the blood rager takes damage, it gains blood points equal to half the damage taken (rounded up). On its turn, the blood rager can spend all of its blood points at once to empower itself in battle, choosing one of the following effects. The blood rager loses unspent blood points at the end of its turn.

Empowered Attack. The blood rager adds extra damage to an attack that hits equal to the amount of blood points spent.

Empowered Senses. Until the end of its turn, the blood rager can see invisible creatures as if they were visible up to a range equal to five times the number of blood points spent.

Empowered Speed. Until the end of its turn, the blood rager's speed increases by 5 feet for every 2 blood points spent.

Bloodshed Armor. While the blood rager is not wearing armor, its AC includes its Constitution modifier.

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

The Smell of Blood. The blood rager has advantage on Wisdom (Perception) checks that rely on smell to detect creatures that are at half their maximum hit points or fewer. Creatures up to 1 mile away smell as strongly to the blood rager as they would if they were only 5 feet away.

Actions

Multiattack. The Blood Rager makes two melee attacks.

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Kuldjargh (SCAG)

The kuldjargh (literally, "axe idiot") are specialised dwarven warriors who throw themselves into battle, using their armor as a weapon as much as their axes. They don't tend to live very long, but they firmly believe that their gods will resurrect them after death.

Kuldjargh

Medium humanoid (dwarf), any alignment

Armor Class 16 (spiked armor)

Hit Points 102 (12d8 + 48)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	7 (-2)	8 (-1)	8 (-1)

Skills Athletics +6

Damage Resistances poison; nonmagical bludgeoning, piercing, and slashing

Senses darkvision 60 ft., passive Perception 9

Languages Dwarvish plus any one language

Challenge 4 (1,100 XP)

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

Dwarven Resilience. The kuldjargh has advantage on saving throws to resist being poisoned.

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

Spiked Armor. A creature within 5 feet of the kuldjargh that hits it with a melee weapon attack takes 2 (1d4) piercing damage. Additionally, a creature grappling or grappled by the kuldjargh takes 2 (1d4) piercing damage at the start of the kuldjargh's turn.

Actions

Multiattack. The kuldjargh makes three melee weapon attacks: two with its handaxes and one with its spiked armor.

Handaxe. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Spiked Armor. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Spirit Totem Barbarians

Barbarians who worship the power of the natural world often craft totems based on an animals whose traits they wish to emulate.

Bear Totem (PHB)

Bear totem barbarians are included as a full statblock here. Your NPC barbarian might have another animal totem instead.

If so, the barbarian loses its **Totem of the Bear** feature and its damage resistances (except bludgeoning, piercing, and slashing from nonmagical weapons). Its CR is unaffected.

Eagle Totem Barbarian (PHB)

The barbarian gains proficiency in the Perception skill and a fly speed of 40 feet.

Elk Totem Barbarian (SCAG)

The barbarian increases its speed by 15 feet.

Tiger Totem Barbarian (SCAG)

The barbarian gains proficiency in the Stealth and Survival skills and the following trait:

Totem of the Tiger. The barbarian's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Wolf Totem Barbarian (PHB)

The barbarian gains the following trait:

Totem of the Wolf (1/Turn). When the barbarian hits a Large or smaller creature with a melee weapon attack, it can choose to force the target to make a DC 15 Strength saving throw. The target falls prone on a failed save.

Bear Totem Barbarian

Medium humanoid (any race), any alignment

Armor Class 13 (hide armor)
Hit Points 85 (10d8 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	9 (-1)	15 (+2)	10 (+0)

Skills Athletics +7

Damage Resistances acid, cold, fire, force, lightning, necrotic, poison, radiant, thunder; nonmagical bludgeoning, piercing, and slashing

Senses passive Perception 12

Languages any one language

Challenge 5 (1,800 XP)

Innate Spellcasting. The barbarian's spellcasting ability is Wisdom (spell save DC 13). It can cast the following spells innately, but only as a ritual:

At will: *beast sense*, *speak with animals*

Totem of the Bear. Hostile creatures within 5 feet of the barbarian that can see and hear it have disadvantage on attack rolls against creatures other than the barbarian.

Actions

Multiattack. The barbarian makes four attacks with its scimitars.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Storm Herald (XGE)

Compelled by dark shamans and unknowable gods, the arrival of a band of storm heralds portends great natural disasters in a region. Storm heralds work together to cleanse the land of the influence of humanoid civilisation just before nature reclaims it.

Storm Herald

Medium humanoid (any race), any chaotic alignment

Armor Class 15 (scale mail)

Hit Points 67 (9d8 + 27)

Speed 40 ft., swim 40 ft.

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

Damage Resistances lightning; nonmagical bludgeoning, piercing, and slashing

Senses passive Perception 10

Languages Primordial plus any one language

Challenge 4 (1,100 XP)

Aggressive. As a bonus action, the storm herald can move up to its speed towards a hostile creature that it can see.

Aura of the Sea. Creatures that start their turn within 5 feet of the storm herald must make a DC 13 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one.

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

Actions

Trident. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack. Additionally, the target must succeed on a DC 13 Strength saving throw or fall prone.

Zealot (XGE)

Zealots are those from uncivilised tribes whose sheer force of will has garnered them the attention of gods, good or evil. Powered by holy (or unholy) energy, zealots lead their tribes to glory, often armed with powerful magic weapons that bolster the resolve of their allies.

Zealot

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

Armor Class 17 (half plate, shield)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Damage Resistances necrotic, radiant; nonmagical bludgeoning, piercing, and slashing

Senses passive Perception 10

Languages Abyssal, Celestial, or Infernal, plus any one language

Challenge 9 (5,000 XP)

Beyond Death (3/Day). When the zealot is reduced to 0 hit points by an attack that isn't a critical hit, and the zealot is not killed outright, it can choose to fall to 1 hit point instead.

Legendary Resistance (3/Day). When the zealot fails a saving throw, it can choose to succeed instead.

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

Actions

Multiattack. The zealot makes two attacks with Dawn Star.

Dawn Star. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, plus 7 (2d6) radiant damage. Additionally, if the target is a creature, it must succeed on a DC 10 Charisma saving throw or begin shedding bright light in a 10 foot radius and dim light for 10 feet beyond that. The glowing light grants advantage on attack rolls against the target, and it lasts until the start of the target's next turn.

Bards

Blade (XGE)

Blades are guards that master the use of swords and other deadly weapons. They turn combat into an artform, dancing and singing with glee for every enemy they cut down. They're also often employed as spies and dignitaries, infiltrating enemy soirees until the critical moment when they open their technicolor coats to reveal their shortswords and armor hidden within.

Blade

Medium humanoid (any race), any chaotic alignment

Armor Class 16 (breastplate)

Hit Points 72 (16d8)

Speed 40 ft.

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

Skills Acrobatics +5, Performance +6

Senses passive Perception 10

Languages any four languages

Challenge 4 (1,100 XP)

Blade Flourish (1/Turn). When the blade hits with an attack on its turn, the blade can use one of the following options.

- **Defensive Flourish.** The blade rolls 1d8 and adds the amount to the damage of its attack. It also adds this amount to its AC until the start of its next turn.
- **Mobile Flourish.** The blade rolls 1d8 and adds the amount to the damage of its attack. Additionally, the blade pushes its target a number of feet equal to 5 + the amount rolled. The blade can then move up to its speed.
- **Slashing Flourish.** The blade chooses a creature within 5 feet of its original target. Both targets take an additional 4 (1d8) slashing damage.

Spellcasting. The blade is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12). It knows the following bard spells.

Cantrips (at will): *dancing lights, true strike, vicious mockery*

1st level (4 slots): *bane, disguise self, faerie fire, heroism*

2nd level (2 slots): *cloud of daggers, phantasmal force, see invisibility*

Actions

Multiattack. The blade makes three attacks with its shortswords.

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

Glamour Bard (XGE)

Glamour bards are professional spies by trade. They change identities and disguises as often as one would change one's clothes. While they're not afraid of confrontation, they work best working behind the scenes and manipulating others into doing their fighting for them.

Glamour Bard

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (leather armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Saving Throws Wis +1, Cha +5

Skills Performance +8

Senses passive Perception 8

Languages any four languages

Challenge 5 (1,800 XP)

Innate Spellcasting. The bard's innate spellcasting ability is Charisma (spell save DC 13). It can cast the following spells innately:

At will: *command*, *enthrall*

Majesty. The first time a creature attacks the bard on a turn, the attacker must make a DC 13 Charisma saving throw. On a failed save, it can't attack the bard on this turn, and it must choose a new target for the attack or the attack is wasted.

Spellcasting. The bard is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13). It knows the following bard spells.

Cantrips (at will): *friends*, *vicious mockery*

1st level (4 slots): *charm person*, *comprehend languages*, *disguise self*, *illusory script*, *silent image*

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

3rd level (2 slots): *hypnotic pattern*, *major image*

Actions

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

Jester (UA)

Jesters draw their magic power from embarrassing people more important than them.

Jester

Medium humanoid (any race), any chaotic alignment

Armor Class 14

Hit Points 40 (9d8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	10 (+0)	13 (+1)	10 (+0)	20 (+5)

Skills Acrobatics +8, Performance +9, Sleight of Hand +6, Thieves' Tools +6

Senses passive Perception 10

Languages any two languages

Challenge 1/4 (50 XP)

Light-Footed. The jester has resistance to damage taken as a result of a fall.

Innate Spellcasting. The jester's innate spellcasting ability is Charisma (spell save DC 15). It can cast the following spells.

At will: *friends*, *minor illusion*, *prestidigitation*, *vicious mockery*

Tumbler. As a bonus action, the jester can take both the Dash and Disengage actions.

Actions

Jester's Club. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage, and the target has disadvantage on the next ability check it makes before the end of its next turn.

Lore Bard (PHB)

Lore bards use music as a pathway to understanding deeper truths about the universe they live in, truths which manifest in exotic magical abilities.

Bard, VGM pg. 211.

To distinguish a lore bard from the standard bard in Volo's Guide to Monsters, implement the following changes.

- **Skills** Arcana +4, History +4, Religion +4

Additionally, the lore bard removes the *Taunt* ability and adds the following reaction:

- **Cutting Words.** When a creature the bard can see within 60 feet of it makes an attack roll, ability check, or damage roll, the bard subtracts 4 (1d8) from the result. This has no effect if the creature can't hear the bard or is immune to being charmed.

These changes do not adjust the bard's CR.

Shadow Dancer (DAPC)

The best stories have the darkest endings. Tellers of tales of terror, shadow dancers use the medium of shadows to entertain their thralls, whether that's dancing around a roaring bonfire in the darkest woods, casting puppets with their hands against the wet walls of a rainy alley, or dousing all the lights in the room and communicating through the senses that are only unlocked when all eyes are closed.

Shadow Dancer

Medium humanoid (any race), any alignment

Armor Class 14 (hide armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	13 (+1)	13 (+1)	17 (+3)

Skills Performance +7, Stealth +7

Senses passive Perception 11

Languages any four languages, usually including at least one from Abyssal, Infernal, or Undercommon

Challenge 1 (200 XP)

Spellcasting. The dancer is an 8th-level spellcaster. The dancer's spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following bard spells.

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

1st level (4 slots): *bane, disguise self, dissonant whispers, silent image, sleep*

2nd level (3 slots): *blindness/deafness, darkvision, enthrall, invisibility*

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

4th level (3 slots): *confusion, greater invisibility*

Spreading Shadow. When the dancer rolls initiative, it chooses itself and up to 3 allies within 60 feet of it. Creatures chosen by the dancer can move an additional 20 feet on their turn as long as that movement is in dim light or darkness, and they can take the Disengage or Hide action as a bonus action.

Actions

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

Valor Bard (PHB)

While other bards are often content to sing tunes in taverns or lose themselves in love of literature, valor bards are at the front lines of battle, inspiring soldiers to push themselves beyond their limitations, and leading by example at the first charge.

Valor Bard

Medium humanoid (any race), any alignment

Armor Class 18 (scale mail, shield)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Saving Throws Dex +4, Wis +3

Skills Acrobatics +4, Perception +5, Performance +8

Senses passive Perception 15

Languages any two languages

Challenge 4 (1,100 XP)

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

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

1st level (4 slots): *charm person, healing word, heroism, sleep, thunderwave*

2nd level (3 slots): *invisibility, shatter*

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends an Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Actions

Multiattack. The bard makes two attacks with its longsword.

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

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

Reactions

Combat Inspiration. When an attack roll is made against the bard or a friendly creature the bard can see within 60 feet of it, the bard can add 4 (1d8) to the target's AC against that attack.

Whisper Bard (XGE)

Bards of this school would never identify themselves as such. Glamour bards might take pleasure in the profession of illusion, but whisper bards live and die by their disguises. Assassins and thieves that lack true morals, they tarnish the reputation of any school they come from and spread chaos and distrust wherever they emerge from hiding.

Most whisper bards carry a dagger that they feed all of their nasty, intrusive thoughts, and when they wield it against a living creature, all of the bard's pent-up hatred and chaos is funneled into that creature's mind.

Whisper Bard

Medium humanoid (any race), chaotic neutral or chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

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

Skills Deception +7, Performance +5

Senses passive Perception 10

Languages any six languages

Challenge 3 (700 XP)

Spellcasting. The bard is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13). It knows the following bard spells.

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

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

2nd level (3 slots): *detect thoughts, invisibility, knock, phantasmal force, suggestion*

Actions

Intrusive Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 10 (3d6) psychic damage.

Mantle of Whispers. The bard weaves a shadow it has captured through its Whispers of Death like a puppet. The bard vanishes, magically transforming into a disguise of the person whose shadow the bard has captured. The bard takes on the appearance of the dead person, but healthy and alive. The disguise lasts for 1 hour until the bard ends it as a bonus action. While in the disguise, the bard gains access to all information that the humanoid would freely share with a casual acquaintance and can easily pass as the person by drawing on its memories. Another creature can see through the disguise by succeeding on a DC 17 Wisdom (Insight) check.

Reactions

Whispers of Death (Recharges on a Long Rest). When a humanoid dies within 30 feet of the bard, it can use its reaction to magically capture the humanoid's shadow. The bard retains this shadow until it uses its Mantle of Whispers action or completes a long rest.

Clerics

Arcana Priest (SCAG)

Arcana priests reject the notion that divine and arcane magic are fundamentally different. They believe that magic, just as all things, come from the will of the gods and should be worshipped as such.

Gods of the Arcana Priests

Azuth, God of Wizards

Followers find their homes piling up with books of arcane knowledge they have no recollection of acquiring.

Mystra, Goddess of Magic

Opposing magic always seems to just barely miss followers. They're just outside of the blast of a fireball, or the eldritch blast strikes their ally instead, or a paladin decides to use his words rather than a zone of truth.

Oghma, God of Knowledge

Followers are occasionally struck by facts they would have had no way of figuring out on their own.

Arcana Priest

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 36 (8d8)

Speed 30 ft.

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

Skills Arcana +5, Religion +5

Senses passive Perception 12

Languages any one language

Challenge 2 (450 XP)

Spell Breaker. When the cleric restores hit points to an ally with a spell of 1st level or higher, it can also end one spell affecting that creature. The level of the spell ended must be equal to or lower than the level of the spell slot expended to heal the ally.

Spellcasting. The cleric is a 6th-level spellcaster. It spellcasting ability is Wisdom (spell save DC 13, +6 to hit with spell attacks). It has the following cleric spells prepared.

Cantrips (at will): *prestidigitation, mending, chill touch, thaumaturgy*

1st Level (4 slots): *cure wounds, detect magic, inflict wounds, magic missile*

2nd Level (3 slots): *lesser restoration, magic weapon, Nystul's magic aura*

3rd Level (3 slots): *mass healing word, dispel magic, magic circle*

Actions

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

Abjure the Supernatural (Recharges after a Short or Long Rest). One celestial, elemental, fey, or fiend the cleric can see within 30 feet of it that can see and hear the cleric must succeed on a DC 13 Wisdom saving throw or become frightened by the cleric. While it is frightened, it cannot take actions or reactions and must use its movement to move as far away from the cleric as it can. The target can repeat the save at the end of its turn if the cleric isn't in line of sight, ending the effect on a success.

Death Priest (DMG)

Death priests worship foul gods. While some might intend to further the study of medicine and alleviate the suffering of those in need, most are drawn to this domain by the blackness in their hearts.

Gods of the Death Priests

Bhaal, God of Murder

Followers must wipe their faces to remove the blood that periodically leaks from their eyes.

Kelemvor, God of the Dead

Out of the corner of one's eye, one can see, only through the reflection of a mirror, a skeletal apparition where the follower would be standing.

Loviatar, Goddess of Pain

Followers can withstand brutal torture without breaking a sweat.

Myrkul, God of Death

Followers are pale as a ghost.

Shar, Goddess of Darkness and Loss

Followers frequently seem to disappear into the shadows.

Talona, Goddess of Disease and Poison

Followers are carriers and spreaders of countless debilitating diseases, yet suffer no symptoms themselves.

Death Priest

Medium humanoid (any race), any alignment (usually evil)

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

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

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

Morbid Weapons. The priest's weapon attacks are magical. When the priest hits a creature with a melee weapon attack, it deals an additional 9 (2d8) necrotic damage (included in the attack).

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

Cantrips (at will): *chill touch*, *spare the dying*, *thaumaturgy*

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

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

3rd level (2 slots): *animate dead*, *vampiric touch*

Actions

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage plus 9 (2d8) necrotic damage.

Forge Priest (XGE)

A priest won't consider themselves worthy of the domain of the forge unless they have produced armor worthy of combat against demons and other creatures that would challenge the forward march of civilisation.

Many forge priests forgo the strongest aspects of divine magic in exchange for weapons and armor blessed by the gods.

Gods of the Forge Priests

Chauntea, Goddess of Agriculture

Followers are never wanting for bountiful crops.

Gond, God of Craft

Followers suffer agonising dreams of others destroying their creations and live in constant paranoia when working on a project around others.

Helm, God of Protection

A shield is always at the side of a follower, whether they're carrying it or someone else is.

Ilmater, God of Endurance

Followers can run for a thousand miles without stopping to catch their breath.

Tempus, God of War

No follower has ever been caught at home when there's a fight to be had.

Torm, God of Courage and Self-Sacrifice

Nearly everyone has a story of the heroism of a dead follower they once knew.

Waukeen, Goddess of Trade

There isn't a business deal in the known world that doesn't benefit a follower in some obscure, roundabout way.

Forge Priest

Medium humanoid (any race), any lawful alignment

Armor Class 19 (Armor of the Divine Forge)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	10 (+0)	13 (+1)	12 (+1)

Damage Resistances fire

Senses passive Perception 11

Languages Primordial plus any one language

Challenge 4 (1,100 XP)

Innate Spellcasting. The priest's innate spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). It can cast the following spells innately:

At will: *create bonfire, guidance, mending*

1/day: *continual flame*

Magic Weapons. The priest's melee weapon attacks are magical.

Actions

Hammer of the Divine Forge. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, plus 9 (2d8) fire damage, and the target must succeed on a DC 13 Constitution saving throw or ignite in flames. At the start of each of the target's turns, the target makes another Constitution saving throw, taking 4 (1d8) fire damage on a failed save, or ending the effect on a success. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames, the effect ends.

Grave Priest (XGE)

In opposition to priests of the domain of Death, grave priests consider themselves caretakers and shepherds of the living to their rightful plane of existence after passing on. Neither good nor evil, to grave priests death is simply a facet of existence that must be nurtured and respected.

Gods of the Grave Priests

Eldath, Goddess of Peace

Others feel a palpable sense of warmth and comfort from followers.

Helm, God of Protection

A shield is always at the side of a follower, whether they're carrying it or someone else is.

Kelemvor, God of the Dead

Out of the corner of one's eye, one can see, only through the reflection of a mirror, a skeletal apparition where the follower would be standing.

Lathander, God of Birth and Renewal

The families of followers contain twins and triplets exclusively, and their children are always healthy.

Myrkul, God of Death

Followers are pale as a ghost.

Savras, God of Divination and Fate

Keen observers know to avoid a room that a follower refuses to walk into.

Torm, God of Courage and Self-Sacrifice

Nearly everyone has a story of the heroism of a dead follower they once knew.

Grave Priest

Medium humanoid (any race), any neutral alignment

Armor Class 14 (chain shirt)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Senses passive Perception 12

Languages any one language

Challenge 2 (450 XP)

Circle of Mortality. When the cleric would normally roll one or more dice to restore hit points with a spell to a creature at 0 hit points, it instead uses the highest number possible for each die.

Spellcasting. The cleric is a 6th-level spellcaster. It spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following cleric spells prepared.

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

1st Level (4 slots): *bane, cure wounds, false life, healing word, inflict wounds, sanctuary*

2nd Level (3 slots): *blindness/deafness, feign death, gentle repose, lesser restoration*

3rd Level (3 slots): *ray of enfeeblement, revivify, speak with dead, vampiric touch*

Actions

Grave Scythe. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d12) slashing damage.

Protect the Dying (Recharge 5-6). The cleric chooses up to three unconscious creatures it can see within 30 feet of it. The priest can choose to spend one spell slot of 1st level or higher; if it does so, each target regains 6 hit points. If the priest doesn't spend a spell slot, the targets are instead stabilised.

Knowledge Priest (PHB)

Knowledge priests took a liking to the studious nature of their profession rather than the martial responsibilities.

Gods of the Knowledge Priests

Azuth, God of Wizards

Followers find their homes piling up with books of arcane knowledge they have no recollection of acquiring.

Deneir, God of Writing

Followers often carry a quill pen that never seems to run out of ink, and their packs are always filled with paper.

Gond, God of Craft

Followers suffer agonising dreams of others destroying their creations and live in constant paranoia when working on a project around others.

Mystra, Goddess of Magic

Opposing magic always seems to just barely miss followers. They're just outside of the blast of a fireball, or the eldritch blast strikes their ally instead, or a paladin decides to use his words rather than a zone of truth.

Oghma, God of Knowledge

Followers are occasionally struck by facts they would have had no way of figuring out on their own.

Savras, God of Divination and Fate

Keen observers know to avoid a room that a follower refuses to walk into.

Selune, Goddess of the Moon

In the waxing period, followers are exuberant, youthful, and optimistic. In the waning period, followers are mellow, dour, and pessimistic.

Waukeen, Goddess of Trade

There isn't a business deal in the known world that doesn't benefit a follower in some obscure, roundabout way.

Knowledge Priest

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Skills History +5, Medicine +7, Persuasion +3, Religion +5

Senses passive Perception 13

Languages any four languages

Challenge 2 (450 XP)

Innate Spellcasting. The priest's innate spellcasting ability is Wisdom (save DC 13). The priest can cast the following spells innately.

3/day each: *detect thoughts, suggestion*

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

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

1st level (4 slots): *cure wounds, guiding bolt, sanctuary*

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

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

Actions

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

Life Priest (PHB)

Life priests are devoted to the preservation of life at all costs. They are numerous and highly valued as doctors, healers, and medics in times of peace and war.

Gods of the Life Priests

Chauntea, Goddess of Agriculture

Followers are never wanting for bountiful crops.

Eldath, Goddess of Peace

Others feel a palpable sense of warmth and comfort from followers.

Helm, God of Protection

A shield is always at the side of a follower, whether they're carrying it or someone else is.

Ilmater, God of Endurance

Followers can run for a thousand miles without stopping to catch their breath.

Lathander, God of Birth and Renewal

The families of followers contain twins and triplets exclusively, and their children are always healthy.

Lliira, Goddess of Joy

Others are often unsettled by the relentless smiles of followers.

Selune, Goddess of the Moon

In the waxing period, followers are exuberant, youthful, and optimistic. In the waning period, followers are mellow, dour, and pessimistic.

Sune, Goddess of Love and Beauty

Followers are supernaturally beautiful.

Life Priest

Medium humanoid (any race), any alignment (usually good)

Armor Class 16 (chain mail)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

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

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

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

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

1st level (4 slots): *cure wounds, guiding bolt, sanctuary*

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

3rd level (2 slots): *mass healing word, spirit guardians*

Actions

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

Preserve Life (Recharges after a Short or Long Rest). The priest targets up to six creatures it can see within 30 feet. The priest heals these creatures, dividing up 30 hit points between them.

Light Priest (PHB)

Light priests emanate radiant energy wherever they go, whether through their personality or through their deeds. They are generally focused on spreading the word of their gods rather than performing miracles, though miracles do tend to follow them.

Gods of the Light Priests

Helm, God of Protection

A shield is always at the side of a follower, whether they're carrying it or someone else is.

Lathander, God of Birth and Renewal

The families of followers contain twins and triplets exclusively, and their children are always healthy.

Milil, Goddess of Poetry and Song

Followers noticeably glow when they sing or recite poetry.

Sune, Goddess of Love and Beauty

Followers are supernaturally beautiful.

Light Priest

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 82 (15d8 + 15)

Speed 30 ft.

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

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

Senses passive Perception 13

Languages any two languages

Challenge 4 (1,100 XP)

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

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

1st level (4 slots): *burning hands, cure wounds, faerie fire*

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

3rd level (2 slots): *daylight, fireball*

Actions

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

Radiance of the Dawn (Recharge 5-6). Each creature within 30 feet of the priest that can see it must make a DC 13 Constitution saving throw, taking 14 (2d10 + 3) radiant damage on a failed save, or half as much damage on a successful one.

Nature Priest (PHB)

Nature priests, like druids, revere the beauty of the natural world. They build temples and churches glorifying the architecture from which the world was made.

Gods of the Nature Priests

Auril, Goddess of Winter

Followers are cold to the touch and rarely complain about chilly weather.

Chauntea, Goddess of Agriculture

Followers are never wanting for bountiful crops.

Eldath, Goddess of Peace

Others feel a palpable sense of warmth and comfort from followers.

Malar, God of the Hunt

Followers are adept trackers regardless of their environment, and once they've found their quarry they are ravenous in appetite, even if this causes some awkwardness.

Mielikki, Goddess of Forests

Followers are never found sleeping inside.

Sylvanus, God of Wild Nature

Followers are prone to fits of unbridled rage followed quickly by apologies.

Nature Priest

Medium humanoid (any race), any alignment

Armor Class 16 (chain mail)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

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

Senses passive Perception 13

Languages any two languages

Challenge 1 (200 XP)

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

Cantrips (at will): *guidance, thorn whip, druidcraft*

1st level (4 slots): *animal friendship, goodberry, speak with animals*

2nd level (3 slots): *barkskin, spike growth*

3rd level (2 slots): *plant growth, wind wall*

Actions

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

Charm Animals and Plants (Recharge After a Short or Long Rest). Each animal and plant within 30 feet of the priest that can see and hear it must make a DC 13 Wisdom saving throw. On a failed save, the target is charmed by the priest until the end of its next turn.

Night Priest (DAPC)

The night may not necessarily be full of terrors, nor should it always be dark when the moon is full. A night priest may provide relief from the darkness of night, or it may bring it down upon its enemies.

Gods of the Night Priests

Auril, Goddess of Winter

Followers are cold to the touch and rarely complain about chilly weather.

Lathander, God of Birth and Renewal

The families of followers contain twins and triplets exclusively, and their children are always healthy.

Savras, God of Divination and Fate

Keen observers know to avoid a room that a follower refuses to walk into.

Shar, Goddess of Darkness and Loss

Followers frequently seem to disappear into the shadows.

Selune, Goddess of the Moon

In the waxing period, followers are exuberant, youthful, and optimistic. In the waning period, followers are mellow, dour, and pessimistic.

Sune, Goddess of Love and Beauty

Followers are supernaturally beautiful.

Sylvanus, God of Wild Nature

Followers are prone to fits of unbridled rage followed quickly by apologies.

Night Priest

Medium humanoid (any race), chaotic evil (50%) or chaotic good (50%)

Armor Class 13 (chain shirt)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

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

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

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

Moonlight Weapons. The priest's weapon attacks are magical. When the priest hits a creature with a melee weapon attack, it deals an additional 7 (2d6) radiant damage (included in the attack).

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

Cantrips (at will): *chill touch*, *light*, *thaumaturgy*

1st level (4 slots): *bane* (evil), *guiding bolt* (good), *protection from evil and good*, *sleep*

2nd level (3 slots): *blindness/deafness* (evil), *darkness*, *gentle repose* (good), *moonbeam*, *silence*

3rd level (2 slots): *animate dead* (evil), *daylight* (good), *fear*, *feign death*

Actions

Moonlight Sickle. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage plus 7 (2d6) radiant damage, and the target is bathed in moonlight, granting advantage to the next attack roll made against it made before the end of the priest's next turn.

Midnight Gloom (Recharge 5-6). All magical and nonmagical lights within 30 feet of the priest are extinguished. Each hostile creature within that radius must make a DC 13 Constitution saving throw. On a failed save, the target takes 14 (4d6) necrotic damage and can't benefit from darkvision for 1 minute. On a successful save, the target takes half damage instead and suffers no other effects.

Protection Priest (UA)

While priests devoted to the life domain heal the sick and the weak, those devoted to the protection domain strive to ensure nobody becomes sick or weak through unjust means.

Gods of the Protection Priests

Helm, God of Protection

A shield is always at the side of a follower, whether they're carrying it or someone else is.

Ilmater, God of Endurance

Followers can run for a thousand miles without stopping to catch their breath.

Torm, God of Courage and Self-Sacrifice

Nearly everyone has a story of the heroism of a dead follower they once knew.

Tyr, God of Justice

Followers are capable of coming to moral and ethical conclusions in a fraction of a second, and their decisions are almost always fair.

Protection Priest

Medium humanoid (any race), any alignment (usually good)

Armor Class 20 (plate, shield)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

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

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

Senses passive Perception 13

Languages any two languages

Challenge 3 (700 XP)

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

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

1st level (4 slots): *compelled duel, cure wounds, protection from evil and good, sanctuary*

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

3rd level (2 slots): *protection from energy, slow*

Actions

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

Radiant Defense (Recharges after a Short or Long Rest). The priest chooses an ally it can see within 30 feet of it. The first time that creature is hit by an attack in the next minute, the attacker takes 16 (3d10) radiant damage.

Reactions

Shield of the Faithful. When a creature attacks a target other than the priest within 5 feet of the priest, it can impose disadvantage on the attack roll as long as it can see both the attacker and the target.

Tempest Priest (PHB)

Tempest priests chase the thrill of great storms, taking great interest in weather patterns and the chaos of nature. While others run from tornadoes and avalanches, a tempest cleric can often be found standing their ground, arms outstretched, whispering a prayer in awe.

Gods of the Tempest Priests

Akadi, Goddess of Air

Followers are light as a feather, skipping and dancing in defiance of gravity.

Auril, Goddess of Winter

Followers are cold to the touch and rarely complain about chilly weather.

Talos, God of Storms

Followers feel a great ache in their bones when the weather is about to change dramatically.

Umberlee, Goddess of the Sea

Followers can hold their breath far longer than they should be able to.

Tempest Priest

Medium humanoid (any race), any alignment

Armor Class 18 (chain mail, shield)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

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

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

Senses passive Perception 13

Languages any two languages

Challenge 4 (1,100 XP)

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

Cantrips (at will): *gust, shocking grasp, thaumaturgy*
1st level (4 slots): *create or destroy water, purify food and drink, thunderwave*

2nd level (3 slots): *shatter, spiritual weapon*

3rd level (2 slots): *create food and water, water walk*

Actions

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

Reactions

Thunderous Rebuke. When a creature hits the priest with a melee weapon attack, the priest can force the creature to make a DC 13 Dexterity saving throw, taking 9 (2d8) lightning or thunder damage on a failed save, or half as much damage on a successful one.

Trickery Priest (PHB)

Trickery priests worship trickster gods whose mad schemes and inscrutable motivations excite them to no end.

Gods of the Trickery Priests

Beshaba, Goddess of Misfortune

Even masters of their craft tend to trip up and make mistakes around followers.

Cyric, God of Lies

Followers enjoy the feeling of lies flowing off their tongue and find it physically painful to tell the truth.

Leira, Goddess of Illusion

Followers have a knack for spotting illusions and tend to examine their world in more detail.

Mask, God of Thieves

Pairs of followers often "swap faces" for a day or two.

Shar, Goddess of Darkness and Loss

Followers frequently seem to disappear into the shadows.

Waukeen, Goddess of Trade

There isn't a business deal in the known world that doesn't benefit a follower in some obscure, roundabout way.

Trickery Priest

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Skills Deception +6, Medicine +7, Persuasion +3, Religion +3, Stealth +6

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

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

Cantrips (at will): *guidance, sacred flame, thaumaturgy*
1st level (4 slots): *command, detect magic, inflict wounds*

2nd level (3 slots): *pass without trace, spiritual weapon*

3rd level (2 slots): *invisibility, tongues*

Actions

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

Cloak of Shadows (Recharge After a Short or Long Rest).

The priest becomes invisible until the end of its next turn, or until it casts a spell.

Invoke Duplicity. The priest 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 priest. As a bonus action, the priest can move the illusion up to 30 feet to a space within 120 feet of the priest that it can see. Additionally, when both the priest and its illusion are within 5 feet of a creature that can see the illusion, the priest has advantage on attack rolls against that creature.

War Priest (PHB)

War priests view battlefields as sacred ground. While not soldiers themselves, they are often found among the ranks of armies, providing aid and bolstering the resolve of their allies to spur them into victory. Even a lost battle, and death at the hands of the enemy, is something to strive for in the eyes of a war priest.

War Priest, VGM pg. 218

The war priest in Volo's Guide to Monsters is sufficient to represent this subclass.

Gods of the War Priests

Tempus, God of War

No follower has ever been caught at home when there's a fight to be had.

Torm, God of Courage and Self-Sacrifice

Nearly everyone has a story of the heroism of a dead follower they once knew.

Tyr, God of Justice

Followers are capable of coming to moral and ethical conclusions in a fraction of a second, and their decisions are almost always fair.

Druids

Arch Shepherd (XGE)

An arch shepherd is a powerful figure strongly in tune with animals. They use their powers to protect the animal kingdom, but at the same time understand that the natural cycle of birth and death must also be preserved.

Arch Shepherd

Medium humanoid (any race), any alignment

Armor Class 14 (hide armor)

Hit Points 154 (28d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	10 (+0)	20 (+5)	17 (+3)

Skills Medicine +8, Nature +4, Perception +8

Senses passive Perception 18

Languages Druidic and Sylvan plus any one language

Challenge 8 (3,900 XP)

Speech of the Woods. The arch shepherd can communicate with animals as if they share a language. Most beasts lack the intelligence to convey complex ideas, but can express emotions and short memories with ease.

Spellcasting. The arch shepherd is an 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It has the following druid spells prepared.

Cantrips (at will): *druidcraft, mending, thorn whip*

1st Level (4 slots): *animal friendship, beast bond*

2nd Level (3 slots): *animal messenger, beast sense, enhance ability, locate animals or plants*

3rd Level (3 slots): *conjure animals*

4th level (3 slots): *conjure woodland beings, dominate beast, giant insect, locate creature*

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

Actions

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

Animal Aura (Recharges on a Short or Long Rest). The arch shepherd chooses a point within 60 feet that it can see and calls forth an aura with a 30-foot radius around that point. The arch shepherd can move the aura up to 60 feet to a point it can see as a bonus action. The aura persists for 1 minute or until the arch shepherd is incapacitated. The aura has one of the following effects:

Bear Aura. Each creature in the aura when it appears gains 14 (4d6) temporary hit points and has advantage on Strength checks and saving throws while in the aura.

Hawk Aura. When a creature in the aura makes an attack roll, the arch shepherd can use its reaction to grant advantage on that roll.

Dream Guardian (XGE)

Some druids are so consumed by the magic of forests that they live equally in a dreaming state and a waking state. A visit by a dream guardian is a surefire sign that one has yet to awaken from their slumber.

Dream Guardian

Medium humanoid (any race), any alignment

Armor Class 11

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	10 (+0)	18 (+4)	15 (+2)

Saving Throws Wis +7, Cha +5

Skills Insight +7, Nature +3, Perception +7, Persuasion +5

Senses passive Perception 17

Languages Druidic plus any one language

Challenge 5 (1,800 XP)

Moonlight Hearth. During a short or long rest, the dream guardian touches a point in space, and an invisible, 30-foot-radius sphere of magic appears, centered on that point. Total cover blocks the sphere. While within the sphere, the dream guardian and its allies gain a +5 bonus to Dexterity (Stealth) and Wisdom (Perception) checks, and any light from open flames in the sphere isn't visible outside of it. The sphere vanishes at the end of the rest or when the dream guardian leaves the sphere.

Spellcasting. The dream guardian is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following druid spells prepared.

Cantrips (at will): *create bonfire, guidance*

1st Level (4 slots): *charm person, create or destroy water, faerie fire, sleep*

2nd Level (3 slots): *enhance ability, invisibility, mirror image, moonbeam, pass without trace*

3rd Level (3 slots): *daylight, meld into stone, slow*

4th level (3 slots): *confusion, divination, freedom of movement, greater invisibility, hallucinatory terrain*

5th level (2 slots): *dream, geas, tree stride*

Summer Balm (3/Day). As a bonus action, the dream guardian blesses a creature it can see within 120 feet of it. The target regains 10 (3d6) hit points and 9 temporary hit points.

Actions

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

Land Druid (PHB)

The vast majority of druids are protectors of their land, drawing upon special powers drawn from the elemental nature of the region that they use in turn to nourish it.

Druid, MM pg. 346

Archdruid, VGM pg. 210

To signify either of these druids as land druids of a particular circle, you can add the Circle Spells from *PHB* pg. 68 to their list of prepared spells, as long as they have spell slots of the same level or higher. This does not affect their challenge ratings.

Arctic

2nd level: *hold person, spike growth*

3rd level: *sleet storm, slow*

4th level: *freedom of movement, ice storm*

5th level: *commune with nature, cone of cold*

Coast

2nd level: *mirror image, misty step*

3rd level: *water breathing, water walk*

4th level: *control water, freedom of movement*

5th level: *conjure elemental, scrying*

Desert

2nd level: *blur, silence*

3rd level: *create food and water, protection from energy*

4th level: *blight, hallucinatory terrain*

5th level: *insect plague, wall of stone*

Forest

2nd level: *barkskin, spider climb*

3rd level: *call lightning, plant growth*

4th level: *divination, freedom of movement*

5th level: *commune with nature, tree stride*

Grassland

2nd level: *invisibility, pass without trace*

3rd level: *daylight, haste*

4th level: *divination, freedom of movement*

5th level: *dream, insect plague*

Mountain

2nd level: *spider climb, spike growth*

3rd level: *lightning bolt, meld into stone*

4th level: *stone shape, stoneskin*

5th level: *pass wall, wall of stone*

Swamp

2nd level: *darkness, Melf's acid arrow*

3rd level: *water walk, stinking cloud*

4th level: *freedom of movement, locate creature*

5th level: *insect plague, scrying*

Underdark

2nd level: *spider climb, web*

3rd level: *gaseous form, stinking cloud*

4th level: *greater invisibility, stone shape*

5th level: *cloudkill, insect plague*

Liminal Druid (DAPC)

Most druids find some way to reconcile their beliefs about the sanctity of nature with the existence of civilisation and the encroachment of alien races on their homes. A harmonic existence is achievable despite it all, isn't it?

Not for liminal druids. They follow the ways of the old druids, far before the humanoid races ever managed to build walls and wheels and weapons. Their power is ancient and inscrutable, and they are to be feared. The nature they revere is not one of harmony -- it is one of teetering perilously on the edge of death.

While they may not look much different from regular druids, it is vitally important to recognise one when you see it and flee as soon as you can, for they can easily slay one of your companions and use their blood to make the very air you and all of your companions breathe rot your lungs from the inside out, an affliction that spreads for miles across the land and cannot be escaped.

Liminal Druid

Medium humanoid (any race), chaotic neutral

Armor Class 12

Hit Points 165 (30d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	10 (+0)	20 (+5)	15 (+2)

Senses truesight 60 ft., passive Perception 15

Languages Druidic plus any one language

Challenge 12 (8,400 XP)

Ritual Sacrifice. When the druid reduces a creature to 0 hit points, that creature dies and the druid can immediately cast one of the following spells without material components, triggering its effects immediately. Once it has cast one of these ritual spells, it can't the same spell using this trait until it finishes a long rest. Wisdom is its spellcasting ability for these spells (spell save DC 17).

Ritual spells: *augury, commune with nature, find familiar, forbiddance* (deals necrotic damage and targets humanoids instead of other creatures), *meld into stone, silence*

Spellcasting. The druid is a 13th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following druid spells prepared.

Cantrips (at will): *create bonfire, druidcraft, infestation, primal savagery*

1st level (4 slots): *create or destroy water, earth tremor, entangle, faerie fire*

2nd level (3 slots): *darkness, earthbind, enhance ability, gentle repose, spike growth*

3rd level (3 slots): *erupting earth, plant growth, speak with dead, tidal wave, wind wall*

4th level (3 slots): *blight, dominate beast, guardian of nature, hallucinatory terrain*

5th level (3 slots): *antilife shell, contagion, dominate person, insect plague, wrath of nature*

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

7th level (1 slot): *control weather*

Actions

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

Moon Druid (PHB)

Druids of the moon often consider their wild shapes to be their true form while their humanoid bodies are but a disguise.

Archdruid, VGM pg. 210

For a more interesting battle with an archdruid, you can change the rules of its **Change Shape** ability to more accurately reflect the class feature: instead of the archdruid sharing its pool of hit points with its animal shapes, each animal shape has its original hit points which are independent of the archdruid's. The party must defeat each animal shape individually before ultimately defeating the archdruid in its true form.

This works best if you choose two different animals.

Additionally, you can remove the CR limitation on the archdruid's animal shapes, allowing it to transform into any beast that exists in its world.

If you make these changes, the CR of the archdruid isn't changed. Instead, you add the appropriate XP of each animal shape to the amount of XP your party gains upon defeating the archdruid.

Spore Spreader (UA)

Worshippers of Zugtmoy, Lady of Fungi are sometimes granted dark gifts that mimic the powers of the druids of the overworld. Spore spreaders disguise themselves as land druids while secretly seeding the earth with their dark children.

Many spore spreaders wield a mace shaped like a mushroom. Fungal infections across their skin offer them a degree of natural protection.

Spore Spreader

Medium humanoid (any race), any alignment (usually evil)

Armor Class 14 (natural armor)

Hit Points 165 (30d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	10 (+0)	18 (+4)	10 (+0)

Senses passive Perception 14

Languages Druidic and Undercommon plus any one language

Challenge 10 (5,900 XP)

Halo of Spores. As a bonus action, the spore spreader can activate or deactivate its halo of spores. While activated, the spore spreader is surrounded by deadly fungal spores: creatures that start their turn within 10 feet of the spore spreader take 7 (2d6) poison damage.

Servitude. When the spore spreader reduces a creature to 0 hit points, the creature dies. If the body isn't destroyed, the creature returns to life in 1d4 hours as a *spore servant*.

Spellcasting. The spore spreader is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It has the following druid spells prepared.

Cantrips (at will): *chill touch, druidcraft*

1st Level (4 slots): *disguise self, sleep*

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

3rd Level (3 slots): *animate dead, gaseous form*

4th level (3 slots): *blight, confusion*

5th level (2 slots): *cloudkill, contagion*

Actions

Mushroom Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) poison damage.

Twilight Mendicant (UA)

Druids who have peeled back the veil between worlds and seen the the Shadowfell in all its gloomy glory may devote their lives to banishing undead beings whose life force is powered by the realm of darkness and death.

Many wear dark cloaks and wield magical scythes, imitating the look of an Avatar of Death.

Twilight Mendicant

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

Armor Class 12 (leather armor)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	11 (+0)	19 (+4)	11 (+0)

Senses passive Perception 14

Languages Druidic plus any one language

Challenge 3 (700 XP)

Aura of the Threshold. While the mendicant isn't incapacitated, allies within 30 feet of it have advantage on death saving throws.

Death Speech. When the mendicant converses with undead or dead humanoids, it can communicate as if they share a language.

Innate Spellcasting. The mendicant's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following spells prepared, which it can cast without material components.

3/day: *Speak with Dead*

1/day: *Etherealness*

Actions

Multiattack. The mendicant makes two attacks with its Harvest's Scythe.

Harvest's Scythe. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d10) force damage, and the wielder regains 5 hit points. If the target is undead, the wielder regains 10 hit points instead.

Fighters

Banneret (SCAG)

Bannerets (in the Forgotten Realms, called Purple Dragon Knights) are noble protectors of the realm whose devotion to the state inspires their allies to strive beyond their capabilities.

Banneret

Medium humanoid (any race), any alignment

Armor Class 20 (plate, shield)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	12 (+1)	13 (+1)	15 (+2)

Skills Animal Handling +4, Athletics +8, History +4, Persuasion +8

Senses passive Perception 11

Languages any one language

Challenge 7 (2,900 XP)

Inspiring Surge (Recharges after a Short or Long Rest).

After taking an action on its turn, the banneret can take one additional action. When it does so, it can also choose up to two friendly creatures within 60 feet of it that can see and hear the banneret. A target can immediately use its reaction to make one melee or ranged weapon attack.

Actions

Multiattack. The banneret makes two melee weapon attacks.

Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands to make a melee attack.

Rallying Cry (Recharge 5-6). The banneret and up to three creatures within 60 feet of it that can hear it gain 10 temporary hit points.

Battlemasters (PHB)

Battlemasters are students of warfare, using their knowledge and research to develop new tactics, strategies, and maneuvers in battle. Some of them even employ magical weapons to bolster their natural abilities.

Included are two very different battlemasters: a duelist who leads their forces by example, and a protector of the weak who inspires others to fight in their stead.

Master-at-Arms

Medium humanoid (any race), any alignment

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

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

Skills Athletics +9, History +4, Painter's Tools +4
Senses passive Perception 10
Languages any three languages
Challenge 8 (3,900 XP)

Action Surge (Recharges after a Short or Long Rest). After taking an action on its turn, the master-at-arms can take one additional action.

Maneuvers (1/Turn). When the master-at-arms hits with a melee weapon attack, it can choose to apply a maneuver to that attack. The attack deals an additional 5 (1d10) damage, and the master-at-arms chooses one of the following effects.

- **Disarming Attack.** The target must succeed on a DC 15 Strength saving throw or drop an object it is holding of the master-at-arms's choice. The object lands at its feet.
- **Distracting Strike.** The next attack roll against the target by an attacker other than the master-at-arms has advantage if that attack is made before the start of the master-at-arms's next turn.
- **Trip Attack.** If the target is Large or smaller, it must succeed on a DC 15 Strength saving throw or fall prone.

Actions

Multiattack. The master-at-arms makes three melee weapon attacks.

Longsword of Unnatural Strength. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage, or 11 (1d10 + 6) slashing damage if used with two hands to make a melee attack.

Rally Guard

Medium humanoid (any race), any alignment

Armor Class 20 (plate, shield)
Hit Points 135 (18d8 + 54)
Speed 30 ft.

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

Skills Athletics +7, History +4, Sculptor's Tools +4
Senses passive Perception 10
Languages any three languages
Challenge 6 (2,300 XP)

Rally. As a bonus action, the rally guard chooses a friendly creature within 30 feet of it that can see and hear it. The target gains 5 (1d8 + 1) temporary hit points.

Actions

Multiattack. The rally guard makes two melee weapon attacks, or it makes one melee weapon attack and uses its Commander's Strike.

Warhammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, or 9 (1d10 + 4) bludgeoning damage if used with two hands to make a melee attack.

Commander's Strike. The rally guard chooses one friendly creature that can see and hear it. That creature can immediately use its reaction to make one weapon attack, adding 4 (1d8) to the attack's damage roll.

Reactions

Protection. When a creature the defender can see attacks a target other than itself that is within 5 feet of its position, it can impose disadvantage on that attack roll.

Blood Knight (DAPC)

Blood knights are scarcely more than maniacs driven mad by their lust for battle and engorged with the sweet metallic taste of blood.

Blood Knight

Medium humanoid (any race), chaotic evil

Armor Class 18 (plate)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	8 (-1)	10 (+0)	8 (-1)

Saves Int +2, Wis +3, Cha +2

Skills Perception +3

Senses passive Perception 13

Languages any one language

Challenge 7 (2,900 XP)

Innate Spellcasting. The knight's innate spellcasting ability is Constitution (spell save DC 14). It knows the following spells, which it can cast without material or somatic components.

3/day: *bestow curse, compelled duel, false life*

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

The Smell of Blood. The knight has advantage on Wisdom (Perception) checks that rely on smell to detect creatures that are at half their maximum hit points or fewer. Creatures up to 1 mile away smell as strongly to the knight as they would if they were only 5 feet away.

Actions

Multiattack. The knight makes two attacks with its greatsword. It can substitute one of these attacks with its Draining Touch.

Draining Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target below its hit point maximum. *Hit:* 14 (4d6) necrotic damage, and the knight regains hit points equal to the amount of necrotic damage dealt.

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

Brute (UA)

Brutes are dumb brawlers who get by on sheer force of will. They're not good at anything except for hitting things hard and getting hit harder.

Brute

Medium humanoid (any race), any alignment

Armor Class 16 (chain mail)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	8 (-1)	9 (-1)	9 (-1)

Saving Throws Str +8, Con +7

Skills Athletics +8

Senses passive Perception 9

Languages any one language

Challenge 10 (5,900 XP)

Brute Force. When the brute hits with a melee weapon attack, it rolls one additional damage die and adds it to the damage of the attack (included in the attack).

Legendary Resistance (3/Day). When the brute fails a saving throw, it can choose to succeed instead.

Survivor. The brute regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum.

Actions

Multiattack. The brute makes three attacks with its greataxe.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

Cavalier (XGE)

Cavaliers ride their mounts into battle, propelled by an enthusiasm for crushing their enemies under their feet.

Cavalier Mounts

While most cavaliers ride warhorses, your cavalier NPC might be riding any of the following mounts depending on many factors, including their homeland, their personal experiences, or the specific designs of their army.

- *Allosaurus*, MM pg. 80
- *Aurochs*, VGM pg. 207
- *Axe Beak*, MM pg. 317
- *Brown Bear*, MM pg. 319
- *Camel*, MM pg. 320
- *Deinonychus*, VGM pg. 139 (Small riders only)
- *Dire Wolf*, MM pg. 321
- *Elephant*, MM pg. 322
- *Elk*, MM pg. 322
- *Giant Bat*, MM pg. 323
- *Giant Boar*, MM pg. 323
- *Giant Eagle*, MM pg. 324
- *Giant Owl*, MM pg. 327
- *Giant Scorpion*, MM pg. 327
- *Giant Sea Horse*, MM pg. 328
- *Giant Spider*, MM pg. 328
- *Giant Strider*, VGM pg. 143
- *Griffon*, MM pg. 174
- *Guard Drake*, VGM pg. 158 (Small riders only)
- *Hell Hound*, MM pg. 182
- *Hippogriff*, MM pg. 184
- *Mastiff*, MM pg. 332 (Small riders only)
- *Nightmare*, MM pg. 235
- *Owlbear*, MM pg. 249
- *Pegasus*, MM pg. 250
- *Plesiosaurus*, MM pg. 80
- *Riding Horse*, MM pg. 336
- *Unicorn*, MM pg. 293
- *Warhorse*, MM pg. 340
- *Winter Wolf*, MM pg. 340
- *Worg*, MM pg. 341
- *Wyvern*, MM pg. 303
- *Yeth Hound*, VGM pg. 201

Cavalier

Medium humanoid (any race), any alignment

Armor Class 20 (plate, shield)
Hit Points 47 (5d8 + 25)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+1)	20 (+5)	13 (+1)	15 (+2)	10 (+0)

Skills Animal Handling +6
Senses passive Perception 12
Languages any one language
Challenge 4 (1,100 XP)

Charger. If the cavalier moves at least 20 feet in a straight line towards a creature and then hits it with a lance attack, the creature takes an additional 6 (1d12) piercing damage and must succeed on a DC 14 Strength saving throw or be knocked prone.

Saddle Master. The cavalier has advantage on saving throws made to avoid falling off its mount. If the cavalier falls off its mount and descends no more than 10 feet, it can land on its feet, and it isn't incapacitated. Dismounting a creature only takes 5 feet of movement for the cavalier.

Actions

Multiattack. If the cavalier is mounted, it can make two lance attacks. These attacks cannot be made against the same target.

Lance. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage. The cavalier has disadvantage on this attack if it isn't mounted.

War Pick. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Reactions

Warding Maneuvers. When a creature the cavalier can see targets the cavalier or its mount with an attack, the cavalier adds 2 to the AC of both itself and its mount against attacks from that creature until the start of the cavalier's next turn.

Champion (PHB)

Most fighters found in the world are champions: they fight for a cause (though not necessarily one that comes from their own ideals) and can be hired as soldiers, mercenaries, duelists, or performance artists. Anyone who needs someone to fight and die for their cause can find a champion willing to help for a coin or two.

Champion, VGM pg. 212

Gladiator, MM pg. 346

Veteran, MM pg. 350

Warlord, VGM pg. 220.

Any of these are sufficient to represent a champion fighter.

Eldritch Knight (PHB)

Combining martial prowess with partial training as a wizard, eldritch knights use arcane powers to gain an edge in battle.

This eldritch knight uses a spear to take advantage of its returning weapon to make two thrown spear attacks each turn. You can choose other one-handed melee weapons for your eldritch knight instead, such as a battleaxe or a quarterstaff. This does not change its CR.

Eldritch Knight

Medium humanoid (any race), any alignment

Armor Class 18 (chain mail, shield)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	17 (+3)	14 (+2)	10 (+0)	10 (+0)

Skills Arcana +5, Athletics +7

Senses passive Perception 10

Languages any two languages

Challenge 6 (2,300 XP)

Bonded Weapon. The knight's bonded weapon is its spear. The eldritch knight cannot be disarmed if it is wielding its spear. As a bonus action, the eldritch knight can magically teleport its spear into its hand.

Spellcasting. The knight is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It knows the following wizard spells, which it can cast without somatic or material components.

Cantrips (at will): *prestidigitation, ray of frost*

1st level (3 slots): *alarm, shield, unseen servant*

Actions

Multiattack. The knight makes two attacks with its spear.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

Elite Elven Archer (XGE)

The most venerated archers in elven society use their innate magical abilities to infuse their arrows with deadly effects.

Elite Elven Archer

Medium humanoid (elf), any alignment

Armor Class 16 (studded leather)

Hit Points 66 (12d8 + 12)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	13 (+1)	16 (+3)	14 (+2)	10 (+0)

Skills Perception +7, Stealth +6

Senses darkvision 60 ft., passive Perception 17

Languages Elvish plus any one language

Challenge 3 (700 XP)

Arcane Shot (1/Turn). When the archer hits a creature with a ranged weapon attack, it can apply one of the following effects to the target in addition to the damage of the attack:

- **Grasping Arrow.** The target takes 7 (2d6) poison damage, its speed is reduced by 10 feet, and it is overwhelmed by brambles, taking 7 (2d6) slashing damage the first time on each turn it moves 1 foot or more without teleporting. The target or any creature that can reach it can use its action to remove the brambles. Otherwise, they last for 1 minute.
- **Shadow Arrow.** The target takes 7 (2d6) psychic damage, and it must succeed on a DC 13 Wisdom saving throw or be blinded until the start of the archer's next turn.

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

Magic Arrows. The archer's ranged weapon attacks are magical.

Mask of the Wild. The archer can take the Hide action when lightly obscured by natural phenomena.

Actions

Multiattack. The archer makes two attacks with its longbow.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Piercing Arrow (Recharge 5-6). The archer looses a magic arrow in a 30 foot by 1 foot line, passing harmlessly through objects and ignoring cover. Each creature in the line must make a DC 13 Dexterity saving throw, taking 17 (3d8 + 4) piercing damage on a failed save, or half as much damage on a successful one.

Samurai (XGE)

Samurai are noblemen trained from birth to master the two greatest tests of ability: master of the sword, and master of the social code. They are equally comfortable slicing their foes in two as they are hosting a feast for a foreign dignitary.

Samurai

Medium humanoid (any race), any lawful alignment

Armor Class 17 (splint mail)

Hit Points 110 (10d8 + 20)

Speed 30 ft.

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

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

Skills History +5, Persuasion +7

Senses passive Perception 12

Languages any three languages

Challenge 6 (2,300 XP)

Fighting Spirit (3/Day). As a bonus action, the samurai gains 10 temporary hit points, plus advantage on melee weapon attacks until the end of its turn.

Master of the Blade (1/Turn). When the samurai makes a melee weapon attack against a creature on its turn, it can add one of the following effects to its attack:

- **Disarming Attack.** The samurai chooses an item its target is holding. On a hit, the target takes an additional 5 (1d10) slashing damage and must succeed on a DC 14 Strength saving throw or drop the object. The object lands at its feet.
- **Lunging Attack.** The samurai's reach for the attack is increased by 5 feet. On a hit, the target takes an additional 5 (1d10) slashing damage.
- **Pushing Attack.** On a hit, the target takes an additional 5 (1d10) slashing damage, and if the target is Large or smaller, it must succeed on a DC 14 Strength saving throw or be pushed up to 15 feet away from the samurai.

Actions

Multiattack. The samurai makes three attacks with its katana.

Katana. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if wielded with two hands to make a melee attack.

Reactions

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

Sharpshooter (UA)

The worst part of getting shot through the head with an arrow is you'll never see who shot you.

Sharpshooter

Medium humanoid (any race), any alignment

Armor Class 15 (leather)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Skills Perception +5, Stealth +6
Senses passive Perception 15
Languages any one language
Challenge 1 (200 XP)

Steady Aim. The sharpshooter's longbow attacks ignore half and three quarters cover and deal an additional 4 (1d8) damage (included in the attack).

World-Class Bowmanship. If the sharpshooter has disadvantage on attack rolls made with its longbow, it can choose to ignore the disadvantage. If it does so, it cannot benefit from effects that would grant it advantage on the attack.

Actions

Multiattack. The sharpshooter makes two attacks with its longbow.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 600 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Standard Bearer (UA)

In battle, the nation's flag held high signals to the soldiers that they may fight on in service of the crown, and if it should fall, their hope is lost. A standard bearer is expected to wade through the unwashed masses of its nation's enemies, seek out its rival standard bearer, and defeat him or her in single combat. These duels often decide the outcome of the war.

Standard Bearer

Medium humanoid (any race), any alignment

Armor Class 16 (chain mail)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	13 (+1)	15 (+2)	16 (+3)

Skills Animal Handling +8, Athletics +7, History +4, Intimidation +9, Persuasion +6

Senses passive Perception 12

Languages any two languages

Challenge 5 (1,800 XP)

Bearer of Resolve. Allied creatures that can see the standard bearer have advantage on saving throws against being frightened.

Innate Spellcasting. The standard bearer's innate spellcasting ability is Charisma (spell save DC 14). It can cast the following spells, requiring no material components.

At will: *compelled duel*, *enthrall*

Saddleborn. Mounting or dismounting a creature costs 5 ft. of movement for the standard bearer. It has advantage on saving throws made to avoid falling off its mount, and if it falls, it can automatically land on its feet if it falls less than 10 feet and isn't incapacitated.

Actions

Multiattack. The standard bearer makes two attacks with its pike or its longsword.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands to make a melee attack.

Pike. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Reactions

Hold the Line. When a creature moves at least 1 foot while within 5 feet of the standard bearer (or within 10 feet while it wields its pike), the standard bearer can make an opportunity attack against that creature. If it hits, the creature's speed is reduced to 0 until the end of its turn.

Monks

Blood Bender (DAPC)

There exists a secret sect of monks who once followed the Way of the Water Element before they were excised from their order for practicing the forbidden technique of blood bending, where they take total control over another person through the manipulation of the blood in their veins.

Blood Bender

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)

Hit Points 77 (14d8 + 14)

Speed 35 ft., swim 35 ft.

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

Senses passive Perception 14

Languages Primordial plus any one language

Challenge 3 (700 XP)

Bleeding Edge. As a bonus action, the bender reduces its hit points by any amount up to 7 and until the end of its turn increases its speed by 5 feet for each hit point lost in this manner. Alternatively, it can instead reduce its hit points by 7 to take the Dodge action.

Fists of the Bloodied Soul. The bender's unarmed strikes are considered to be magical for the purpose of overcoming damage resistances and immunities.

Transfusion. The bender regains 2 (1d4) hit points when it hits a creature with a melee attack, as long as that creature has blood and isn't an undead or a construct.

Actions

Multiattack. The bender makes four unarmed strikes, or makes two unarmed strikes and uses its Dominion of Blood.

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

Dominion of Blood. The bender makes one unarmed strike against a target that has blood. On a hit, it can cast *dominate person* on the target. Wisdom is its spellcasting ability for this spell (spell save DC 14). Once a creature has failed its saving throw against this spell, the bender can't use this action until it finishes a long rest.

Water Whip. *Melee Spell Attack:* +6 to hit, reach 30 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage, and the target must make a DC 14 Dexterity saving throw. On a failed save, the target takes 22 (4d10) bludgeoning damage and is knocked prone or pulled up to 25 feet toward the bender (bender's choice). On a successful save, the target takes half as much damage and isn't pulled or knocked prone.

Death Researcher (SCAG)

Some monks devote their lives to the study of the liminal space between life and death. To augment their research, they are required by their abbeys to put their theory into practice through mortal combat.

Death Researcher

Medium humanoid (any race), any alignment

Armor Class 15

Hit Points 38 (7d8 + 7)

Speed 40 ft.

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

Senses passive Perception 12

Languages any two languages

Challenge 3 (700 XP)

Mastery of Death (3/Day). When the researcher is reduced to 0 hit points and not killed outright, it can choose to drop to 1 hit point instead.

Unarmored Defense. While the researcher isn't wearing armor, its armor class includes its Wisdom modifier

Actions

Multiattack. The researcher makes two attacks with its Death Strike.

Death Strike. Melee Spell Attack: +5 to hit, reach 5 ft., one target. **Hit:** 5 (1d4 + 3) bludgeoning damage, plus 11 (2d10) necrotic damage. If the damage from this attack reduces a creature to 0 hit points, the researcher gains 13 (2d10 + 2) temporary hit points.

Empty Face (Recharge 5-6). Each creature within 30 feet of the researcher that can see it must succeed on a DC 12 Wisdom saving throw or become frightened by it until the end of the researcher's next turn.

Drunken Master (XGE)

Be wary of the old red-nosed alcoholic you see stumbling in the alleys behind your local tavern.

Drunken Master

Medium humanoid (any race), any alignment

Armor Class 20

Hit Points 109 (12d8 + 55)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	20 (+5)	20 (+5)	20 (+5)

Skills Brewer's Supplies +9, Performance +9

Condition Immunities poisoned

Senses passive Perception 15

Languages any eight languages

Challenge 10 (5,900 XP)

Deflect Missiles. When the drunken master is hit by a ranged weapon attack, the damage is reduced by 25 (1d10 + 20).

Drunkard's Luck (1/Turn). When the drunken master has disadvantage on an attack roll, ability check, or saving throw, it can choose either result for that roll.

Drunken Technique. The drunken master does not trigger opportunity attacks when it moves on its turn. Also, when prone, the drunken master can spend 5 feet of movement to stand up.

Ki Fists. The drunken master's unarmed strikes are magical.

Legendary Resistances (3/Day). When the drunken master fails a saving throw, it can choose to succeed instead.

Lucky (3/Day). The drunken master can re-roll an attack roll, ability check, or saving throw it makes and use either result.

Slow Fall. The drunken master takes no damage as a result of a fall.

Unarmored Defense. While the drunken master isn't wearing armor, its armor class includes its Wisdom modifier.

Actions

Failing Arms. The drunken master makes two unarmed strikes against each creature within 5 feet of its position.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage.

Reactions

Redirect Attack. When a creature misses the drunken master with a melee attack roll, the drunken master can use its reaction to cause that attack to hit one creature of its choice, other than the attacker, that it can see within 5 feet of it.

Elemental Benders (PHB)

Monks who obsess over the four elements of the world can unlock the power to control them.

Air Bender

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 22 (4d8 + 4)

Speed 40 ft., fly 40 ft.

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

Senses passive Perception 12

Languages Primordial plus any one language

Challenge 2 (450 XP)

Actions

Fist of Unbroken Air. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 22 (4d10) bludgeoning damage, and the target must make a DC 12 Strength saving throw. On a failed save, the target is pushed 20 feet away and knocked prone. On a successful save, it is pushed 10 feet and isn't knocked prone.

Earth Bender

Medium humanoid (any race), any alignment

Armor Class 16 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 25 ft.

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses passive Perception 12

Languages Primordial plus any one language

Challenge 2 (450 XP)

Actions

Fist of Four Thunders. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) bludgeoning damage, and each creature other than the bender within 10 feet that can see and hear the bender must succeed on a DC 12 Constitution saving throw or take 11 (2d10) thunder damage.

Fire Bender

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 22 (4d8 + 4)

Speed 35 ft.

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

Damage Resistances cold, fire

Senses passive Perception 12

Languages Primordial plus any one language

Challenge 2 (450 XP)

Actions

Multiattack. The bender makes two Fangs of the Fire Snake attacks.

Fangs of the Fire Snake. *Melee Spell Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 13 (2d10 + 2) fire damage.

Water Bender

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 22 (4d8 + 4)

Speed 35 ft., swim 35 ft.

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

Senses passive Perception 12

Languages Primordial plus any one language

Challenge 2 (450 XP)

Actions

Water Whip. *Melee Spell Attack:* +4 to hit, reach 30 ft., one target. *Hit:* 7 (1d10 + 2) bludgeoning damage, and the target must make a DC 11 Dexterity saving throw. On a failed save, the target takes 22 (4d10) bludgeoning damage and is knocked prone or pulled up to 25 feet toward the bender (bender's choice). On a successful save, the target takes half as much damage and isn't pulled or knocked prone.

Kensei (XGE)

Kensei spend years practicing with a particular weapon to the point where it feels as much a part of them as their hand or their face.

This kensei uses a battleaxe, but your kensei NPC might use other melee weapons instead, as long as they aren't heavy. Using different weapons doesn't change the kensei's challenge rating.

Kensei

Medium humanoid (any race), any alignment

Armor Class 17 (battleaxe)

Hit Points 49 (9d8 + 9)

Speed 40 ft.

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

Skills Painter's Supplies +5

Senses passive Perception 12

Languages any two languages

Challenge 2 (450 XP)

Agile Parry. The kensei gains the same benefits from its battleaxe as it would from a shield.

Magic Weapons. The kensei's weapon attacks are magical.

Unarmored Defense. While the kensei isn't wearing armor, its armor class includes its Wisdom modifier.

Actions

Multiattack. The kensei makes two attacks: one with its unarmed strike and one with its battleaxe.

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands to make a melee attack.

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

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

Open Hand Monk (PHB)

Monks who study the way of the open hand are masters of the martial arts. Unique to other martial studies, their hands are as deadly as any weapon.

Martial Arts Adept, VGM pg. 216

While the martial arts adept is sufficient to represent a monk that follows the way of the open hand, some adepts might secretly possess the following technique, which they are sworn against using except in the most dire situations.

- ***Quivering Palm (Recharges after a Long Rest)***. When the adept hits a creature with an unarmed strike, it can apply hidden (but lethal) vibrations to their body. These vibrations last for 14 (4d6) days or until the adept uses this action on another creature, after which the effects end harmlessly. Otherwise, the adept can use its action to force the target to make a DC 13 Constitution saving throw. On a failed save, the target falls to 0 hit points. On a successful save, the target takes 33 (6d10) necrotic damage. The adept can also choose to end the vibrations harmlessly as an action.

As this is a secret and forbidden technique that might go unnoticed in a fight without affecting the outcome, and it's impossible to tell without magic which martial arts adepts can use this technique, it does not affect the CR.

Shadow Monk (PHB)

Shadow monks carry out deeds that other monks would balk at. They thrive in darkness and can strike their target and disappear faster than the target's allies can react.

Shadow Monk

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)

Hit Points 44 (8d8 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	12 (+1)	10 (+0)	14 (+2)	10 (+0)

Senses passive Perception 12

Languages any two languages

Challenge 2 (450 XP)

Innate Spellcasting. The monk's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can cast the following spells innately without expending material components.

At will: *darkvision*, *minor illusion*

1/day each: *darkness*, *pass without trace*, *silence*

Shadow Step. When the monk is in dim light or darkness, as a bonus action it can teleport up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. The monk gains advantage on the next attack it makes before the end of its turn.

Actions

Multiattack. The monk makes two attacks with its punch dagger.

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

Cloak of Shadows (Recharge 5-6). The monk becomes invisible until the end of its next turn, or until it attacks or casts a spell.

Sun Soul Monk (SCAG, XGE)

Monks who follow the way of the sun soul are devoted to the elimination of dark influences upon the world, venturing out in search of heretical beings to cleanse.

Sun Soul Monk

Medium humanoid (any race), any alignment

Armor Class 15

Hit Points 38 (7d8 + 7)

Speed 40 ft.

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

Senses passive Perception 12

Languages any one language

Challenge 2 (450 XP)

Unarmored Defense. While the monk isn't wearing armor, its armor class includes its Wisdom modifier

Actions

Multiattack. The monk makes two attacks with its Sun Bolt. It can then use its Radiant Swathe, if available.

Sun Bolt. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 5 (1d4 + 3) radiant damage.

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

Radiant Swathe (Recharge 5-6). The monk swishes its hands through the air, creating a streak of white-hot light. Each creature in a 15-foot cone originating from the monk must succeed on a DC 12 Dexterity saving throw or take 14 (4d6) radiant damage.

Tranquil Master (UA)

Most monks don't achieve the power of an adventurer due to their virtues of peace, forgiveness, and reconciliation. Some of them, however, become powerful as a result of these attributes, rather than despite them.

Tranquil Master

Medium humanoid (any race), any alignment

Armor Class 14

Hit Points 88 (16d8 + 16)

Speed 40 ft.

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

Skills Performance +4, Persuasion +4

Senses passive Perception 12

Languages any one language

Challenge 2 (450 XP)

Diplomat. The master has advantage on Charisma (Persuasion) checks made to calm violent emotions or to counsel peace.

Healing Pool. The master has a pool of 20 hit points it can draw from to use its Healing Hands action. It replenishes the pool when it completes a long rest.

Unarmored Defense. While the master isn't wearing armor, its armor class includes its Wisdom modifier.

Actions

Multiattack. The master makes three attacks with its Unarmed Strike, or it makes two attacks with its Unarmed Strike then uses its Healing hands.

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

Calming Touch. The master touches a creature that is at its hit point maximum. The creature must succeed on a DC 12 Wisdom saving throw or lose its ability to attack for 1 minute. During that period, it also cannot cast spells that deal damage or that force a target to make a saving throw. The effect ends if the target is attacked, takes damage, or is forced to make a saving throw.

Healing Hands. The master touches a willing creature. The target regains a number of hit points of the master's choice, drawn from its Healing Pool. Alternatively, the master can spend 5 hit points from its pool to cure one disease or one poison afflicting the target.

Paladins

Aspect of Vengeance (PHB)

Powerful knights and fighters slain in the midst of a great injustice sometimes return to the Material realm as Aspects of Vengeance, holy warriors possessed by a drive to right what has been wronged.

Aspect of Vengeance

Medium celestial, any alignment

Armor Class 18 (plate)

Hit Points 150 (20d8 + 60)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	13 (+1)	15 (+2)	17 (+3)

Saving Throws Wis +6, Cha +7

Condition Immunities frightened

Skills Intimidation +7, Investigation +5, Survival +4,

Senses passive Perception 12

Languages Celestial plus any two languages

Challenge 11 (7,200 XP)

Aura of Courage. The aspect and friendly creatures within 30 feet of it can't be frightened while the aspect is conscious.

Sacred Weapons. The aspect's weapon attacks are magical. When the aspect hits with its maul, the weapon deals an extra 18 (4d8) radiant damage (included in the attack).

Vow of Enmity (Recharges after a Short or Long Rest). As a bonus action, the aspect targets a creature it can see within 10 feet of it. The aspect always knows in which direction its target can be found, and the aspect has advantage on attack rolls against the creature until the creature dies or the aspect chooses another target.

Actions

Multiattack. The aspect uses its Abjure Enemy, if it can. It then makes three attacks with its maul.

Maul. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 18 (4d8) radiant damage.

Abjure Enemy (Recharge 5-6). The aspect targets a creature it can see within 60 feet of it. The creature must make a DC 14 Wisdom saving throw, and the creature has disadvantage on its save if it is a fiend or undead. On a failed save, the creature is frightened for 1 minute or until it takes any damage. While frightened, the creature's speed is 0, and it can't benefit from any bonus to speed. On a successful save, the creature's speed is halved for 1 minute or until it takes any damage. This action has no effect on creatures immune to being frightened.

Feysworn (PHB)

Paladins who willingly take on the mantle of an archfey and do great deeds to further its influence in the world are called Feysworn.

Feysworn

Medium humanoid (any race), any alignment

Armor Class 17 (natural armor)

Hit Points 105 (14d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	16 (+3)	13 (+1)	15 (+2)	18 (+4)

Saving Throws Wis +5, Cha +7

Skills Nature +4, Perception +5, Religion +4

Senses passive Perception 15

Languages Sylvan plus any two languages

Challenge 7 (2,900 XP)

Aura of Warding. The feysworn and friendly creatures within 30 feet of it have resistance to damage from spells.

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

At will: *Speak with animals*

3/day each: *Moonbeam*, *Misty Step*

1/day each: *Plant Growth*, *Protection from Energy*, *Commune with Nature*

Sacred Weapons. The feysworn's weapon attacks are magical. When the feysworn hits with its sickle, the weapon deals an extra 18 (4d8) radiant damage (included in the attack).

Actions

Multiattack. The feysworn uses its Nature's Wrath, if it can. It then makes two attacks with its sickle.

Sickle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage plus 18 (4d8) radiant damage.

Nature's Wrath (Recharge 5-6). The feysworn targets a creature it can see within 30 feet of it. The creature must succeed on a DC 14 Dexterity saving throw or be restrained by magical vines for 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on a success.

Holy Redeemer (XGE)

Paladins who break their oaths don't always go mad with self-pity and regret. Some of them use their experiences to take on a new oath: one where they seek redemption for themselves by providing that same redemption to others.

Holy Redeemer

Medium humanoid (any race), any good alignment

Armor Class 16 (chain mail)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	17 (+3)	10 (+0)	13 (+1)	18 (+4)

Skills Persuasion +10

Damage Resistances acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, thunder; bludgeoning, piercing, and slashing

Senses passive Perception 11

Languages Celestial plus any one language

Challenge 8 (3,900 XP)

Emissary of Redemption. The paladin's resistances don't function against creatures it has attacked or targeted with a spell since the last dawn.

Spellcasting. The paladin is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15). It has the following spells prepared.

1st level (4 slots): *compelled duel, cure wounds, protection from evil and good, sanctuary, sleep*

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

Actions

Multiattack. The paladin makes two attacks with its quarterstaff.

Quarterstaff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 9 (2d8) radiant damage, or 7 (1d8 + 3) bludgeoning damage plus 9 (2d8) radiant damage if wielded with two hands to make a melee attack.

Reactions

Protect the Innocent. When a creature within 30 feet of the paladin takes damage, it can use its reaction to magically take that damage instead. The paladin doesn't transfer any other effects that might accompany the damage, and this damage can't be reduced in any way.

Rebuke the Violent. When the paladin sees an attacker within 30 feet of it deal damage with an attack against a creature other than the paladin, it can use its reaction to force the attacker to make a DC 15 Charisma saving throw. On a failed save, the attacker takes radiant damage equal to the damage it just dealt. On a successful save, it takes half as much damage.

Kingsguard (PHB)

The most devoted and religious of paladins take on an oath to protect the realm from the influence of the wrong religion. They are often sponsored by the state, taking on the mantle of a Kingsguard.

Kingsguard

Medium humanoid (any race), any alignment

Armor Class 20 (plate, shield)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	13 (+1)	15 (+2)	17 (+3)

Saving Throws Wis +6, Cha +7

Skills Athletics +8, Intimidation +7, Perception +6

Senses passive Perception 16

Languages any three languages

Challenge 11 (7,200 XP)

Aura of Protection. The kingsguard and friendly creatures within 30 feet of it have advantage on saving throws.

Innate Spellcasting. The kingsguard's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can cast the following spells innately without expending somatic or material components.

3/day each: *protection from evil and good*, *sanctuary*

1/day each: *lesser restoration*, *zone of truth*, *dispel magic*

Sacred Weapons. The kingsguard's weapon attacks are magical. When the kingsguard hits with its morningstar, the weapon deals an extra 18 (4d8) radiant damage (included in the attack).

Actions

Multiattack. The kingsguard makes three attacks with its morningstar.

Morningstar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 18 (4d8) radiant damage.

Divine Sense (3/Day). Until the end of the kingsguard's next turn, it knows the location of any celestial, fiend, or undead within 60 feet of it that is not behind total cover. It knows the type of creature but not its identity.

Knight Conqueror (XGE)

Some paladins use their abilities for glory, either for themselves, their nation, or their cause. Leading scores of heavily-armored devotees, a knight conqueror becomes a figure of terrible power carving its way through the battlefield.

Knight Conqueror

Medium humanoid (any race), any lawful alignment (usually evil)

Armor Class 18 (plate)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	15 (+2)	10 (+0)	19 (+4)

Skills History +5, Intimidation +7

Senses passive Perception 10

Languages any one language

Challenge 6 (2,300 XP)

Innate Spellcasting. The knight conqueror's innate spellcasting ability is Charisma (spell save DC 15). It can cast the following spells.

At will: *command*

3/day each: *hold person*, *fear*

1/day: *bestow curse*

Mark of the Conquered. As a bonus action, the knight conqueror extends its finger towards a creature it can see within 60 feet of it. The target is marked until the start of the knight conqueror's next turn. While the target is marked, it has disadvantage on attack rolls against targets other than the knight conqueror.

Righteous Might. The knight conqueror scores a critical hit on a roll of 18, 19, or 20.

Actions

Multiattack. The knight conqueror makes two attacks with its flail.

Conqueror's Flail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 9 (2d8) necrotic damage.

Conquering Presence (1/Day). Each creature of the knight conqueror's choice that can see it within 30 feet of it must make a DC 15 Wisdom saving throw. On a failed save, the target becomes frightened of the knight conqueror for 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Mortal Traitor (UA)

Paladins wooed by demon lords such as Grazz't or Orcus take upon their powers of deception and manipulation with one goal: bring chaos and destruction to the world. Their tactics often include accusing virtuous paladins of being mortal traitors themselves.

Mortal Traitor

Medium humanoid (any race), chaotic evil

Armor Class 20 (plate, shield)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

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

Saving Throws Wis +6, Cha +8

Skills Deception +8, Stealth +6

Senses passive Perception 12

Languages Abyssal plus any one language

Challenge 10 (5,900 XP)

Aura of Treachery. The mortal traitor has advantage on melee attack rolls against any creature that has one or more of its allies within 5 feet of it.

Deceitful Nature. The mortal traitor can use its bonus action to turn invisible until the end of its next turn or until it attacks, deal damage, or forces a creature to make a saving throw. Additionally, the mortal traitor can choose to ignore the disadvantage imposed by heavy armor when it makes a Dexterity (Stealth) check.

Actions

Multiattack. The mortal traitor makes two attacks with its flail.

Flail. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 18 (4d8) poison damage.

Reactions

Treacherous Strike. If a creature within 5 feet of the mortal traitor misses it with a melee attack, the mortal traitor can magically force it to reroll that attack against a creature of its choice that is within 5 feet of the attacker. This reaction fails if the attacker is immune to being charmed.

Oathbreaker (DMG)

Paladins that forsake their sacred oaths in pursuit of selfish goals risk losing their holy powers and falling from grace. Those who have devoted their lives to the study of divine magic might be unwilling (or outright incapable) of beginning a new life devoid of power or strength and therefore seek out new sources of power. Evil gods prey upon these fallen paladins, promising them untold power in exchange for blind devotion, and the weakest-willed of them become Oathbreakers, terrible forces of necromantic energy that carve a path of destruction across the world in service of their dark gods.

Blackguard, VGM pg. 211

Death Knight, MM pg. 47

Either of these are sufficient to represent a paladin that has turned to dark forces as a result of falling from grace.

Sovereign Knight (SCAG)

Some nations have institutionalised paladin training, forcing their most elite soldiers to take up the mantle of a sovereign knight in service of their King or Queen. These men and women often have their spirits broken and their wills driven to the dust to make more obedient servants, more devoted protectors, and more deadly killers.

Sovereign Knight

Medium humanoid (any race), any lawful alignment

Armor Class 18 (plate)

Hit Points 157 (21d8 + 63)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	7 (-2)	7 (-2)	17 (+3)

Saving Throws Wis +2, Cha +7

Skills Athletics +9, History +2, Persuasion +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities paralyzed, stunned

Senses passive Perception 8

Languages any two languages

Challenge 12 (8,400 XP)

Aura of the Exalted. The knight and friendly creatures within 30 feet of the knight have advantage on Wisdom saving throws and death saving throws.

Innate Spellcasting. The knight's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can cast the following spells innately without expending somatic or material components.

At will: *command*, *compelled duel*

3/day each: *warding bond*, *zone of truth*

1/day each: *banishment*

Sacred Weapons. The knight's weapon attacks are magical. When the knight hits with its halberd, the weapon deals an extra 18 (4d8) radiant damage (included in the attack).

Actions

Multiattack. The knight makes three attacks with its halberd.

Halberd. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 18 (4d8) radiant damage.

Divine Sense (3/Day). Until the end of the knight's next turn, it knows the location of any celestial, fiend, or undead within 60 feet of it that is not behind total cover. It knows the type of creature but not its identity.

Winter Knight (DAPC)

Winter Knights struggle against the blight of undeath, seeing it as a barrier between souls and their rightful place in the afterlife. They take on forms that evoke the chill of death in order to remind their enemies of that which necromancy seeks to overcome, that which will always cede to the coming of winter.

Winter Knight

Medium humanoid, any alignment

Armor Class 18 (plate)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	13 (+1)	15 (+2)	17 (+3)

Saving Throws Wis +6, Cha +7

Skills Intimidation +11, Nature +5

Damage Resistances necrotic

Senses passive Perception 12

Languages any two languages

Challenge 10 (5,900 XP)

Aura of the Winter Knight. Allied creatures within 30 feet of the knight have resistance to necrotic damage and cannot be charmed, frightened, or possessed by undead creatures. Hostile creatures that start their turn within this radius take 10 cold damage, and their movement speed is reduced by 10 feet until the start of their next turn.

Innate Spellcasting. The knight's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can cast the following spells innately, requiring no material or somatic components.

At will: *ice knife, wrathful smite*

3/day each: *Snilloc's snowball swarm, speak with dead*

1/day each: *cone of cold, gentle repose, ice storm*

Vow of Death. Creatures reduced to 0 hit points by the knight are killed and cannot become undead or return to life through any method short of a *wish* spell.

Winter Weapons. The knight's weapon attacks are magical and deal an additional 14 (4d6) cold damage on a hit (included in the attack).

Actions

Multiattack. The knight makes two attacks with its maul.

Maul. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 14 (4d6) cold damage.

Rangers

Beastmaster (PHB)

Beastmasters are legendary animal tamers. Their words calm their beasts and terrify their animals.

The beastmaster's challenge rating doesn't include its animal companion. Since we're not strictly limited by what the class can actually do, we can give the beastmaster any animal companion available in a published book. Included are some randomly-picked suggestions.

Dire Wolf (MM pg. 321)

The enormous hound sticks loyally by the woman's heel, head down, fangs bared. Its eyes flick meaningfully to its master's face, reading her expression and relaxing when it sees that she's in a good mood.

Giant Scorpion (MM pg. 327)

The clicking of its claws fades as its master strokes its head. "Not yet," the man says. "Knock them out first." And with that, the stinger shoots down.

Hunter Shark (MM pg. 330)

The merfolk seems surprised to see a boat so far out to sea. He uncorks a potion to release a foul-smelling aroma, and in less than a minute, a fin emerges from the waters. A striped shark sidles up beside him, nudging him for food.

Tyrannosaurus Rex (MM pg. 80)

The monster leaps across the plains, crossing the width of rivers in a single bound, shaking the foundations of the earth with every thunderous step. Clinging to its neck, hollering words of encouragement, is a little old lady gnome.

Quetzalcoatlus (VGM pg. 140)

The sky darkens and the usual lively sounds of birds chirping goes deadly silent. A single flap of the beast's wings sends the grass bouncing and dancing. With a gust strong enough to blow down a house, the beast lands in front of its master.

Aurochs (VGM pg. 207)

The young hill dwarf can barely hold on as the big-horned creature sprints at the side of the red barn. He hides his face just before he feels the crunch of splintering wood.

Goat (MM pg. 330)

The ranger kneels down by her goat and lifts up its big floppy ear. She whispers, "If you don't stop eating random trash while we're supposed to be fighting off orcs, I'll take you to the market and trade you for a box of apples."

Beastmaster

Medium humanoid (any race), any alignment

Armor Class 15 (hide armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

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

Skills Animal Handling +8, Survival +6

Senses passive Perception 14

Languages any one language

Challenge 2 (450 XP)

Animal Companion. The beastmaster is bonded to a beast, which is its animal companion. The companion acts on its own initiative, but otherwise obeys the beastmaster's commands. As a bonus action, the beastmaster can command its companion to use its reaction to take the Dash, Disengage, Dodge, or Help action.

Actions

Multiattack. The beastmaster makes two weapon attacks.

Whip. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

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

Gloom Stalker (XGE)

Gloom stalkers skulk around the underdark, killing and eating spiders for sustenance. Every now and then someone asks them to be their guide through the caves, and the gloom stalkers kill and eat them too.

Gloom Stalker

Medium humanoid (any race), any alignment

Armor Class 14 (leather)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	13 (+1)	10 (+0)	15 (+2)	8 (-1)

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

Senses darkvision 120 ft., passive Perception 14

Languages Undercommon plus any one language

Challenge 4 (1,100 XP)

Surprise Attack (Recharges on a Short or Long Rest). If the gloom stalker surprises a creature and hits it with an attack on the first turn of combat, the target takes an additional 9 (2d8) damage from the attack.

Umbral Shroud. While in darkness, the gloom stalker is invisible to any creature that relies on darkvision to see it in that darkness.

Vanish. The gloom stalker can take the Hide action as a bonus action.

Actions

Multiattack. On the first turn of combat, the gloom stalker makes two attacks with its darts.

Dart. Ranged Weapon Attack: +5 to hit, range 20/60 ft., one target. **Hit:** 5 (1d4 + 3) piercing damage plus 5 (2d4) poison damage, and the target must succeed on a DC 13 Constitution saving throw or become poisoned by the darts for 1 hour. If the target fails this save by 5 or more, it is also unconscious while poisoned in this way. The target wakes up if it takes damage or another creature takes an action to shake it awake.

Reactions

Shadowy Dodge. When a creature targets the gloom stalker with an attack, the gloom stalker can use its reaction to impose disadvantage on that attack.

Herbalist (UA)

Herbalists are nonmagical guardians of the natural land, whose expertise in gathering and brewing rare flora allows them to create delicious, healing concoctions. They're also deadly fighters, using natural poisons to augment their strikes.

Herbalist

Medium humanoid (any race), any alignment

Armor Class 14 (hide armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

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

Skills Nature +4, Perception +5, Survival +7

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 15

Languages Druidic plus any one language

Challenge 1 (200 XP)

Disarming Attack (1/Turn). When the herbalist hits a creature with an attack from its shortsword or shortbow, it can choose to force the target to succeed on a DC 12 Strength saving throw or take an additional 3 (1d6) piercing damage from the attack and drop an object it is holding of the herbalist's choice. The object lands at its feet.

Poultice (3/Day). The herbalist spends 1 minute to apply a poultice to a wounded creature. That creature regains 14 (4d6) hit points. Alternatively, it can use this ability to cure the creature of one poison afflicting it.

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 7 (2d6) poison damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 7 (2d6) poison damage.

Horizon Walker (XGE)

Horizon walkers slip through gaps between the realms to cross a thousand miles in a single step.

Horizon Walker

Medium humanoid (any race), any alignment

Armor Class 14 (studded leather)

Hit Points 60 (11d8 + 11)

Speed 30 ft.

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

Skills Arcana +5, Perception +7, Survival +7

Senses passive Perception 17

Languages Deep Speech and Primordial plus any one language

Challenge 5 (1,800 XP)

Distant Strike. When the horizon walker makes an attack, it can teleport up to 10 feet before each attack to an unoccupied space it can see.

Ethereal Jaunt. As a bonus action, the horizon walker can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Actions

Multiattack. The horizon walker makes three attacks with its subtle knife. Each attack must be against a different target.

Subtle Knife. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature or one planar opening. *Hit:* 13 (1d4 + 2d8 + 2) force damage. If the horizon walker targets a planar opening and deals it at least 10 force damage in a single attack, it opens a one-way portal to a randomly-determined plane of existence. The portal stays open until the end of the horizon walker's turn.

Reactions

Spectral Defense. When the horizon walker takes damage from an attack, it can use its reaction to give itself resistance to all of that attack's damage on this turn.

Hunter (PHB)

Scouring the wilderness across the entire material realm are mendicants and peregrines who are really good with a bow.

Hunter

Medium humanoid (any race), any alignment

Armor Class 14 (hide armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

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

Skills Nature +2, Perception +5, Stealth +4, Survival +3

Senses passive Perception 15

Languages any one language

Challenge 2 (450 XP)

Colossus Slayer (1/Turn). The hunter deals an additional 4 (1d8) damage with its weapons when it hits a creature below its hit point maximum.

Keen Hearing and Sight. The hunter has advantage on Wisdom (Perception) checks that rely on hearing and sight.

Actions

Multiattack. The hunter makes two ranged attacks then one additional ranged attack against a creature within 5 feet of one of the original targets.

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

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

Reactions

Giant Killer. When a Large or larger creature targets the hunter with a melee weapon attack, the hunter can make one weapon attack against that creature. The hunter's attack triggers after the creature hits or misses.

Monster Hunter (XGE)

When innocent people are terrorised by monstrosities, they might recall seeing a scrap of parchment nailed to a job board: "For hire: a guy who kills monsters." A monster hunter is that guy.

Monster Hunter

Medium humanoid (any race), any alignment

Armor Class 14 (hide armor)

Hit Points 82 (11d8 + 22)

Speed 30 ft.

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

Skills Investigation +4, Nature +4, Perception +5

Senses passive Perception 15

Languages any two languages

Challenge 3 (700 XP)

Hunter's Sense (3/Day). As a bonus action, the monster hunter 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.

Innate Spellcasting. The monster hunter's spellcasting ability is Wisdom (+5 to spell attack rolls, save DC 13). It can cast the following spells innately, without expending material components.

3/Day each: *absorb elements*, *chromatic orb*, *detect magic*, *detect poison and disease*

1/Day each: *fog cloud*, *protection from evil and good*

Slayer's Prey. As a bonus action, the monster hunter designates one creature it can see within 60 feet of it as its prey. The first time on the monster hunter's turn that it hits its prey with a weapon attack, the prey takes an extra 7 (2d6) damage from the weapon.

Actions

Multiattack. The monster hunter makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if wielded with two hands to make a melee attack.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Reactions

Slayer's Counter. When the monster hunter's prey forces it to make a saving throw, the monster hunter can use its reaction to immediately make one weapon attack against the prey, which it makes before the saving throw. If the attack hits, the monster hunter automatically succeeds on the saving throw against the prey's effect.

Nightstalker (DAPC)

Lost in the Shadowfell, nightstalkers are forced to turn to shadowy magics in order to survive, binding the corruption of the Shadowfell to unsuspecting beasts and bending them to their will. The beasts have been stripped of their physical bodies and exist only as extensions of the nightstalker. Although the nightstalker has since torn their way out of the Shadowfell and back to civilisation, they find it nearly impossible to return to normal life with the constant reminder of their dark deeds simmering in a pocket dimension in their brain, with only one carefully spoken word the barrier to being released once more. Nightstalkers are naturally drawn to one another, as they are the only ones in the world who can understand.

Alternate Beasts

A given nightstalker may have chosen a different form for its animal thrall. If so, replace the nightstalker's Piercing Howl action with a new action listed below, based on the animal.

Beast Action

Bear **Roar (Recharges after a Short or Long Rest).** The bear lets out a terrifying roar. Each creature within 30 feet of it must succeed on a Wisdom saving throw or become frightened of the nightstalker for 1 minute. An affected creature can remake this save at the end of each of its turns, ending the effect on a success.

Eel **Electric Zipper (Recharge 5-6).** The eel flies 30 feet in a straight line. Each creature within 5 feet of any position along that line must succeed on a Dexterity saving throw or take 7 (2d6) lightning damage.

Octopus **Shadow Splash (Recharge 5-6).** The octopus casts *color spray* as a 2nd level spell, emitting black oil instead of a rainbow of colours.

Panther **Pounce.** The panther moves up to 30 feet towards a creature. If it ends this movement within 5 feet of the target, the target must succeed on a Strength saving throw or be knocked prone.

Raven **Pursuit.** The raven moves up to 45 feet towards a creature. If it ends this movement within 5 feet of the target, the target's movement speed on its next turn is halved.

Snake **Venom Strike.** A target within 5 feet of the snake must succeed on a Constitution saving throw or take 9 (2d8) poison damage and become poisoned until the end of its next turn.

A nightstalker with an animal thrall not included here can choose one of the listed effects that feels the most thematically appropriate for their animal.

Nightstalker

Medium humanoid (any race), any alignment

Armor Class 14 (hide armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

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

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

Senses passive Perception 15

Languages any one language

Challenge 2 (450 XP)

Shadow Thrall. The nightstalker has an animal thrall, which is a wolf. The thrall has the following rules.

- The nightstalker can summon or dismiss their thrall as a bonus action. The thrall appears within 5 feet of the nightstalker when summoned. The thrall is automatically dismissed if the nightstalker starts its turn more than 120 feet from its thrall.
- The thrall has the base speed of the animal form it has taken, plus it gains a flying speed of 30 feet if it can't fly already.
- As a bonus action, the thrall and the nightstalker can magically swap places.
- The thrall is an illusion. Attacks made against the thrall automatically miss. It cannot be made to make a saving throw. It is immune to magical effects. Truesight and other methods of seeing through illusions reveal the animal to be nothing more than a twitching black ball of dark energy.

Actions

Multiattack. The nightstalker makes two attacks. It can replace one of its attacks with either its Thrall Strike action or its wolf's Piercing Howl.

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

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

Thrall Strike. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target within 5 feet of its animal thrall. *Hit:* 11 (2d10) necrotic damage. The animal thrall can move up to its speed before or after making this attack.

Piercing Howl (Recharges after a Short or Long Rest). The wolf lets out a wail that infuses nearby creatures with false energy. The nightstalker and up to 3 creatures of its choice within 30 feet of the wolf gain 10 (3d6) temporary hit points.

Primeval Guardian (UA)

Primeval guardians are rangers who were entranced by dryads. Originally having the ability to shapeshift into a tree, soon the tree became the only form they could shapeshift into, because they could no longer shapeshift at all, because they were a tree. All of them. Trees. All the way down, it's just trees.

Primeval Guardian

Large plant, any alignment (usually chaotic)

Armor Class 15 (natural armor)

Hit Points 204 (24d10 + 72)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	10 (+0)	16 (+3)	10 (+0)

Senses passive Perception 13

Languages Sylvan plus any one language

Challenge 8 (3,900 XP)

Guardian Soul. The primeval guardian gains 10 temporary hit points at the beginning of each of its turns.

Innate Spellcasting. The guardian's innate spellcasting ability is Wisdom (save DC 14). It can cast the following spell without expending components.

At will: *entangle*

Rooted Defense. The ground within 30 feet of the guardian is difficult terrain.

Sylvan Thorns. The guardian's weapon attacks are magical. When the primeval guardian hits a creature with a slam attack, it deals an additional 7 (2d6) piercing damage (included in the attack).

Actions

Multiattack. The guardian makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 15 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) piercing damage.

Rogues

Arcane Thief (PHB)

Arcane thieves steal stuff with magic.

Arcane Thief

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

Armor Class 15 (studded leather)

Hit Points 77 (14d8 + 14)

Speed 30 ft.

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

Skills Deception +4, Sleight of Hand +7, Stealth +5, Thieves' Tools +7

Senses passive Perception 11

Languages Thieves' Cant plus any two languages

Challenge 3 (700 XP)

Invisible Hand. The thief gains additional benefits when it casts *mage hand*. For a creature to notice the hand or the tasks the hand is performing, it must succeed on a Wisdom (Perception) check.

- The hand created by the spell is invisible.
- The thief can use the hand to stow or retrieve one object into or from a container worn or carried by another creature, or to use its Thieves' Tools.
- The thief can use its bonus action to control the hand, or to distract a creature within range of the spell. If it distracts a creature, it gains advantage on attack rolls against the target until the end of the thief's turn.

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

Spellcasting. The thief is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +2 to hit with spell attacks). It knows the following wizard spells.

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

1st level (4 slots): *charm person*, *disguise self*, *silent image*, *sleep*

2nd level (3 slots): *invisibility*, *rope trick*, *suggestion*

Actions

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

Assassin (PHB)

Assassins kill people really well.

Assassin, MM pg. 343.

This is sufficient to represent an assassin for higher level play, but an option for a weaker assassin is included here.

Discount Assassin

Medium humanoid (any race), any alignment

Armor Class 14 (studded leather)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

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

Skills Stealth +6

Senses passive Perception 10

Languages Thieves' Cant plus any one language

Challenge 1 (200 XP)

Ambusher. The assassin has advantage on attack rolls against creatures it has surprised.

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

Actions

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

Blowgun. *Ranged Weapon Attack:* +4 to hit, range 25/100 ft., one target. *Hit:* 1 piercing damage plus 5 (2d4) poison damage.

Guerilla Scout (XGE)

Great commanders aren't enough. A proper army needs people who can sneak up on other people, murder them brutally, and get away clean.

Guerilla Scout

Medium humanoid (any race), any alignment

Armor Class 14 (leather armor)

Hit Points 44 (8d8 + 8)

Speed 40 ft.

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

Skills Athletics +2, Nature +8, Perception +6, Stealth +5, Survival +8

Senses passive Perception 16

Languages any two languages

Challenge 2 (450 XP)

Guerilla Fighter. The scout has advantage on initiative checks. The scout can ignore the limitation of 1 use of sneak attack per turn if it hits additional enemies it has surprised on the first turn of combat; it can apply sneak attack once to each enemy.

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

Actions

Multiattack. The scout makes three attacks on the first turn of combat.

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

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

Reactions

Skirmisher. When a creature ends its turn within 5 feet of the scout, the scout can move up to 20 feet without provoking opportunity attacks.

Inquisitor (XGE)

In a world under siege by inconceivably powerful magic, inquisitors can achieve all they can and more with nothing but a few choice words and a knowing look. The people they lock up often describe them as "emotionally terrifying".

Inquisitor

Medium humanoid (any race), any lawful alignment

Armor Class 15 (chain shirt)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	13 (+1)	17 (+3)	16 (+3)	15 (+2)

Skills Insight +7, Intimidation +6, Investigation +5, Perception +5

Senses passive Perception 20

Languages any three languages

Challenge 2 (450 XP)

Eye for Detail. The inquisitor has advantage on Wisdom (Perception) and Intelligence (Investigation) checks, and a +5 bonus to its passive Perception and passive Investigation scores.

Sneak Attack (1/Turn). The inquisitor deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the inquisitor that isn't incapacitated and the inquisitor doesn't have disadvantage on the attack roll. The inquisitor also doesn't need advantage if it has detected the presence of deceptive magic from its target creature using its Unerring Eye.

Unerring Eye (3/Day). The inquisitor can use a bonus action to sense the presence of illusions, shapechangers not in their original form, and other magic designed to deceive the senses within 30 feet of it, provided it isn't blinded or deafened. The inquisitor senses only the presence of these effects, not their form.

Actions

Multiattack. The inquisitor makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Mastermind (SCAG, XGE)

A thousand strong warriors have died in battle, but if a mastermind is to be believed, no smart one has.

Mastermind

Medium humanoid (any race), any alignment

Armor Class 14 (leather armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	20 (+5)	15 (+2)	18 (+4)

Skills Arcana +7, Deception +8, History +9, Persuasion +6, Stealth +5

Senses passive Perception 12

Languages any four languages

Challenge 2 (450 XP)

Loyal Goons. When the mastermind is targeted by an attack and an ally is within 5 feet of it, the mastermind's ally can use its reaction to swap places with the mastermind, and the ally becomes the target instead.

Master of Tactics. The mastermind can use the Help action as a bonus action. When used to assist an ally in attacking a creature, the target of the attack can be within 30 feet of the mastermind.

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

Soul of Deceit. The mastermind's thoughts can't be read by telepathy or other means. The mastermind can present false thoughts by succeeding on a Charisma (Deception) check contested by the mind reader's Wisdom (Insight) check. Additionally, the mastermind is unaffected by magic that would compel it to tell the truth; instead, such magic always indicates that the mastermind is truthful.

Actions

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

Privateer (SCAG, XGE)

Privateers man warships in search of lawbreakers to hunt down, but they can also be tempted towards lawbreaking themselves without proper measures of control from their superiors.

Swashbuckler, VGM 217

The swashbuckler from Volo's Guide to Monsters is a good statblock to represent a rogue with the swashbuckler archetype. Presented is an alternate interpretation that uses further roguish tricks to supplement its fighting style.

Privateer

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)

Hit Points 60 (9d8 + 9)

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

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

Skills Acrobatics +5, Athletics +3, Survival +3, Vehicles (Water) +3

Senses passive Perception 11

Languages any two languages

Challenge 3 (700 XP)

Cunning Action. The privateer can take the Dash, Disengage, or Hide actions as a bonus action on its turn.

Fancy Footwork. During the privateer's turn, if it makes a melee attack against a creature, that creature cannot make opportunity attacks against it until the end of the privateer's turn.

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

Actions

Multiattack. The privateer makes two attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shadow Rogue (DAPC)

A non-evil creature slain by a shadow has a new shadow rise up from its corpse. Should the creature be returned to life, however, the undead monster remains. The creature's true shadow disappears while its monstrous shadow stalks it, waiting for the right moment to drain the life of its former host. Some deft rogues, however, are slippery enough to both cheat death and escape the consequences, and have formed a pact with their monstrous shadow for greater collective power.

Shadow Rogue

Medium humanoid (any race), any alignment

Armor Class 14 (leather armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Skills Deception +6, Stealth +7

Senses passive Perception 12

Languages any two languages

Challenge 1 (200 XP)

Shadow Pact. The rogue casts no shadow. It has advantage on Dexterity (Stealth) checks in dim light or darkness. Its shadow, represented by the **shadow** statblock, has a mental connection with the rogue while they are within 500 feet of each other. Within this range, they have two-way telepathy. Additionally, as a bonus action, they can teleport to the other's location as long as they are both on the same plane of existence. They also share the Black Eyes action.

Shadowy Magic. The rogue and the shadow share the same innate spellcasting abilities, drawing from the same pool of available spells. Spells unavailable to the rogue also become unavailable to the shadow, and vice versa. Their shared innate spellcasting ability is Wisdom (spell save DC 10, +2 to hit with spell attacks). They can cast the following spells.

At will: *chill touch, dancing lights, thaumaturgy*

6/day: *darkness, fog cloud, misty step, sleep*

3/day: *invisibility, pass without trace*

1/day: *hunger of Hadar*

Shadowy Resurrection. If the rogue or the shadow are killed, a member of the pair that is still alive can spend 1 hour to resurrect the other as long as 30 days have not passed. If the rogue leaves behind a body, it disintegrates. The resurrected reappears within 5 feet of the resurrector.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. The rogue deals an additional 10 (3d6) necrotic damage if it has advantage on the attack roll or if its shadow is within 5 feet of the target and isn't incapacitated.

Black Eyes. The rogue becomes blind and deaf through its own senses and instead sees and hears through the senses of the shadow, or vice versa. Either the rogue or the shadow can end this effect as an action.

Thief

Thieves are super good at stealing stuff.

Master Thief, VGM pg. 216

Spy, MM pg. 349

The master thief is sufficient for an effective cat burglar or dashing vagrant, while the spy is sufficient to represent the roleplay focus of a more social setting.

Sorcerers

Deathtouched Sorcerer (DAPC)

Survivors of an attack by an undead creature may find that the necromantic energy fueling that creature has seeped into their very bones, unlocking a dark and costly power within them. Deathtouched sorcerers often take on visual aspects of the creature that nearly killed them, such as sharp fangs for survivors of a vampire's bite, deathly pale skin for those that withstood the paralysis of a ghoul, or empty, glassy eyes for victims of a ghost's possession.

Deathtouched Sorcerer

Medium humanoid (any race), any alignment

Armor Class 13

Hit Points 41 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	10 (+0)	13 (+1)	16 (+3)

Skills Stealth +6, Survival +4

Senses passive Perception 11

Languages any one language

Challenge 1 (200 XP)

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

At will: *invisibility, speak with dead*
3/day: *etherealness*

Spellcasting. The sorcerer is a 4th-level spellcaster. Its spellcasting ability is Charisma (+6 to hit with spell attacks, spell save DC 14). It knows the following sorcerer spells.

Cantrips (at will): *chill touch, dancing lights, message, minor illusion*
1st level (4 slots): *charm person, disguise self, false life, ray of sickness*
2nd level (3 slots): *darkness, levitate, misty step*

Actions

Possession (Recharge 6). One humanoid that the sorcerer can see within 5 feet of it must succeed on a DC 14 Charisma saving throw or be possessed by the sorcerer; the sorcerer then disappears, and the target is incapacitated and loses control of its body. The sorcerer now controls the body but doesn't deprive the target of awareness. While doing so, the sorcerer is considered to be undead. The sorcerer can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment and its Intelligence, Wisdom, and Charisma scores. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the sorcerer ends it as a bonus action, or the sorcerer is forced out by an effect like the *dispel good and evil* spell. When the possession ends, the sorcerer reappears in an unoccupied space within 5 feet of the body. The target is immune to the sorcerer's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Dragon Sorcerers (PHB)

Dragon sorcerers gain their powers in a myriad of ways, from being born as a result of a polymorphed dragon mating with a human, or other ways. It's mostly the polymorph thing.

The included statblock is for a red, gold, or brass dragon sorcerer. For other subtypes, remove the fire immunity and make the following changes.

Black or Copper Dragon Sorcerer

- **Damage Immunities** acid
- **Spellcasting.** The sorcerer replaces its list of spells with the following.
Cantrips (at will): *acid splash, dancing lights, minor illusion, friends*
1st level (4 slots): *charm person, chromatic orb* (acid only), *silent image, sleep*
2nd level (3 slots): *crown of madness, hold person, levitate, Melf's acid arrow*
3rd level (3 slots): *counterspell, fear*
4th level (2 slots): *vitriolic sphere*

Blue or Bronze Dragon Sorcerer

- **Damage Immunities** lightning
- **Spellcasting.** The sorcerer replaces its list of spells with the following.
Cantrips (at will): *gust, minor illusion, mold earth, shocking grasp*
1st level (4 slots): *absorb elements, chromatic orb* (lightning only), *create or destroy water, silent image*
2nd level (3 slots): *dust devil, earthbind, gust of wind, mirror image*
3rd level (3 slots): *erupting earth, hypnotic pattern, lightning bolt*
4th level (2 slots): *blight, storm sphere*

Green Dragon Sorcerer

- **Damage Immunities** poison
- **Challenge** 6 (2,300 XP)
- **Spellcasting.** The sorcerer replaces its list of spells with the following.
Cantrips (at will): *friends, minor illusion, poison spray*
1st level (4 slots): *fog cloud, ray of sickness, sleep*
2nd level (3 slots): *phantasmal force, suggestion*
3rd level (3 slots): *gaseous form, stinking cloud*
4th level (2 slots): *blight, confusion*

Silver or White Dragon Sorcerer

- **Damage Immunities** cold
- **Challenge** 8 (3,900 XP)
- **Spellcasting.** The sorcerer replaces its list of spells with the following.
Cantrips (at will): *frostbite, gust, ray of frost, shape water*
1st level (4 slots): *chromatic orb* (cold only), *ice knife*
2nd level (3 slots): *gust of wind, misty step, Snillok's snowball swarm, warding wind*
3rd level (3 slots): *protection from energy, sleet storm*
4th level (2 slots): *ice storm*

Red Dragon Sorcerer

Medium humanoid (any race), any alignment

Armor Class 15 (natural armor)

Hit Points 117 (18d8 + 36)

Speed 30 ft., fly 30 ft.

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

Skills Arcana +3, Persuasion +7

Damage Immunities fire

Senses passive Perception 10

Languages Draconic plus any one language

Challenge 7 (2,900 XP)

Spellcasting. The sorcerer is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It knows the following sorcerer spells.

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

1st level (4 slots): *burning hands, color spray, detect magic, expeditious retreat*

2nd level (3 slots): *agnazzar's scorcher, pyrotechnics, scorching ray*

3rd level (3 slots): *daylight, fireball, protection from energy*

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

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.

Favoured Chosen (XGE)

A favoured chosen is a mortal being chosen by the gods for mysterious reasons. Through absolutely no hard work or effort on their part whatsoever, they are suddenly saddled with extreme divine power. Most of them go completely insane as a result.

Favoured Chosen

Medium humanoid (any race), chaotic good (75%) or chaotic evil (25%)

Armor Class 15 (breastplate)

Hit Points 247 (26d8 + 130)

Speed 30 ft., 30 ft. fly

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

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

Skills Arcana +7, Intimidation +10, Persuasion +10, Religion +7

Damage Immunities necrotic, radiant

Senses passive Perception 12

Languages Abyssal, Celestial, or Infernal, plus any one language

Challenge 14 (11,500 XP)

Angelic Weapons. The chosen's weapon attacks are magical. When the chosen hits with any weapon, the weapon deals an extra 9 (2d8) radiant damage (good) or necrotic damage (evil). This is included in the attack.

Favored by the Gods. The chosen magically adds 5 (2d4) to the result of each attack roll, ability check, and saving throw it makes.

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

At will: *light, mending, sacred flame, thunderclap*
1st level (4 slots): *charm person, comprehend languages, cure wounds* (good), *inflict wounds* (evil), *magic missile*
2nd level (3 slots): *detect thoughts, enhance ability, levitate, spiritual weapon* (a scepter)
3rd level (3 slots): *crusader's mantle, fireball* (evil), *mass healing word* (good), *protection from energy*
4th level (3 slots): *banishment, polymorph*
5th level (3 slots): *commune, creation, hallow*
6th level (1 slot): *harm* (evil), *heal* (good), *sunbeam*
7th level (1 slot): *divine word, plane shift*
8th level (1 slot): *earthquake* (evil), *holy aura* (good), *sunburst*
9th level (1 slot): *gate*

Actions

Multiattack. The chosen makes two attacks with its royal scepter.

Royal Scepter. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage plus 9 (2d8) radiant damage (good) or necrotic damage (evil).

Phoenix Sorcerer (UA)

Humanoids reborn by the fires of a phoenix may inherit some of the phoenix's abilities, which may only manifest in times of stress, or even remain latent until their children's children feel the fires awakening within them.

They are among the least subtle sorcerers in the world, given that they literally give off light and they have giant fiery wings erupting from their back.

Phoenix Sorcerer

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 187 (22d8 + 88)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	10 (+0)	11 (+0)	20 (+5)

Damage Immunities fire

Senses passive Perception 10

Languages Primordial plus any one language

Challenge 12 (8,400 XP)

Burning Aura. When a creature hits the sorcerer with a melee attack, it takes 7 (2d6) fire damage.

Glowing Skin. As a bonus action, the sorcerer can activate or deactivate its glowing skin. While active, it sheds bright light in a 30 foot radius and dim light 30 feet beyond that.

Phoenix Spark (1/day). When the sorcerer is reduced to 0 hit points, it can instead choose to drop to 1 hit point. If it does so, each creature within 30 feet of it must make a DC 17 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Spellcasting. The sorcerer is a 10th-level spellcaster. The sorcerer's spellcasting ability is Charisma (+9 to hit with spell attacks, spell save DC 17). The sorcerer has the following spells prepared, which it can cast without material components.

At will: *control flames, create bonfire, fire bolt, light, produce flame*

1st level (4 slots): *burning hands, chromatic orb* (fire only), *faerie fire, searing smite*

2nd level (3 slots): *agnazzar's scorcher, continual flame, flame blade, flaming sphere, heat metal, pyrotechnics, scorching ray*

3rd level (3 slots): *daylight, elemental weapon* (fire only), *fireball, flame arrows*

4th level (3 slots): *conjure minor elementals* (magmin only), *elemental bane* (fire only), *fire shield, wall of fire*

5th level (3 slots): *conjure elemental* (fire elemental only), *flame strike, immolation*

Untamed Flame. When the sorcerer rolls fire damage on its turn, it deals an additional 5 fire damage to each affected creature.

Actions

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

Sea Sorcerer (UA)

Sons and daughters of a siren or a merfolk who've enraptured a mortal landlubber can manifest the power of the sea ... but most never realize their true potential. Their powers are only unlocked by scraping the veil of death through drowning.

Sea Sorcerer

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 65 (10d8 + 20)

Speed 30 ft., swim 30 ft.

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

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

Senses passive Perception 10

Languages Primordial plus any one language

Challenge 6 (2,300 XP)

Amphibious. The sorcerer can breathe on land and under water.

Curse of the Sea. When a sorcerer targets a creature with a spell that deals cold damage, deals lightning damage, or forces the target to move, the target suffers additional effects on a hit or a failed save, as listed below.

Cold Damage. The target's speed is reduced by 15 feet.

Lightning Damage. The target takes an additional 7 (2d6) lightning damage.

Forced movement. The target is moved an additional 15 feet.

Spellcasting. The sorcerer is a 6th-level spellcaster. The sorcerer's spellcasting ability is Charisma (+7 to hit with spell attacks, spell save DC 15). The sorcerer has the following spells prepared, which it can cast without material components.

At will: *gust, ray of frost, shape water, shocking grasp*
1st level (4 slots): *chromatic orb* (cold or lightning only), *create or destroy water, thunderwave, witch bolt*
2nd level (3 slots): *gust of wind, Snilloc's snowball swarm, warding wind*
3rd level (3 slots): *lightning bolt, wall of water, water breathing, water walk*

Watery Form. The sorcerer can move through a space as narrow as 3 inches wide without squeezing.

Actions

Trident. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6) piercing damage or 4 (1d8) piercing damage if used with two hands to make a melee attack.

Reactions

Watery Defense. When a creature hits the sorcerer with an attack, the sorcerer can move up to its speed without provoking opportunity attacks.

Shadow Sorcerer (XGE)

Shadow sorcerers draw their power from the Shadowfell, a really dark place with scary monsters.

Shadow Sorcerer

Medium humanoid (any race), any evil alignment

Armor Class 13

Hit Points 41 (7d8 + 14)

Speed 30 ft.

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

Skills Deception +7, Stealth +6

Damage Immunities necrotic

Senses darkvision 120 ft., passive Perception 10

Languages Deep Speech plus any one language

Challenge 5 (1,800 XP)

Darkness Incarnate. The sorcerer can cast *darkness* at will as a bonus action without expending verbal or material components.

Douser of Light. Natural fires and other light sources not worn or carried by a creature are magically extinguished when the sorcerer starts its turn within 30 feet of them. While not in direct sunlight, the sorcerer can choose to magically appear as a black silhouette, granting it advantage on Dexterity (Stealth) checks. A DC 10 Wisdom (Insight) check exposes the sorcerer's true appearance (but doesn't reveal the sorcerer if it is hidden).

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

At will: *chill touch*, *false life*, *minor illusion*, *sleep*
3/day each: *blindness/deafness*, *disguise self*, *fear*, *ray of sickness*

1/day each: *blink*, *circle of death*, *invisibility*

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

Actions

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

Summon Hound of Ill Omen (1/Day) The sorcerer summons a hell hound from the Nine Hells to an empty space within 30 feet of it. The hell hound is fiercely loyal to the sorcerer and remains in the material realm for 1 minute or until the sorcerer dismisses it as an action.

Stone Sorcerer (UA)

When a humanoid is unjustly buried alive, their cries are sometimes answered by the elemental plane of earth. Like a revenant, they return from the dead to wreak their revenge. Gifted with weapons that do not break and a resolve that will not shatter, they hunt down and personally duel anyone who had wronged them in life.

Stone Sorcerer

Medium humanoid (any race), any alignment

Armor Class 16 (natural armor)

Hit Points 170 (24d8 + 80)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	10 (+0)	16 (+3)	16 (+3)

Skills Intimidation +7, Investigation +4, Perception +7

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

Senses Tremorsense 30 ft., passive Perception 17

Languages Primordial plus any one language

Challenge 11 (7,200 XP)

Blessed by Stone. The sorcerer's weapon attacks are magical. When the sorcerer hits a creature with a melee weapon attack, it deals an additional 22 (4d10) force damage (included in the attack).

Earth Aegis. Up to three friendly creatures of the sorcerer's choice within 30 feet of it also benefit from the sorcerer's resistances to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Spellcasting. The sorcerer is an 8th-level spellcaster. The sorcerer's spellcasting ability is Charisma (+7 to hit with spell attacks, spell save DC 15). The sorcerer has the following spells prepared, which it can cast without material components.

At will: *booming blade, gust, mold earth, thunderclap*

1st level (4 slots): *absorb elements, compelled duel, earth tremor, thunderwave, wrathful smite*

2nd level (3 slots): *dust devil, earthbind, gust of wind, hold person, Maximilian's earthen grasp*

3rd level (3 slots): *dispel magic, erupting earth, Melf's minute meteors, protection from energy*

4th level (3 slots): *staggering smite*

Actions

Multiattack. The sorcerer makes two weapon attacks.

Maul. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 22 (4d10) force damage.

Storm Sorcerer (SCAG, XGE)

Storm sorcerers are often found in the employ of merchant ships, as their powers lend themselves well to good winds and strong currents.

Storm Sorcerer

Medium humanoid (any race), neutral

Armor Class 12

Hit Points 54 (12d8)

Speed 30 ft., 30 ft. fly

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

Damage Immunities lightning, thunder

Senses passive Perception 11

Languages Primordial plus any one language

Challenge 10 (5,900 XP)

Conductor of the Wind. The sorcerer can use its bonus action to change the direction of the wind within a 100-foot radius around it. The sorcerer can choose the direction but not the strength of the wind.

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

At will: *gust*, *shocking grasp*, *thunderclap*, *thunderwave*
3/day each: *gust of wind*, *shatter*, *thunderous smite*
1/day each: *call lightning*, *storm sphere*, *warding wind*, *wind wall*

Actions

Lightning Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 2 (1d4) lightning damage, and the target must succeed on a DC 16 Constitution saving throw or be stunned until the end of its next turn.

Reactions

Wind's Lash. When the sorcerer is hit by an attack, it can use its reaction to force its attacker to make a DC 16 Constitution saving throw. On a failed save, the target takes 14 (4d6) thunder damage and is pushed 20 feet in a direction of the sorcerer's choice. On a successful save, the target takes no damage and is pushed 10 feet.

Vampiric Sorcerer (DAPC)

Not all vampires turn their thralls into other vampires. Sometimes mortals are more useful as slaves. Mortals under the servitude of a vampire are permanently scarred by their experiences, and this scarring may travel down their bloodline to reawaken in their children's children as unholy powers, mimicking the best and worst of the vampiric curse. While some vampiric sorcerers attempt to use their evil powers for good, others revel in cruelty and make arrangements to become true vampires after death.

Vampiric Sorcerer

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	17 (+3)	11 (+0)	12 (+1)	19 (+4)

Saves Dex +4, Wis +3, Cha +6

Skills Perception +3, Stealth +5

Senses darkvision 30 ft., passive Perception 13

Languages any two languages

Challenge 4 (1,100 XP)

Magic Weapons. The sorcerer's weapon attacks are magical.

Misty Escape. When the sorcerer drops to 0 hit points and isn't killed outright, it can instead drop to 1 hit point and cast *gaseous form* on itself without expending a spell slot or components. If it can't cast this spell, it drops to 0 hit points as usual.

Partial Regeneration. The sorcerer gains 10 temporary hit points at the start of its turn if it has at least 1 hit point. If it starts its turn in sunlight or running water, it gains 5 temporary hit points instead, replacing any temporary hit points it might have gained through other sources. This trait doesn't function if the sorcerer is prevented from regaining hit points on its turn, such as through the *chill touch* spell.

Shapechanger. The sorcerer can use its action to polymorph into a Tiny bat or back into its true form. While in bat form, the sorcerer can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

Spellcasting. The sorcerer is a 4th-level spellcaster. Its spellcasting ability is Charisma (+6 to hit with spell attacks, spell save DC 14). It knows the following sorcerer spells.

Cantrips (at will): *control flames, friends, infestation, minor illusion*

1st level (4 slots): *charm person, false life, fog cloud, sleep*

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

Actions

Multiattack. The sorcerer makes two unarmed strikes.

Unarmed Strike (Humanoid Form Only). *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the sorcerer can grapple the target (escape DC 13).

Wild Magic Sorcerer (PHB)

If anyone knew how wild magic sorcerers were created, they would probably shut it down somehow.

Apprentice Mage, VGM pg 209

Mage, MM pg. 347

Archmage, MM pg. 342.

Any of these, or in fact any creature with spellcasting, can represent a wild magic sorcerer. Simply add the following trait to that creature:

- **Wild Magic Surge.** When the creature casts a spell of 1st-level or higher, it rolls twice on the Wild Magic Surge Table (PHB pg. 104) and uses either number.

As the effects are unpredictable, this does not change a creature's challenge rating.

Warlocks

Celestial Servant (XGE)

Servants of angels and other great celestial beings are often granted small boons to assist them in their work.

Celestial Gifts

Patron	Chain	Blade	Tome
The Kirin	An eagle with a golden beak	A war pick in the shape of a horseshoe	A silken scroll woven from the kirin's hair
Michail, Solar	An aarokocra	A greatsword that sometimes flies away	Glowing runes on the warlock's body
Godsworth, Empyrean	A black bear with white fur	A maul made of solid light	A small shield with ritual carvings on the inside

Celestial Servant

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

Armor Class 16 (scale mail)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

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

Skills Religion +1

Damage Resistances necrotic, radiant

Senses passive Perception 9

Languages Celestial plus any one language

Challenge 1/2 (100 XP)

Spellcasting. The servant 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* (good), *light*, *sacred flame*, *thaumaturgy* (evil)

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

Actions

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

Faith Seeker (UA)

Warlocks that wander through the astral planes in search of deeper knowledge are called Faith Seekers, their fingertips brushing across the stars themselves. While they can use their magical chain in combat, they prefer to resolve conflicts peacefully.

Faith Seeker Gifts

Patron	Chain	Blade	Tome
Planes Walker	A long-legged stork	A star chain	A sack full of feathers

Faith Seeker

Medium humanoid (any race), any alignment (usually good)

Armor Class 12

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Arcana +4, Insight +3, Investigation +4, Perception +3, Persuasion +4, Religion +4

Damage Resistances cold, fire

Senses passive Perception 13

Languages any two languages

Challenge 1/2 (100 XP)

Aurora (3/day). As a bonus action, the faith seeker activates an aurora in a 10-foot radius around itself until the end of its next turn. While the aurora is active, the faith seeker has resistance to all damage, and if a hostile creature ends its turn within the radius, it takes 9 (2d8) radiant damage.

Innate Spellcasting. The faith seeker's innate spellcasting ability is Charisma (spell save DC 12). It can cast the following spells without material components.

3/day: *augury*

1/day: *plane shift*

Spellcasting. The faith seeker is a 3rd-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): *mage hand*, *minor illusion*, *prestidigitation*

1st-2nd level (2 slots): *feather fall*, *levitate*, *locate object*, *jump*

Actions

Star Chain. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) force damage.

Hexblade Wielder (XGE)

Like shadow sorcerers, wielders of a hexblade draw their power from mighty creatures from the Shadowfell. These warlocks' powers are often presented in the form of legendary weapons such as **Blackrazor**, the Life Drinker, and without such weapons they are rendered powerless or killed outright.

Hexblade wielders in your campaign might have different weapons to **Blackrazor**. You can replace the bonded weapon with a sentient weapon listed in the DMG or with a custom weapon of your design. Note that the challenge rating might not accurately reflect the power of other weapons.

Hexblade Gifts

Patron	Chain	Blade	Tome
Shadowfell Wanderer	A twelve-legged spider	Blackrazor	A shadowy orb that whispers its spells in your ear

Hexblade Wielder

Medium humanoid (any race), chaotic neutral or the alignment of its bonded weapon

Armor Class 17 (half plate)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language, plus one language shared with its bonded weapon

Challenge 15 (13,000 XP)

Hexblade. The hexblade wielder is bonded to a sentient weapon, for which it uses its Charisma modifier for its attack and damage rolls. The hexblade wielder and its weapon can communicate telepathically, and the hexblade wielder obeys its bonded weapon's commands. The hexblade wielder 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 hexblade wielder spends at least 1 hour without touching its bonded weapon, the hexblade wielder dies and the weapon appears in an empty space within 10 feet of it.

Spellcasting. The hexblade wielder is a 5th-level spellcaster. Its spellcasting ability is Charisma (+9 to hit with spell attacks, spell save DC 17). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells.

Cantrips (at will): *eldritch blast*, *true strike*
1st-3rd level (3 slots): *blur*, *shield*, *wrathful smite*

Weapon Bond: Blackrazor. The hexblade wielder's bonded weapon is **Blackrazor**, a chaotic neutral sentient greatsword that can speak Common and Deep Speech (Int 21, Wis 17, Cha 25). **Blackrazor** is a legendary +3 magic weapon.

Actions

Multiattack. The hexblade wielder makes three attacks with its bonded weapon.

Blackrazor. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage, plus 14 (4d6) necrotic damage. If a critical hit is scored with **Blackrazor**, the wielder rolls damage dice three times, instead of twice. If a creature is reduced to 0 hit points by this weapon, it dies; its body is destroyed, its soul is absorbed by the **Blackrazor**, and the wielder gains 54 (12d6) temporary hit points.

The Undying (SCAG)

Those who fear the afterlife, or worse, the oblivion of true death, seek out forces that can help them understand these processes better and even stay the hand of Death itself, for a time. When they make pacts and deals in search of this knowledge, they become Undying warlocks.

Undying Gifts

Patron	Chain	Blade	Tome
Silk, Guardian Naga	A poisonous snake	A very long, scaly whip	An potted cactus, each needle a different spell
Arcy Rackenwort, Lich	A skeleton	A dagger carved from bone	A small vial of liquid that refills each time it is drunken from
Princess Aursley, Cursed Immortal	An indignant human guard	A royal scepter	A love letter from the princess

The Undying

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 114 (12d8 + 60)

Speed 30 ft.

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

Skills Religion +6

Condition Immunities exhaustion

Senses passive Perception 13

Languages Celestial plus any one language

Challenge 6 (2,300 XP)

Death Defier (3/Day). When the undying succeeds on a death saving throw or stabilises a creature with *spare the dying*, it regains 11 (2d8 + 2) hit points.

Spellcasting. The undying is a 9th-level spellcaster. Its spellcasting ability is Charisma (+7 to hit with spell attacks, spell save DC 15). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells.

Cantrips (at will): *chill touch*, *spare the dying*
1st-5th level (3 slots): *aura of life*, *blindness/deafness*, *contagion*, *deafness*, *death ward*, *false life*, *feign death*, *legend lore*, *ray of sickness*, *silence*, *speak with dead*

Undying Nature. The undying can hold its breath indefinitely, and it doesn't require food, water, or sleep. Additionally, undead have disadvantage on attack rolls against the undying, and the undying has advantage on saving throws against spells and other magical effects created by undead.

Actions

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

Warlock of the Archfey (PHB)

The archfey of the Feywild are fickle beings known for making promises they cannot possibly hope to keep. Those who fall prey to such false promises become their warlocks.

Warlock of the Archfey, VGM pg. 219

The warlock in Volo's Guide to Monsters is sufficient to represent this subclass.

Archfey Gifts

Patron	Chain	Blade	Tome
Queen Titania of the Summer Court	A pixie	A sickle that waxes and wanes with the moon	A bauble of light that swims with magical incantations
Hysarn, the Prince of Fools	A satyr	A net with holes that are too big	A book that never opens to the right page you need
Sheff, Ancient Green Hag	A goblin	A gnarled old dagger with a pickled eye set in its hilt	A dissected sprite with rituals carved into its internal organs

Warlock of the Archlich (DAPC)

Ancient lichs who first uncovered the secrets of lichdom are powerful enough to promise foolish mortals a taste of their magic through a pact of evil. Just as the archlich amasses warlocks, so too can their warlocks often be found surrounded by cultists and zealots, none of whom truly understand the price that such power demands from them.

Raven Queen Gifts

Patron	Chain	Blade	Tome
The Archlich	A mummy	A quarterstaff constructed from a human spine	A stone tablet with ancient spells carved in its surface

Warlock of the Archlich

Medium humanoid (any race), any evil alignment

Armor Class 12

Hit Points 114 (12d8 + 60)

Speed 30 ft.

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

Skills Arcana +7

Damage Resistances necrotic

Senses passive Perception 13

Languages any three languages

Challenge 9 (5,000 XP)

Bond of Unlife. The warlock uses its bonus action to choose a willing creature within 30 feet of it that can see and hear it to form a dark bond. At the start of each of the warlock's turns, it drains 10 hit points from that creature, increasing its own hit points by the amount drained. The warlock can dismiss such a bond as a bonus action. It can have up to three bonded creatures at the same time.

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma (spell save DC 16). It can cast the following spells innately.

1/day: *circle of death*

2/day: *animate dead*

Spellcasting. The warlock is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It knows the following warlock spells.

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

1st-5th level (3 5th-level slots): *cloudkill, contagion, detect thoughts, Evard's black tentacles, fear, hex, inflict wounds, Melf's acid arrow, ray of sickness, speak with dead, vitriolic sphere*

Unholy Resilience (1/Day). When the warlock is reduced to 0 hit points and not killed outright, it can choose to drop to 1 hit point instead.

Actions

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

Shared Fate. The warlock chooses a creature within 30 feet of it that can see and hear it. The target must make a Wisdom saving throw. On a failed save, whenever the warlock takes damage, the target takes the same amount of damage as necrotic damage. The target can remake the save at the end of each of its turns, ending the effect on a success.

Warlock of the Fiend (PHB)

While devils are more likely to approach mortals with deals they can't possibly refuse, demons are often the ones being approached instead, offering powers beyond comprehension and giving the insane the hope that others may see the world like they do.

Yugoloths are ignored of course. They're sitting in the corner eating glue.

Warlock of the Fiend, VGM pg. 219

The warlock in Volo's Guide to Monsters is sufficient to represent this subclass.

Fiend Gifts

Patron	Chain	Blade	Tome
Asmodeus	A spined devil	A whip	A jet-black book of incomprehensible runes
Belial	A succubus	A three-pronged pike	A silk gown with embroidery that carries deep magic
Demogorgon	A cockatrice	A randomly determined weapon that changes form before every attack	A book written in an assortment of incompatible languages that screeches when opened
Loth	A giant spider	A poisoned shortsword	An elven book whose pages rot and twist in one's hands
Orcus	A crawling claw	A mace in the form of a scepter topped with a woman's skull	A flesh-bound book with a human spine encasing it
Pit Fiend	A magmin	A mace that sizzles with heat	A cracked red book whose pages smell of brimstone
Tiamat	A winged kobold	A scimitar made from a dragon's claw	A set of scales, each with a spell carved on them
Yeenoghu	A giant hyena	A flail with made of three cackling skulls	A book with teeth and a habit of biting its readers

Warlock of the Great Old One (PHB)

Most Great Old Ones are too vast and powerful to even understand that warlocks draw their power from them, much like humans have no comprehension of the lives of the mites that live in their eyelashes, feasting on their dead skin.

"Gifts" from a Great Old One are usually constructed (or recruited) by the warlock themselves. The Great Old One provides nothing but inspiration.

Warlock of the Great Old One, VGM pg. 220

The warlock in Volo's Guide to Monsters is sufficient to represent this subclass.

Great Old One "Gifts"

Patron	Chain	Blade	Tome
Ghaunadaur, That Which Lurks	A spectator	A heavy crossbow with a spyglass mounted on the top	Illusory texts that only the holder of a glass eye can see
Great Cthulhu	A giant octopus	A hooked glaive	A flesh-bound book that reeks of fish
Tharizdun, the Chained God	A homunculus	A small empty cage turned into a maul	Tattoos inscribed over the warlock's body

Warlock of the Raven Queen (UA)

Warlocks of the raven queen are lawful servants of Her Deathly Grace tasked with seeking out those who would cheat death, bringing them towards the black void like everyone else.

Raven Queen Gifts

Patron	Chain	Blade	Tome
The Raven Queen	A black silken raven	A black swirling sickle	A black velvet book

Warlock of the Raven Queen

Medium humanoid (any race), any lawful alignment

Armor Class 14 (studded leather)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Skills Perception +6

Damage Resistances necrotic

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 16

Languages any two languages

Challenge 1/2 (100 XP)

Raven Queen's Servant. The warlock has a familiar in the form of a raven. While the raven is perched on its shoulder, it cannot be targeted by attacks, spells, or other harmful effects, it can't take damage, and it is incapacitated until the warlock releases it from its shoulder as a bonus action. The warlock can perceive through the raven's senses and the raven can use its action to teleport to a space within 5 feet of the warlock as long as they are on the same plane of existence. The raven doesn't sleep and can wake the warlock as a bonus action if it is within 100 feet of it. The raven vanishes if it or the warlock is killed.

Raven's Gifts. If the warlock's raven isn't perched on its shoulder, it loses its darkvision and its proficiency in Perception.

Spellcasting. The warlock is a 3rd-level spellcaster. Its spellcasting ability is Charisma (+5 to hit with spell attacks, spell save DC 13). It can use its shadowy orb in place of any material components. It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells.

Cantrips (at will): *chill touch*

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

Actions

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

Wizards

Bladesingers (SCAG)

There exists a community of elves who believe that martial mastery and arcane mastery are fundamentally interlinked. Master over the body equals mastery over the mind. These bladesingers, as they're called, wield weapons according to their affiliated faction and literally carve their spells out of the air.

Included is a Red Tiger bladesinger. Your NPC bladesinger might be affiliated with a different bladesinger faction and as a result wield a different weapon, such as a whip or a longsword. It uses its Dexterity for any one-handed melee weapon it wields. Changing the bladesinger's weapon does not affect its challenge rating.

Red Tiger Bladesinger

Medium humanoid (elf), any alignment

Armor Class 21 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	15 (+2)	18 (+4)	13 (+1)	15 (+2)

Skills Acrobatics +8, Perception +4, Performance +8

Senses darkvision 60 ft., passive Perception 13

Languages Elvish plus any two languages

Challenge 5 (1,800 XP)

Bladesong. While the bladesinger isn't wearing Medium or Heavy armor or using a shield, its AC includes its Intelligence modifier, and it has advantage on Constitution saving throws made to maintain concentration on a spell.

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

Spellcasting. The bladesinger is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared.

Cantrips (at will): *gust, mending, prestidigitation, ray of frost*

1st Level (4 slots): *color spray, expeditious retreat, false life, find familiar, shield*

2nd Level (3 slots): *cloud of daggers, hold person, mirror image, misty step, see invisibility, spider climb*

3rd Level (2 slots): *counterspell, fly, haste*

Victorious Blades. The bladesinger's melee weapon attacks are magical, and it adds its Intelligence modifier to the weapon's damage (included in the attack).

Actions

Multiattack. The bladesinger makes two attacks with its scimitar.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (1d6 + 9) slashing damage.

Chronomancer

(TehlaTheAllTelling)

Manipulators of time, a chronomancer takes on an appearance that sparks pity to fool any who underestimate them. They often have an eccentricity that can indicate their unfamiliarity with the way that time passes for other beings. You can roll randomly to determine your chronomancer's eccentricity, or pick from the following list (reprinted from the class document).

Chronomancer Eccentricities

d6 Eccentricity

- 1 The chronomancer looks significantly younger or older than they are.
- 2 The chronomancer always reports the time with the fullest amount of information.
- 3 The chronomancer gets their tenses mixed up very easily.
- 4 The chronomancer uses "month" and "minute" interchangeably.
- 5 Sometimes the chronomancer's beard or fingernails are shorter at the end of the day than they were in the morning.
- 6 The chronomancer is either very patient or very impatient, and sometimes one after the other interchangeably.

Chronomancer

Medium humanoid (any race), any alignment

Armor Class 13 (16 with *mage armor*)
Hit Points 81 (18d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	17 (+3)	13 (+1)	11 (+0)

Skills Arcana +6, History +6
Senses passive Perception 11
Languages any two languages
Challenge 6 (2,300 XP)

Improved Ready Action. The chronomancer can take the Ready action as a bonus action. The chronomancer does not require concentration to ready a spell using the Ready action.

Reactive. The chronomancer can take two reactions each round, rather than one.

Spellcasting. The chronomancer is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *true strike*
1st level (4 slots): *longstrider*, *mage armor*, *magic missile*, *shield*, *sleep*, *snare*, *unseen servant*
2nd level (3 slots): *blur*, *continual flame*, *gentle repose*, *hold person*
3rd level (3 slots): *clairvoyance*, *counterspell*, *dispel magic*, *haste*, *slow*
4th level (3 slots): *arcane eye*
5th level (3 slots): *dream*, *far step*, *hold monster*, *modify memory*, *scrying*
6th level (1 slot): *contingency*, *true seeing*
7th level: (1 slot): *delayed blast fireball*, *simulacrum*, *time stop* (considered to be a 7th-level spell)
8th level (1 slot): *clone*, *mind blank*, *power word stun*
9th level (1 slot): *foresight*

Actions

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

Reactions

Chronostasis (Recharges after a Short or Long Rest). When the chronomancer takes damage, it can cast either *haste* targeting itself or *slow* centred on itself without expending a spell slot or using components for either. If it does so, the chronomancer does not need to concentrate on either spell.

Drift Together. When a creature the chronomancer can see casts *time stop*, the chronomancer can also cast *time stop* if it can, expending a spell slot and using components as normal. While *time stop* is active for both the target and the chronomancer, their turns alternate starting at the top of initiative.

Hemomancer (DAPC)

Hemomancers use forbidden blood magic to conduct dark rituals.

Necromancer, VGM pg. 217

The **necromancer** from Volo's Guide to Monsters is sufficient to represent this subclass. You can add the following traits to get across the flavour of a hemomancer.

- **Blood Pact.** The hemomancer can reduce its hit points by 5 to cast a spell of first level without expending a spell slot. It can cast spells at higher level using this trait, but it must expend an additional 5 hit points for each level of the spell above 1st.
- **Deepen Wound.** When the hemomancer hits a creature that is below its hit point maximum with a spell, the creature takes an additional 5 (1d10) necrotic damage.

Inventor (UA)

50% mad scientist, 50% Iron Man, 100% sex appeal.

Inventor

Medium humanoid (any race), any alignment (usually chaotic)

Armor Class 15 (arcanomechanical armor)

Hit Points 117 (18d8 + 36)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	19 (+4)	10 (+0)	17 (+3)

Skills Arcana +6, Persuasion +5, Tinker's Tools +6

Senses passive Perception 10

Languages any three languages

Challenge 4 (1,100 XP)

Antimagic Susceptibility. The inventor is incapacitated while in the area of an *antimagic field* and while it wears its armor. If targeted by *dispel magic* while wearing its armor, the inventor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Reckless Spellcasting. The inventor is a 4th-level spellcaster. Its reckless spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). When the inventor casts a spell, it rolls a d10 twice from the list of cantrips or the list of spells of the same level of the spell slot consumed and chooses either result. If the inventor chooses to roll again, it can cast both of the new results, but if either of the new results are 10, it wastes the action and the spell slot. It knows the following wizard spells.

Cantrips (at will): 1: *acid splash*, 2: *chill touch*, 3: *fire bolt*, 4: *light*, 5: *poison spray*, 6: *ray of frost*, 7: *sacred flame*, 8: *shocking grasp*, 9: *thorn whip*, 10: *roll again*

1st level (4 slots): 1: *burning hands*, 2: *chromatic orb*, 3: *color spray*, 4: *faerie fire*, 5: *false life*, 6: *fog cloud*, 7: *jump*, 8: *magic missile*, 9: *thunderwave*, 10: *roll again*

2nd level (3 slots): 1: *blur*, 2: *darkness*, 3: *enlarge/reduce*, 4: *gust of wind*, 5: *invisibility*, 6: *levitate*, 7: *Melf's acid arrow*, 8: *scorching ray*, 9: *shatter*, 10: *roll again*

Actions

Arcanomechanical Blast. Ranged Spell Attack: +6 to hit, range 30 ft., one target. Hit: 5 (2d4) force damage.

Lore Master (UA)

Magic nerd.

Altering Spells

Lore masters can change the damage type and saving throw of their spells. A limited number of suggestions of how to thematically adjust *fireball* are included below. You can use your own ideas for other ability scores or spells.

Constitution Saving Throw (Physical Effects)

Damage Type	Description
Acid	A popping bubble of acid
Cold	A cloud of chilling rain
Fire	A box that fills with shimmering heat
Force	Magical energy yanked out of the body
Lightning	Two rotating magnetic stones
Necrotic	Each creature ages 10 years
Radiant	The clouds part and blast sunrays
Thunder	Deafening sound

Intelligence Saving Throw (Unknown Interactions)

Damage Type	Description
Acid	Clear liquid spreads across the ground (hydrochloric acid)
Cold	Slow, lazy fog fills the area (liquid nitrogen)
Fire	Orange goop sprays and sticks to everything it touches (napalm)
Force	A speck of dust spins around the group, speeding up (particle accelerator)
Lightning	A soft, felt carpet (static shock)
Necrotic	A strange patch of mould (flesh-eating bacteria)
Radiant	A single green rock lands in the middle of the group (uranium)
Thunder	A small humming device rolls towards a black box (amplifier and feedback loop)

Wisdom Saving Throw (Inflicted Curses)

Damage Type	Description
Acid	Nausea
Cold	Hypothermia
Fire	Heatstroke
Force	Internal bleeding
Lightning	Stroke
Necrotic	Runny nose, sore throat
Radiant	Sunburn
Thunder	Heart attack

Lore Master

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	19 (+4)	9 (-1)	8 (-1)

Skills Arcana +8, History +8, Nature +8, Religion +8

Senses passive Perception 9

Languages any six languages

Challenge 6 (2,300 XP)

Elemental Secrets (1/Turn). When the lore master deals acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage, it can substitute that damage type with one other type from that list.

Secrets of the Body and Mind (Recharges after a Short or Long Rest). When the lore master casts a spell that forces the target to make a saving throw, the lore master can change the saving throw from one ability score to another of its choice.

Spellcasting. The lore master is a 6th-level spellcaster. Its spellcasting ability is Intelligence (+7 to hit with spell attacks, spell save DC 15). It has the following wizard spells prepared.

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

1st level (4 slots): *charm person*, *expeditious retreat*, *identify*, *illusory script*, *mage armor*, *thunderwave*, *unseen servant*

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

invisibility, *knock*, *locate object*, *see invisibility*, *shatter*

3rd level (3 slots): *counterspell*, *clairvoyance*, *fireball*, *sending*

Actions

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

Reawakener (DAPC)

Reawakeners are dual practitioners of necromancy and conjuration, taking the souls of creatures they have slain and turning those souls against their former allies.

Conjurer, VGM pg. 212

Necromancer, VGM pg. 217

The **conjurer** or **necromancer** statblock from Volo's Guide to Monsters is sufficient to represent this subclass. In addition, you can choose up to 3 monsters that the reawakener has defeated in combat, adding them to the encounter and giving them the following template.

Reawakened Monster Template

- The monster replaces its creature type with undead.
- The monster loses its multiattack feature.
- The monster's maximum hit points equal the mage's maximum hit points.
- The monster replaces its movement speed with fly 30 ft. (hover).
- The monster gains immunity to necrotic and poison damage.
- The monster gains immunity to the charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, and restrained conditions.
- **Incorporeal Movement.** The monster can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.
- **Spectral Weapons.** The monster's weapon attacks are magical and deal force damage instead of their regular damage type.

Scholarly Wizards (PHB)

Abjurer, VGM pg. 209

Abjurers use magic to protect those who cannot fend for themselves and to defeat other wizards.

Conjurer, VGM pg. 212

Conjurers create something out of nothing and bind the spirits of extraplanar beings to their will.

Diviner, VGM pg. 213

The future is a limitless haze to most people, but to a diviner, it is a certainty.

Enchanter, VGM pg. 213

Enchanters and enchantresses are infamous for the hold they take over another's will.

Evoker, VGM pg. 214

Explosive and vibrant, evokers are the artillery of any magical war, annihilating their enemies with destructive blasts.

Illusionist, VGM pg. 214

Illusionists don't actually exist. They're a myth.

Necromancer, VGM pg. 217

Necromancers have a stereotype for committing nasty deeds. Their stereotype is earned, unfortunately.

Transmuter, VGM pg. 218

Transmuters look at the state the world is in and whisper to themselves, "that simply shall not do."

Wizard Companions

A wizard might have companions that follow it around and do its bidding, willingly or otherwise. They are listed here for easy reference while building your wizard encounters.

Familiars

Familiars are loyal servants that assist the wizard in arcane matters and rituals.

- *Crawling Claw*, MM pg. 44
- *Gazer*, VGM pg. 126
- *Faerie Dragon*, MM pg. 133
- *Imp*, MM pg. 72
- *Pixie*, MM pg. 253
- *Pseudodragon*, MM pg. 254
- *Quasit*, MM pg. 63
- *Spectator*, MM pg. 30
- *Sprite*, MM pg. 283

Guardians

Guardians are beings that wizards employ (or coerce) into their service for physical protection.

- *Animated Armor*, MM pg. 19
- *Flying Sword*, MM pg. 20
- *Guard Drake*, VGM pg. 158
- *Shield Guardian*, MM pg. 271
- *Skeleton*, MM pg. 272
- *Zombie*, MM pg. 316

Other Employees

For extra fun, your wizard can employ any humanoid of CR 3 or lower, in this document or from the Monster Manual or Volo's Guide to Monsters. Humanoids of CR 1/4 or lower are usually paid about 2 sp per day, while more powerful or skilled humanoids can be paid 2 gp or more for a day's work.

Monstrous humanoids such as orcs and kobolds will probably require another form of payment from their wizard employer, such as land, resources, or license to kill and plunder as they wish.

Shrouded Wizard (SargeBriar)

The shrouded arts of magic are not taught using textbooks. Prospective learners must first prove themselves among the best and brightest among their classes, at which point they are handpicked by a master to learn new techniques and spells through rote memorisation alone. If any of the secrets a shrouded wizard keeps were to be released, the world would crumble to its foundations, so all of their spells, all of their techniques, all of their knowledge, are stored safely inside of their own minds.

Shrouded Wizard

Medium humanoid (any race), any alignment

Armor Class 13

Hit Points 54 (12d8)

Speed 30 ft.

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

Skills Arcana +7, Deception +4, Stealth +5

Senses passive Perception 12

Languages any four languages

Challenge 4 (1,100 XP)

Shrouded Arts. The wizard requires no spellbook, committing its spells to memory instead. It can replace any verbal components of its spells with somatic components instead.

Shroud of Oblivion. The wizard wears a magical shroud that grants it certain innate spellcasting abilities. The wizard's innate spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It can cast the following spells innately, using the shroud as its focus.

At will: *disguise self*, *nondetection*

3/day each: *greater invisibility*, *modify memory*

1/day each: *mind blank*, *Nystul's magic aura*

Spellcasting. The wizard is a 10th-level spellcaster. The wizard's spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It knows the following wizard spells.

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

1st level (4 slots): *charm person*, *color spray*, *fog cloud*, *illusory script*, *silent image*, *sleep*, *Tasha's hideous laughter*, *unseen servant*

2nd level (3 slots): *arcane lock*, *darkness*, *detect thoughts*, *hold person*, *invisibility*, *knock*, *phantasmal force*, *rope trick*, *suggestion*

3rd level (3 slots): *bestow curse*, *blink*, *counterspell*, *enemies abound*, *glyph of warding*, *tiny servant*

4th level (3 slots): *arcane eye*, *charm monster*, *confusion*, *dimension door*, *phantasmal killer*

5th level (3 slots): *dominate person*, *dream*, *geas*, *mislead*, *screaming*, *seeming*

Actions

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

Theurge (UA)

The gods of magic don't always compel their followers to be clerics. They say, "I'm a magic god, be a wizard" and then their followers was a wizard. Hoooo.

Gods of the Theurgy

Azuth, God of Wizards

Followers find their homes piling up with books of arcane knowledge they have no recollection of acquiring.

Deneir, God of Writing

Followers often carry a quill pen that never seems to run out of ink, and their packs are always filled with paper.

Leira, Goddess of Illusion

Followers have a knack for spotting illusions and tend to examine their world in more detail.

Mystra, Goddess of Magic

Opposing magic always seems to just barely miss followers. They're just outside of the blast of a fireball, or the eldritch blast strikes their ally instead, or a paladin decides to use his words rather than a zone of truth.

Oghma, God of Knowledge

Followers are occasionally struck by facts they would have had no way of figuring out on their own.

Savras, God of Divination and Fate

Keen observers know to avoid a room that a follower refuses to walk into.

Theurge

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 66 (12d8 + 12)

Speed 30 ft.

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

Skills Arcana +5, Religion +5

Senses passive Perception 12

Languages Celestial plus any two languages

Challenge 2 (450 XP)

Knowledge of the Ages (Recharges after a Short or Long Rest). As a bonus action, the theurge chooses one skill or tool and gains proficiency in it until they use this ability again.

Spellcasting. The theurge is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard and cleric spells prepared.

Cantrips (at will): *light, mage hand, minor illusion, prestidigitation, sacred flame, thaumaturgy*

1st level (4 slots): *alarm, charm person, command, feather fall, identify, protection from evil and good, thunderwave, unseen servant*

2nd level (3 slots): *augury, blindness/deafness, gentle repose, hold person, magic mouth, scorching ray, suggestion*

Actions

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

Read Thoughts. The theurge targets one creature it can see within 60 feet of it. The target must make a DC 13 Wisdom saving throw. On a successful save, the target is immune to this effect for 24 hours. On a failed save, for 1 minute, the theurge can read the target's surface thoughts while it is within 60 feet of the theurge. During that time, the theurge can use its action to end the effects and cast *suggestion* without spending a spell slot; the target automatically fails its saving throw against *suggestion*.

War Wizard (XGE)

War wizards are bored senseless by the academic pursuits of their cohorts and believe warfare to be the true final exam of any self-respecting arcane scholar.

War Wizard

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 72 (16d8)

Speed 30 ft.

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

Senses passive Perception 11

Languages any two languages

Challenge 10 (5,900 XP)

Combat Caster. The wizard has advantage on Constitution saving throws made to maintain concentration on a spell. While the wizard maintains concentration on a spell, it has a +3 bonus to AC and all saving throws.

Spellcasting. The wizard is a 6th-level spellcaster. The wizard's spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It has the following wizard spells prepared.

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

1st level (4 slots): *absorb elements, expeditious retreat, feather fall, fog cloud, grease, mage armor, magic missile, protection from evil and good*

2nd level (3 slots): *blur, darkness, earthbind, invisibility, pyrotechnics, web*

3rd level (3 slots): *blink, counterspell, dispel magic, fireball, fly, protection from energy*

Actions

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

Reactions

Arcane Deflection. When the wizard is hit by an attack or it fails a saving throw, it can use its reaction to gain a +3 bonus to its AC against that attack or a +6 bonus to that saving throw. Additionally, up to three creatures of the wizard's choice that it can see within 60 feet of it each take 10 (4d4) force damage.

Artificers

Alchemist (UA)

Not all magic is conducted through books. Sometimes, the true potential of magic can only be unlocked through rigorous experimentation unchained by the puritanical concerns of "ethics" or "common decency".

While most spellcasters conjure forth spells from the aether, alchemists instead use tools and physical objects to produce the effects (though the result is still magical in nature). An *acid splash* may literally be a vial of magical acid chucked at a foe. *Invisibility* might be an array of mechanical scales covering the alchemist that mimic the environment around them. *Identify* might involve a set of miniature drones that hover above the item, scanning it with their mechanical eyeballs before reporting back. Imagination is key to getting across how an alchemist differentiates its spellcasting from wizards.

Most alchemists have created for themselves a homunculus to function as their familiar, as per the familiar sidebar on the **homunculus** page in the Monster Manual.

Alchemist

Medium humanoid (any race), any alignment

Armor Class 13
Hit Points 63 (14d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	10 (+0)	18 (+4)	12 (+1)	13 (+1)

Skills Alchemist's Supplies +8, Herbalism Kit +5
Damage Resistances acid, poison
Condition Immunities poisoned
Senses passive Perception 11
Languages any two languages
Challenge 2 (450 XP)

Innate Spellcasting. The alchemist's innate spellcasting ability is Intelligence (+6 to hit with spell attacks, spell save DC 14). The alchemist can cast the following spells innately.

4/day: *lesser restoration*
1/day: *greater restoration*

Magic Weapons. The alchemist's weapon attacks are magical.

Spellcasting. The alchemist is a 4th-level spellcaster. The alchemist's spellcasting ability is Intelligence (+6 to hit with spell attacks, spell save DC 14). The alchemist knows the following artificer spells.

Cantrips (at will): *acid splash, prestidigitation*
1st level (4 slots): *alarm, detect magic, grease, identify, purify food and drink, ray of sickness*
2nd level (3 slots): *alter self, invisibility, magic mouth, Melf's acid arrow, spider climb, web*

Actions

Multiattack. The alchemist makes two attacks with its compound hand crossbow. It can replace one of these attacks with its Potion Vial action.

Compound Hand Crossbow. Ranged Weapon Attack: +6 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. This crossbow does not have the loading property of crossbows and does not need to be reloaded between attacks. It grants its wielder a +1 to attack and damage rolls (included in the attack).

Potion Vial. Ranged Weapon Attack: +5 to hit, range 15/40 ft., one target. *Hit:* The target and all other creatures within 5 feet of the target take 10 (3d6) damage of a type of the alchemist's choosing. The type can be acid, cold, fire, poison, or lightning.

Artillerist (UA)

Many wizards see magic as an opportunity to do good in the world. Artillerists would call them naive. Every use of magic is just a roundabout way to cause destruction and death. Why not embrace that and just start with the mindset of blowing everything to smithereens?

Artillerists use arcane turrets in battle. The arcane turret is included here as a statblock for reference.

Arcane Turret

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 31 (7d8)

Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	1 (-5)	1 (-5)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious

Senses passive Perception 5

Languages --

Challenge 1 (200 XP)

Arcane Repairs. If *mending* is cast on the turret, it regains 10 (3d6) hit points.

Actions

Flamethrower. The turret exhales fire in a 15-foot cone. Each creature in the area must make a DC 14 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

Force Arrow. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 13 (3d8) force damage, and if the target is a creature, it is pushed up to 5 feet away from the target.

Detonation. Each creature within 10 feet of the turret must make a DC 14 Dexterity saving throw, taking 14 (4d6) force damage on a failed save or half as much damage on a successful one. The turret is destroyed.

Artillerist

Medium humanoid (any race), any alignment

Armor Class 13

Hit Points 63 (14d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	10 (+0)	18 (+4)	12 (+1)	13 (+1)

Skills Tinker's Tools +8, Woodcarver's Tools +6, Smith's Tools +6

Senses passive Perception 11

Languages any two languages

Challenge 2 (450 XP)

Arcane Turret. As a bonus action, the artillerist can summon an arcane turret, which appears within 5 feet of it and acts on the artillerist's initiative. The turret lasts until it is dismissed by the artillerist as a bonus action or until 10 minutes have passed. The artillerist can have up to 3 turrets summoned at once.

Magic Weapons. The alchemist's weapon attacks are magical.

Spellcasting. The alchemist is a 4th-level spellcaster. The artillerist's spellcasting ability is Intelligence (+6 to hit with spell attacks, spell save DC 14). The artillerist knows the following artificer spells.

Cantrips (at will): *firebolt*, *mending*

1st level (4 slots): *expeditious retreat*, *false life*, *longstrider*, *shield*, *shield of faith*, *thunderwave*

2nd level (3 slots): *blur*, *continual flame*, *enhance ability*, *heat metal*, *scorching ray*, *shatter*

Actions

Multiattack. The artillerist makes two attacks with its compound hand crossbow.

Compound Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. This crossbow does not have the loading property of crossbows and does not need to be reloaded between attacks. It grants its wielder a +1 to attack and damage rolls (included in the attack).

Attuner (UA)

Spells are ephemeral. Items are not.

Attuner Inventory

Your NPC attuner might have magical items on their person that don't factor into their combat statblock. Roll 1d6 on the table of Attuner Inventory, then randomly determine which items from the given lists the artificer might have on them.

You can also have the attuner be attuned to the magic items and use them in battle. Keep in mind that the challenge rating doesn't account for magic items held by the attuner.

Attuner Inventory

d6	Loot
1	a set of broken tools
2	1 trinket
3	2d4 trinkets
4	1 trinket plus 1 uncommon magic item
5	1d4+1 uncommon magic items
6	1 rare magic item

Mechanical Servant

Large construct, Lawful Neutral

Armor Class 12 (natural armor)

Hit Points 45 (5d10 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	6 (-2)	13 (+1)	7 (-2)

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 30 ft., passive Perception 11

Languages understands the languages of its creator but can't speak

Challenge 2 (450 XP)

Actions

Multiattack. The servant makes two attacks: one with its slam and one with its slash.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Slash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Attuner

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 66 (12d8 + 12)

Speed 30 ft.

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

Skills Smith's Tools +5, Tinker's Tools +5

Senses passive Perception 10

Languages any three languages

Challenge 3 (700 XP)

Superior Attunement. The attuner can attune to four magic items maximum, instead of three.

Actions

Thunder Cannon. *Ranged Weapon Attack:* +0 to hit, range 150/500 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage plus 7 (2d6) thunder damage.

Blast Wave (Recharge 5-6). The attuner releases energy from its cannon in a 15-foot cone. Each creature in the cone must succeed on a DC 13 Strength saving throw or take 14 (4d6) thunder damage and be pushed 10 feet away from the attuner.

Reactions

Aid Me, Servant! When a creature targets the attuner with a melee attack and the attuner's mechanical servant is within 5 feet of the creature, the attuner can command its mechanical servant to make a melee weapon attack against that creature. The mechanical servant's attack hits before the target creature's attack.

Suggested Magic Items

Different attuners could have vastly different magic items depending on their preferred tactics in battle.

For an attuner that focuses on mobility, use the following magic items.

- Boots of Striding and Springing
- Eyes of the Eagle
- Necklace of Adaptation
- Ring of Jumping

For an attuner that focuses on stealth, use the following magic items.

- Amulet of Proof Against Detection and Location
- Cloak of Elvenkind
- Hat of Disguise
- Slippers of Spider Climbing

Blood Hunters

Ghostbane Blood Hunter (Matt Mercer)

The process of becoming a blood hunter and steeling oneself against evil can take a blood hunter close to death. The imbibement of the hunter's bane, a ritual sacred to the blood hunters, can induce a state that is indistinguishable, for a moment, from death itself. Many blood hunters embrace this aspect of their identity and seek to untether their souls from their body to fight on past the darkness.

Ghostbane Blood Hunter

Medium humanoid (any race), any alignment

Armor Class 16 (half plate)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

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

Skills Insight +6, Intimidation +4, Survival +6

Senses truesight 60 ft., passive Perception 12

Languages any one language

Challenge 9 (5,000 XP)

Beyond Death. When the blood hunter is reduced to 0 hit points, it falls unconscious and its spirit rises from its body. Its spirit is a **ghost** that replaces its actions with only the Rite Scythe attack. If the blood hunter dies, its spirit also dies, and vice versa. If the spirit reduces a creature to 0 hit points, the blood hunter regains 9 (2d8) hit points. The blood hunter's spirit immediately returns to its body if the blood hunter wakes up by any means.

Hunter's Bane. The blood hunter has advantage on Wisdom (Survival) checks to track fey, fiends, and undead, and on Intelligence checks to recall information about them.

Rite Weapon. The blood hunter's rite weapon is its scythe. Its attacks with its rite weapon are magical and deal an additional 4 (1d8) necrotic damage plus 4 (1d8) radiant damage (included in the attack).

Actions

Multiattack. The blood hunter makes three attacks with its rite weapon.

Rite Scythe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage plus 4 (1d8) necrotic damage plus 4 (1d8) radiant damage. If the damage reduces a creature to 0 hit points, the blood hunter regains 9 (2d8) hit points.

Reactions

Blood Curse of the Fallen Puppet. When an ally of the blood hunter is reduced to 0 hit points while within 30 feet of it, the blood hunter can give the creature a final act of aggression. Before it falls unconscious or dies, the ally can make one weapon attack against a target of the blood hunter's choice within weapon range.

Lycan Blood Hunter (Matt Mercer)

Blood hunters that embrace the aspect of the wolf in their rituals are among the most feared and the least trusted of their order. Some turn to the order as penance for atrocities committed while under the influence of the full moon, in an attempt to do enough good in the world to counteract the bad. Others deliberately undergo a ceremony to inflict lycanthropy upon themselves, seduced by the potential it brings them.

Lycan Blood Hunter

Medium humanoid (any race), any alignment

Armor Class 17 (half plate)

Hit Points 112 (15d8 + 45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	10 (+0)	17 (+3)	8 (-1)

Skills Insight +6, Intimidation +5, Survival +6

Damage Resistances bludgeoning, piercing, and slashing damage from weapons that aren't silvered

Senses passive Perception 12

Languages any one language

Challenge 6 (2,300 XP)

Hunter's Bane. The blood hunter has advantage on Wisdom (Survival) checks to track fey, fiends, and undead, and on Intelligence checks to recall information about them.

Keen Hearing and Smell. The blood hunter has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Lycan Resistance. The blood hunter's damage resistances function only while in its hybrid form.

Feral Desperation. While in hybrid form, the blood hunter has advantage on ability checks and saving throws using Strength, and it has a +2 bonus to melee attack and damage rolls (included in the attack).

Pack Tactics. The blood hunter has advantage on attack rolls against a creature if at least one of its allies is within 5 feet of the creature and the ally isn't incapacitated.

Rite Weapon. The blood hunter's rite weapon is its unarmed strike (or Rite Strike). Its attacks with its rite weapon are magical and deal an additional 4 (1d8) slashing damage (included in the attack).

Shapechanger. The blood hunter can use its bonus action to polymorph into a wolf-humanoid hybrid, or back into its true form, which is humanoid. 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.

Actions

Multiattack. The blood hunter makes two Rite Strikes.

Spears (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage or 9 (1d8 + 5) piercing damage if wielded with two hands to make a melee attack.

Rite Strike (Hybrid Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Mutant Blood Hunter (Matt Mercer)

Enchanted by the process of mutating their bodies in their hunter's bane ritual, some blood hunters seek out new methods of mutating their bodies to suit their needs, side effects be damned.

Other Mutations

The blood hunter in this statblock has mutated its body in three ways: first, it increased its maximum strength, but reduced its dexterity in the process. Second, it gave itself the ability to regenerate at the cost of its top movement speed. Finally, it allowed itself to ignore being grappled, paralyzed, or restrained, and it chose to ignore any side effects of this mutation using its strange metabolism.

The simplest way to change your blood hunter's mutations is to change its speed to 30 ft., remove its reconstruction trait, and choose one of the following options to replace it. Using these alternatives may affect the difficulty of the blood hunter.

Mutation	Effect	Side Effect
Aether	Speed 30 ft., fly 20 ft.	Aether Drain. The blood hunter has disadvantage on ability checks using Strength or Dexterity.
Cruelty	Multiattack. The blood hunter makes three attacks with its rite weapon.	Cruel Punishment. The blood hunter has disadvantage on saving throws.
Nighteye	Senses darkvision 60 ft., passive Perception 12	Sunlight Sensitivity. While in sunlight, the blood hunter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.
Rapidity	Speed. 45 ft.	Weak Points. Attacks made against the blood hunter score a critical hit on a roll of 19 or 20.

Since the mutant blood hunter concocts slurries to mutate its body, rather than the mutations being innate, the blood hunter might have one or more of these mutations on its person as potions that can be drunk by other creatures. Refer to the [blood hunter class](#) mutagens for examples of how these potions might affect a creature.

The rules for potions you pick up from a defeated mutant blood hunter might be different to those in the class feature to make for more interesting rewards. A creature must be a humanoid of size Small or Medium to be affected by such a potion. The creature both benefits from the effects and suffers from the side effects. The effects and side effects last for 1 minute and are considered to be nonmagical. A creature can discover the effects and side effects of such a potion given one hour of study and a successful DC 20 Intelligence (Alchemist's Tools) or Intelligence (Medicine) check.

Allies fighting alongside the mutant blood hunter might also have some of the mutations active during a fight.

Mutant Blood Hunter

Medium humanoid (any race), any alignment

Armor Class 13 (half plate)

Hit Points 112 (15d8 + 45)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (-2)	16 (+3)	12 (+1)	15 (+2)	11 (+0)

Skills Insight +5, Intimidation +3, Survival +5

Damage Immunities poison

Condition Immunities grappled, paralyzed, poisoned, restrained

Senses passive Perception 12

Languages any one language

Challenge 5 (1,800 XP)

Blood Curse of the Transfusion. As a bonus action, the blood hunter can heal an allied creature within 30 feet of it by 14 (4d6) hit points. The blood hunter takes damage equal to the hit points regained.

Hunter's Bane. The blood hunter has advantage on Wisdom (Survival) checks to track fey, fiends, and undead, and on Intelligence checks to recall information about them.

Reconstruction. The blood hunter regains 5 hit points at the start of its turn as long as it has more than 0 hit points.

Rite Weapon. The blood hunter's rite weapon is its greatsword. Its attacks with its rite weapon are magical and deal an additional 4 (1d8) poison damage (included in the attack).

Actions

Multiattack. The blood hunter makes two attacks with its rite weapon.

Rite Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 4 (1d8) poison damage.

Profane Blood Hunter (Matt Mercer)

Profane blood hunters make pacts with minor evils, a necessary moral compromise to make in the face of greater threats.

Profane Pacts

The profane blood hunter in this statblock has made a pact with a fiend, such as an erinyes or a bargura. As a result, its rite weapon deals fire damage and it has resistance to fire damage. For other pacts, you can replace the damage resistance and the damage inflicted by its rite weapon with other types based on the creature it has made its pact with at your discretion. One of its spells might also be swapped for a different spell depending on its pact. Some examples are listed below, none of which affect the blood hunter's challenge rating.

Patron	Damage	Spell	Replaces ...
Barbed Devil	fire	<i>sword burst</i>	<i>blade ward</i>
Green Hag	necrotic	<i>invisibility</i>	<i>fear</i>
Ice Devil	cold	<i>frostbite</i>	<i>chill touch</i>
Incubus/Succubus	necrotic	<i>suggestion</i>	<i>hold person</i>
Lamia	psychic	<i>calm emotions</i>	<i>earthbind</i>
Oni	cold	<i>sleep</i>	<i>charm person</i>
Medusa	poison	<i>blindness/deafness</i>	<i>crown of madness</i>
Mindflayer	psychic	<i>phantasmal force</i>	<i>ray of enfeeblement</i>
Mummy	necrotic	<i>mending</i>	<i>mage hand</i>

Profane Blood Hunter

Medium humanoid (any race), any alignment

Armor Class 17 (half plate)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

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

Skills Insight +5, Intimidation +3, Survival +5

Damage Resistances fire

Senses passive Perception 12

Languages any one language

Challenge 5 (1,800 XP)

Hunter's Bane. The blood hunter has advantage on Wisdom (Survival) checks to track fey, fiends, and undead, and on Intelligence checks to recall information about them.

Rite Weapon. The blood hunter's rite weapon is its longbow. Its attacks with its rite weapon are magical and deal an additional 4 (1d8) fire damage (included in the attack).

Spellcasting. The blood hunter is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells, and can cast them using its rite weapon as its spellcasting focus.

Cantrips (at will): *blade ward*, *chill touch*, *mage hand*
1st-3rd level (2 3rd-level slots): *charm person*, *crown of madness*, *earthbind*, *fear*, *hold person*, *ray of enfeeblement*

Actions

Multiattack. The blood hunter can either make two attacks with its rite weapon or cast a cantrip and make one weapon attack.

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

Rite Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) fire damage. If the damage from this attack reduces a creature to 0 hit points, the blood hunter regains an expended spell slot.

Diabolic Channel. The blood hunter makes one attack with its rite longbow against a creature. If the attack hits, the blood hunter can cast one spell on the target, regardless of the regular rules for range, affecting only that target. If the spell requires an attack roll, it automatically hits. If the spell requires a saving throw, the creature has disadvantage on the first saving throw made against the spell.

Long Rangers

Beast Tamer (GQ69)

With a loyal beast by its side to help it track down and tear apart its foe, beast tamers are feared not for their strength but for their resourcefulness. The central tactic that underlines a beast tamer's approach is maneuverability, working in tandem with its beast to expertly skirt around the lines of battle in a whirlwind of death.

A beast tamer's animal companion can be any beast that seems thematically appropriate to the encounter. You can add the following traits to that beast to make it more effective in combat and demonstrate its connection with its master.

- **Distracting Claws.** When the beast hits a creature with an attack, each attack made against that creature by the beast tamer before the end of the beast tamer's next turn is made with advantage.
- **Through Bared Fangs (Recharges after a Long Rest).** When the beast takes damage that would reduce it to 0 hit points without killing it outright, it can choose to regain all of its hit points instead of taking damage.
- **Vicious Loyalty.** As a bonus action, the beast can move up to its speed towards the beast tamer.

You can also give the beast the following reaction:

- **Distance Keeper.** When a hostile creature ends its turn within 5 feet of the beast, the beast can move up to half its speed without provoking opportunity attacks.

For suggestions on what kind of beasts might be appropriate for the beast tamer, you can consult the beastmaster's page in this document and draw from the same set of creatures.

Beast Tamer

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)

Hit Points 71 (13d8 + 13)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	13 (+1)	10 (+0)	18 (+4)	15 (+2)

Skills Animal Handling +8, Athletics +4, Perception +6

Senses passive Perception 21

Languages any two languages

Challenge 4 (1,100 XP)

Follow Prey. The beast tamer has advantage on checks to track a target, and its passive Perception is increased by 5.

Thrown Weapon Specialist. The beast tamer can use its Dexterity instead of Strength to make ranged attacks with its handaxes. If it does so, it gains a +2 to its attack roll (included in the attack). The beast tamer has 12 handaxes available.

Tracker's Mark. As a bonus action, the beast tamer chooses one target within 60 feet of its position that it can see, or replaces its mark with a new target it can see within range. The beast tamer's weapon attacks ignore any damage resistances of the marked target and deal an additional 7 (2d6) damage.

Actions

Multiattack. The beast tamer makes three attacks with its handaxes.

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit with a melee attack or +7 to hit with a ranged attack, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage, or 7 (1d6 + 3) slashing damage if used to make a ranged weapon attack. After making this attack, the beast tamer and its beast can both move up to 5 feet without expending movement.

Reactions

Distance Keeper. When a hostile creature ends its turn within 5 feet of the bounty hunter, the bounty hunter can move up to 15 feet without provoking opportunity attacks.

Bounty Hunter (GQ69)

Bounty hunters specialise in capturing and disabling their prey to bring them in alive. They hunt dangerous monsters for zoological menageries, vile criminals for the city watch, slaves for brutal despots, and anything and anyone for whoever pays the right price.

Bounty Hunter

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)

Hit Points 77 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	13 (+1)	15 (+2)	18 (+4)	10 (+0)

Skills Intimidation +2, Investigation +4, Perception +6, Survival +6

Senses passive Perception 21

Languages any two languages

Challenge 3 (700 XP)

Crossbow Specialist. The bounty hunter ignores the loading property of crossbows, and it has a +2 to attack rolls made with its heavy crossbow (included in the attack).

Follow Prey. The bounty hunter has advantage on checks to track a target, and its passive Perception is increased by 5.

Tracker's Mark. As a bonus action, the bounty hunter chooses one target within 60 feet of its position that it can see, or replaces its mark with a new target it can see within range. The bounty hunter's weapon attacks ignore any damage resistances of the marked target and deal an additional 7 (2d6) damage.

Tripwire Specialist. The bounty hunter incurs no disadvantage on ranged attacks made against targets that are prone, and when it reduces a creature to 0 hit points, it can choose to knock the creature unconscious and stabilise them rather than kill them.

Actions

Multiattack. The bounty hunter makes two attacks with its heavy crossbow.

Heavy Crossbow. *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage, and the target must succeed on a DC 14 Dexterity saving throw or be knocked prone.

Restrain. The bounty hunter attempts to restrain a prone creature within 5 feet of its position. The target must succeed on a DC 14 Dexterity or Strength saving throw (its choice) or become grappled and restrained by the bounty hunter (escape DC 14).

Reactions

Distance Keeper. When a hostile creature ends its turn within 5 feet of the bounty hunter, the bounty hunter can move up to 15 feet without provoking opportunity attacks.

Primal Warden (GQ69)

As protectors of the natural world and an expert at living at one with the land, it is the duty of a primal warden to extend protection to anyone who is an ally of the forests, and to strike down any who threaten the natural order of things. Unlike a druid, the primal warden's smaller pool of spells is focused around making itself a greater threat in combat.

Primal Warden

Medium humanoid (any race), any alignment

Armor Class 14 (hide armor)

Hit Points 104 (19d8 + 19)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	13 (+1)	12 (+1)	19 (+4)	10 (+0)

Skills Nature +4, Perception +7, Survival +7

Senses passive Perception 21

Languages any two languages

Challenge 5 (1,800 XP)

Follow Prey. The primal warden has advantage on checks to track a target, and its passive Perception is increased by 5.

Innate Spellcasting. The primal warden's innate spellcasting ability is Wisdom (spell save DC 15). It can cast the following spells innately.

1/day each: *alter self*, *gaseous form*, *meld into stone*, *polymorph*

Longbow Specialist. The primal warden ignores half cover and three quarters cover when it makes attacks with its longbow, and it has a +2 to ranged weapon attack rolls (included in the attack).

Spellcasting. The primal warden is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following spells prepared.

Cantrips (at will): *druidcraft*, *guidance*, *mold earth*
1st level (4 slots): *absorb elements*, *alarm*, *ensnaring strike*, *hail of thorns*

2nd level (3 slots): *cordon of arrows*, *pass without trace*, *spike growth*

Tracker's Mark. As a bonus action, the primal warden chooses one target within 60 feet of its position that it can see, or replaces its mark with a new target it can see within range. The bounty hunter's weapon attacks ignore any damage resistances of the marked target and deal an additional 10 (3d6) damage.

Actions

Multiattack. The primal warden makes two attacks with its longbow.

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

Mystics

Awakened Mystic (UA)

This mortal form is merely a stepping stone for a mystic to achieve the purest state of being: mental energy, and nothing else, floating in the void of existence.

Ultimate Form

Some awakened mystic achieve their ultimate form and transcended their humanoid bodies, becoming a powerful celestial being.

Solar (MM pg. 18)

A solar can be used to represent such a mystic. Instead of presenting itself as a humanoid figure, the solar appears instead as a bauble of glowing white energy. It removes its damage resistances and the **Angelic Weapons** trait, replaces any reference to radiant damage with psychic damage, and makes the following changes to its statblock. These changes do not affect its challenge rating.

- *Large celestial, any alignment*
- **Speed** 0 ft., fly 150 ft. (hover)
- **Damage Immunities** psychic; nonmagical bludgeoning, piercing, and slashing
- **Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
- **Languages** can't speak but understands all languages, telepathy 600 ft.
- **Incorporeal Movement.** The solar can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.
- **Psychic Weapons.** The solar's weapon attacks are magical, and its weapons are illusions visible only to the solar and the target of the attack. When the solar hits with any weapon, the weapon deals an extra 6d8 psychic damage (included in the attack).

The solar can also add the spells from the awakened mystic's **Innate Spellcasting** trait to its own **Innate Spellcasting**.

Awakened Mystic

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	20 (+5)	15 (+2)	10 (+0)

Saves Str +1, Con +2, Int +7, Wis +4

Skills Insight +6, Perception +4, Religion +7

Senses truesight 30 ft., passive Perception 14

Languages all, telepathy 120 ft.

Challenge 1 (200 XP)

Borrow Expertise (Recharges after a Short or Long Rest).

As a bonus action, the mystic chooses one creature with which it has a telepathic link. The mystic gains one skill, tool, or weapon proficiency of that creature (mystic's choice), lasting until it finishes a short or long rest.

Innate Spellcasting (Psionics). The mystic's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *spare the dying, vicious mockery*
3/day each: *calm emotions, cure wounds, fear, lesser restoration*

1/day each: *charm monster, clairvoyance, greater restoration, remove curse*

Actions

Mind Thrust. The mystic blasts psychic energy at a creature it can see within 5 feet of it. The target must succeed on a DC 15 Intelligence saving throw or take 12 (2d6 + 5) psychic damage and be pushed up to 10 feet away from the mystic.

Immortal Mystic (UA)

This mortal form is incomplete. Only by unlocking one's true potential through psionic powers can one become finally whole.

Immortal Mystic

Medium humanoid (any race), any alignment

Armor Class 18 (chain mail, shield)

Hit Points 65 (10d8 + 20)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	18 (+4)	11 (+0)	10 (+0)

Saves Str +4, Con +5, Int +7, Wis +3

Skills Insight +3, Perception +3

Senses passive Perception 13

Languages any three languages

Challenge 7 (2,900 XP)

Innate Spellcasting (Psionics). The mystic's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *vicious mockery*

3/day each: *shield, shield of faith*

1/day each: *haste*

Psionic Resilience. If the mystic starts its turn with at least 1 hit point, it gains 5 temporary hit points.

Psionic Weapons. The mystic's weapon attacks are magical. Its weapons have a +1 to attack and damage rolls and deal an additional 13 (3d8) psychic damage on a hit (included in the attack). Its weapons are illusions visible only to the mystic and the target of the attack.

Surge of Speed. As a bonus action, the mystic can take both the Dash and Disengage actions.

Actions

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 13 (3d8) psychic damage.

Miscellaneous

Brawler (GQ69)

Brawlers prefer to get up close and personal, forgoing the weight of armor for the weight of a meaty strike to the temple. They can be found as boxers and ring fighters, as acrobats and clowns in a sinister circus, or even stoic monks in a temple. What they don't share in origin, they share in dogged determination and an unwillingness to retreat from danger.

Alternative Weapons

Instead of brass knuckles, a brawler might use any of the following weapons. This does not affect the brawler's challenge rating.

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

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

The brawler can also instead use a quarterstaff. If it does so, it makes two attacks instead of three. This does not affect the brawler's challenge rating.

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

Brawler

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language

Challenge 1/2 (100 XP)

Actions

Multiattack. The makes three melee weapon attacks.

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

Commander (GQ69)

Commanders have seen better days, better battles, better men. But they still have a fire left in them, and years of experience in warfare have made them excellent leaders and strategists. A commander in the field can make every single soldier better than they ever thought possible. Commanders can be sergeants in an army, great political leaders with martial training, criminal lords of great standing, or old women who have raised their children and grandchildren to be merciless protectors of their estate.

Alternative Weapons

Instead of a greatsword, a commander might use any of the following weapons. This does not affect the commander's challenge rating.

Lance. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage. The commander's attack roll has disadvantage if the target is within 5 feet of the commander's position and the commander is not mounted.

Greataxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) slashing damage.

Maul. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage.

Commander

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Skills Animal Handling +3, History +3, Intimidation +4, Persuasion +4

Senses passive Perception 11

Languages any two languages

Challenge 1 (200 XP)

Actions

Multiattack. The commander makes two melee weapon attacks, or it makes one melee or ranged weapon attack and uses its commander's strike.

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

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

Commander's Strike. The commander chooses one friendly creature that can see and hear it. That creature can immediately use its reaction to make one weapon attack, adding 3 (1d6) to the attack's damage roll.

Courtier (GQ69)

Courtiers aren't really cut out for the whole killing business. However, they are often found in fights despite their best efforts to stop it ... or perhaps they self-sabotage because secretly they enjoy the thrill. Nonetheless, courtiers use their natural charisma and ability to read others' emotional states to twist the battle to their liking and support their allies. Courtiers can be literal courtiers in a noble's palace, or they may have other roles such as a young duke, the daughter of a master general, or an entertainer in a bar.

Courtier

Medium humanoid (any race), any alignment

Armor Class 11

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills History +3, Insight +4, Persuasion +6

Senses passive Perception 10

Languages any two languages

Challenge 1/8 (25 XP)

Actions

Multiattack. The courtier uses its Rally, if it can. It can then either make a melee weapon attack or take the Dodge action.

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

Rally (Recharges after a Short or Long Rest). The courtier chooses up to 3 friendly creatures within 30 feet that can see and hear it. Each target gains 5 (1d6 + 2) temporary hit points.

Defender (GQ69)

Weighed down by enormous armor and a hefty shield, defenders are often hired as guards and escorts. Their shield is an extension of their arm, compensating for their numerous personality deficiencies. Defenders can be knights for a lowly lord, protectors of a general, or even priests without a blessing from their god. Some come from lowly stock, but most have enough money for armor.

Alternative Weapons

Instead of a spear, a defender might use any of the following weapons. This does not affect the defender's challenge rating.

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

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

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

Defender

Medium humanoid (any race), any alignment

Armor Class 20 (plate, shield)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language

Challenge 1 (200 XP)

Actions

Multiattack. The defender makes one melee weapon attack. If the attack misses, the defender can immediately use its shield bash against the same target.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Shield Bash. The defender bashes its shield against a creature within 5 feet of it. The target makes a DC 12 Strength saving throw. On a failed save, the target is pushed 5 feet away.

Reactions

Protection. When a creature the defender can see attacks a target other than itself that is within 5 feet of its position, it can use its reaction to impose disadvantage on the attack roll.

Dirty Fighter (GQ69)

Some people prefer slinking about and stabbing someone in the dark than running up foolishly and hitting a slaving monster with a stick. Those people are pretty smart. Dirty fighters rely on opportunities and cheap tricks to get the upper hand. Dirty Fighters can be princesses taught to use their slight frames to their advantage, gladiators who skirt around their opponents to tire them out, or squires to knights that can't quell their own bloodlust.

Dirty Fighter

Medium humanoid (any race), any alignment

Armor Class 13 (leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Stealth +6

Senses passive Perception 10

Languages any one language

Challenge 1/2 (100 XP)

Sneak Attack (1/Turn). The dirty fighter can deal an extra 7 (2d6) damage to one creature it hits with an attack if it has advantage on the attack roll. The dirty fighter doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and the dirty fighter doesn't have disadvantage on the attack roll.

Actions

Multiattack. The dirty fighter makes two melee weapon attacks.

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

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

Duelist (GQ69)

Duelists taunt their opponents into a hasty strike before making a few quick cuts or jabs and darting away. They prefer one-on-one battles where they can show off their expert dexterity and handiwork. Duelists can be swashbuckling pirates trading barbs, a noble who would die for his family's honor, or an old man relying on his old skills to defend his home from thieves.

Alternative Weapons

Instead of a rapier, a duelist might use any of the following weapons. This does not affect the duelist's challenge rating.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

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

Duelist

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language

Challenge 1 (200 XP)

Duelist. The duelist has a +2 bonus to damage rolls with melee weapons it wields with one hand, (included in the attack). It does not benefit from this trait if it is holding an item or wielding a weapon in its other hand.

Actions

Multiattack. The duelist makes two melee weapon attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Reactions

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

Mercenary (GQ69)

Some guys and gals subsist on a couple scraps of armor and a big honking weapon. Whether they're a young farmboy seeking his destiny, a top thug for a criminal gang, a young woman trying to return a sword to her ancestral home, or just your regular rank and file soldier, a mercenary is a valuable companion in a fight. Most people with the skills to wield a big weapon will happily accept money for murder.

Alternative Weapons

Instead of a battleaxe, a mercenary might use any of the following weapons. This does not affect the mercenary's challenge rating.

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

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

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

Mercenary

Medium humanoid (any race), any alignment

Armor Class 16 (half plate)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language

Challenge 1 (200 XP)

Actions

Multiattack. The mercenary makes two melee weapon attacks.

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

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

Rune Scribe (UA)

A rune scribe is a scholar that gains their power through the power of ancient runes left by civilisations that have long passed their expiration date. Not all knowledge has been passed down to modern society and some secrets long thought to have been erased from history have resurfaced, and as a result are jealously guarded by those who wish to keep their power for themselves.

Runes

Ild Rune

The rune scribe included here possesses a rapier bearing the Opal of the Ild Rune, a magic weapon that deals fire damage instead of piercing. The rune scribe might possess other runes, either in place of its Ild Rune or in addition to it. Changing runes does not affect the rune scribe's challenge rating.

If your rune scribe does not possess its rapier bearing the Opal of the Ild Rune, change the following aspects of its statblock.

- Remove its resistance to cold damage.
- Remove its rapier, Combustion, Ignite, and Fire Tamer actions.

Stein Rune

A mace bearing the Orb of the Stein Rune is a magic weapon that ignores resistances and immunities to bludgeoning damage and knocks a creature prone on a critical hit. If your rune scribe possesses this mace, add the following traits and abilities.

- **STR** 15 (+2)
- **Condition Immunities** petrified
- **Stein Mace.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.
- **Indomitable Stand.** The rune scribe scratches the Stein Rune with a chisel into the ground at its feet. Until it moves, it gains advantage on all ability checks and saving throws that would force it to move, and it can force a creature that moves within 10 feet of its position to succeed on a DC 14 Strength saving throw or have its movement speed reduced to 0 until the start of its next turn.
- **Stone's Secrets.** The rune scribe scratches the Stein Rune with a chisel into a stone wall or floor. It learns the location and size of any creatures touching the surface within 30 feet of its position at the moment it completes the rune.

Vind Rune

A whip bearing the Pennant of the Vind Rune is a magic weapon with a reach of 20 feet, and while the rune scribe possesses this whip, it does not suffer disadvantage due to range and adds the following traits and abilities.

- **Speed** 30 ft., fly 30 ft. (hover)
- **Damage Immunities** poison
- **Condition Immunities** poisoned
- **Vind Whip.** *Melee Weapon Attack:* +4 to hit, reach 20 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.
- **Longbow.** *Ranged Weapon Attack:* +4 to hit, range 600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Rune Scribe

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 31 (7d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	19 (+4)	12 (+1)	10 (+0)

Skills Arcana +6, Calligrapher's Supplies +6, History +6, Mason's Tools +3, Woodcarver's Tools +3

Damage Resistances cold

Senses passive Perception 11

Languages any three languages, at least one of which is usually an exotic language

Challenge 1/4 (50 XP)

Spellcasting. The rune scribe is a 2nd-level spellcaster. Its spellcasting ability is Intelligence. It can cast the following spells.

Cantrips (at will): *mending*

1st-level (3 slots): *comprehend languages, identify*

Actions

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

Combustion (Recharge 5-6). The rune scribe marks the Ild Rune with ash on a creature within 5 feet of its position. The creature immediately takes 11 (2d10) fire damage.

Ignite. The rune scribe marks the Ild Rune with ash on a flammable object. That object immediately bursts into flames.

Fire Tamer. The rune scribe traces the Ild Rune with its hand over an open flame. The rune scribe can manipulate the flame as per the *control flames* spell.

Kalt Rune

A war pick bearing the Shard of the Kalt Rune is magic weapon that deals cold damage instead of piercing. If your rune scribe possesses this war pick, add the following traits and abilities.

- **STR** 15 (+2)
- **Damage Resistances** fire
- **Kalt War Pick.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) cold damage.
- **Frigid Touch.** The rune scribe traces the Kalt Rune with its foot over a body of water. The water freezes in a 10-foot radius around the rune.
- **Icy Mantle (Recharges after a Short or Long Rest).** The rune scribe paints the Kalt Rune with water on itself or a willing creature, forming a mantle of ice that lasts for 8 hours. While the mantle is active, the next time the target takes damage, the damage is reduced to 0 and the mantle is destroyed.

Other (PHB, VGM)

There exist many statblocks from the Monster Manual and Volo's Guide to Monsters for NPCs that have not otherwise been listed in this document. They've been placed here for reference.

Acolyte (MM pg. 342)

The acolyte can represent a cleric or a paladin in training.

Archer (VGM pg. 210)

The archer can represent a fighter, a ranger, or a rogue with a specialty in longbows. It's also a good pick to represent the homebrew Long Ranger class.

Bandit (MM pg. 343)

The bandit might be a person on the path to become a fighter, rogue, or barbarian.

Bandit Captain (MM pg. 344)

The bandit captain is likely a fighter.

Commoner (MM pg. 345)

The commoner is intended to be used to represent the overwhelming majority of people living within the world. For every person strong enough to be represented by a statblock in this document, there are hundreds of thousands of commoners just living a normal life, completely oblivious to the unimaginable cosmic power that those few with ambition seek out.

Cultist (MM pg. 345)

The cultist might be the apprentice or minion of a cleric (perhaps a death priest or a night priest), druid (perhaps working under a liminal druid or spore spreader), paladin (knight conqueror, mortal traitor, or oathbreaker), sorcerer (deathtouched or vampiric), or most commonly a warlock of almost any type.

Cult Fanatic (MM pg. 345)

The cult fanatic is likely well on their way to gaining the power to become one of the more sinister subclasses listed above, most commonly a warlock.

Guard (MM pg. 347)

The guard can be used to represent a very low-powered fighter.

Knight (MM pg. 347)

The knight could be a fighter or a paladin that has yet to gain the powers granted to them by their oath.

Kraken Priest (VGM pg. 215)

The kraken priest is an unusual statblock given that it calls upon the naming conventions of the priest in the MM and clearly has abilities based on class features, yet is not represented in any way by any published subclasses. It has a very specific use as the devoted religious follower of a kraken, which is not a being capable of granting it divine powers; hence, the kraken priest's abilities suggest that it is more akin to a warlock than a cleric.

Noble (MM pg. 348)

The noble may have received some training as a fighter, but is meant to represent an upper-class twit who has never been shaken by the adrenaline of pitched combat.

Priest (MM pg. 348)

The priest is a stock standard representation of a low-level cleric or paladin.

Scout (MM pg. 349)

The scout might be a fighter, a ranger, or a rogue, or it might be a good fit for the Long Ranger homebrew class.

Thug (MM pg. 350)

The thug could be a fledgling fighter given enough training, but its domain seems to firmly be in the underworld of crime; giving it some thief/rogue features like Thieves' Cant and Second Story Work could add colour to your thugs. Some thugs may even pivot their skill set to become a Blood Hunter as per the homebrew class by Matt Mercer.

Tribal Warrior (MM pg. 350)

The tribal warrior is a good fit for a barbarian, but may also be receptive to training as a druid, fighter, ranger, rogue, or long ranger.

Appendices

General

Challenge Rating Guidelines

The guidelines for determining challenge rating are located in the *Dungeon Master's Guide*, pgs. 274-282.

Encounter Building

I'd like to talk about the concept of challenge rating in 5th edition. Hopefully this can help inform the way that you build encounters using these NPCs and other monsters.

Challenge rating is an average score that attempts to consolidate the defensive and offensive capabilities of a given creature. A challenge rating of "1" suggests that a creature is strong enough to provide a "Medium" challenge for a standard party of four 1st-level adventurers. A challenge rating of 2 is a Medium challenge for a party of 2nd level adventurers, etc. Keep in mind a single monster will be easily defeated regardless.

This doesn't apply at levels lower than 1 (it can be CR 0, 1/8, 1/4, or 1/2) or for levels higher than 20, which is the level cap for 5th edition. The tarrasque is a CR 30 creature, but it will never fight a party of four 30th-level adventurers.

Having greater numbers of enemies or higher CR enemies increases the difficulty from Medium to Hard or Deadly. Similarly, smaller numbers of enemies and weaker CR enemies decreases the difficulty from Medium to Easy or Trivial. There's a formula for calculating it which I won't go into, but you can use tools like [this](#). The system for calculating the "deadliness" of an encounter is based on a two assumptions.

First, it assumes that the party is not at full strength; they've been fighting for most of the day and can't just nuke the monster with everything they've got.

Second, it assumes an "adventuring day", which is defined as eight encounters that decrease resources (hit points, class features, gold pieces, NPC helpers, spell slots, etc). These are usually combat encounters, but they can be anything, including traps and roleplay scenarios.

Xanathar's Guide to Everything goes into more detail about the expectations (which you can read about in more detail [here](#)). In one hour of play, you should expect four easy fights or two difficult fights.

Whether these are realistic assumptions is left up to the reader, but the CR system is based upon these assumptions, and they should be considered when planning encounters using these NPC statblocks.

Familiars

The "Chain" options presented for warlocks in this document are not representative of the options available to player characters and don't follow the same rules.

Instead, the companions are independent creatures that serve the patron in a partnership with the warlock. These creatures might spy on their warlock "master" as much as they spy on its enemies.

More Animal Companions and Forms

Similar to the familiars of the warlocks, the options presented for beastmasters and other subclasses that incorporate beasts into their statblock design (most notably the Cavalier and Archdruid/Moon Druid) can ignore any class restrictions on the kinds of beasts they can use. Since the beasts are balanced around the power of player characters, there's no similar need to balance them for NPCs as they already come with a built-in balancing system, namely their respective Challenge Ratings.

Spellcasting

Creatures in the PHB that are based on spellcasters without a full spellcasting progression (e.g. the Death Knight using a paladin's progression) use the progression of the class they're mimicking rather than a full spellcasting progression.

What this means is that the Death Knight says it's an 18th-level spellcaster despite only having up to 5th level spell slots.

Even though this is the convention, I've chosen to ignore it. Each time the spellcasting trait is used, it's based off of a full spellcasting progression. This helps keep things consistent and helps compare the relative power of different spellcasters. The death knight's 18th-level spellcasting ability is not at all comparable to the archmage's 18th-level spellcasting ability, which does follow the PHB rules but is kind of messy and unclear sometimes.

Since it's simply a notation of the rules, rather than a rule itself, I've chosen to maintain my own conventions in this document (such as for the Eldritch Knight and Arcane Trickster). It doesn't have a measurable affect upon play.

Using NPCs From Other Books

Throughout this document, many of the subclasses aren't given statblocks. Instead, there are references to NPC statblocks from the Monster Manual and Volo's Guide to Monsters. These are also included in the Challenge Rating section of the index.

These references to pre-built NPCs are intended to avoid overshadowing the NPCs created already by Wizards of the Coast, and to encourage the acquisition of the aforementioned books, which I don't wish this document to be a replacement for. Instead of providing new options, I've merely turned your attention to the options already available to you. For some, I've provided some minor suggestions on how to adapt them to focus more on the flavour of the subclass.

That said, many of the statblocks in this document take heavy inspiration from NPCs in these books. The privateer is an alternative to the Swashbuckler in VGM, the Hunter is a Scout from the MM with expanded abilities, the Sharpshooter fulfills the same function as an Archer from VGM, and many of the priests here are "palette-swapped" from the Priest in the MM, usually with some extra abilities or different spells.

For many of these statblocks that take heavy inspiration from others, I've provided other bits of flavour to further differentiate them, such as divine boons and patron gifts.

Together with the clarifications in the appendix, you can dig into the nitty-gritty process of hacking together a statblock and take initiative to see how a monster clicks together. I hope this provides you with a small bit of inspiration to start working on your own stuff.

Clarifications

Aspect of Vengeance

Offensive Challenge Rating

The aspect of vengeance deals 29 damage with every strike of its maul, for a total of 87 per turn. Additionally, it has an ability which grants it, basically, permanent advantage.

87 damage is CR 14. Permanent advantage, as seen with Pack Tactics, grants a +1 to effective attack bonus. Even upping this effective bonus to +2 doesn't change the ranking in this situation, unfortunately.

What about Abjure Enemy? It's unclear, because there aren't any precedents in the DMG about the impact of affecting an opponent's ability to escape a fight. However, the dire wolf and other creatures that can knock enemies prone (an ability which also halves an enemy's speed and makes them vulnerable) don't seem to gain any benefit from it in terms of CR.

It's still a potent ability. I'll give it the benefit of the doubt and say that it increases the attack bonus by another +1. This finally brings our offensive CR up by one ranking.

Offensive Challenge Rating: 15

Defensive Challenge Rating

The aspect of vengeance has 150 hit points, AC 18, and some saving throws, immunities, and flight. The saving throws and immunities are not sufficient enough to affect its ranking, and without ranged weapons to take advantage of its flight, it doesn't impact the ranking either.

However, we can see that frightening an enemy *does* have an effect! Having Frightful Presence, an ability that targets a large number of enemies, increases your effective hit points by a large amount if you're fighting a party of 10th level or lower.

This creature isn't meant to be a solo monster, as evidenced by its aura ability, which means it is meant to be included as part of a group of enemies fighting a higher-tiered party of adventurers. Additionally, its Abjure Enemy only targets a single creature, not a whole party. Ultimately I would say that it doesn't affect the ranking.

So, 150 hit points brings us to CR 6 and the AC increases that to CR 7.

Defensive Challenge Rating: 7

Luckily for us, if my judgement is wrong for the offensive challenge rating and it should stay at CR 14 instead of 15, the final challenge rating is the same due to rounding.

Final Challenge Rating

$15 + 7 = 22$.

$22 / 2 = 11$.

Challenge: 11 (7,200 XP).

Gloom Stalker

Gets bonuses on first turn of combat, like the scout. I'll give it the same kind of multiattack that only functions on turn 1, plus the bugbear's Surprise Attack trait that gives extra damage to creatures it has surprised.

Since it's inspired by drow tactics, we'll give it poison abilities similar to the drow. I like to use the illustration in Xanathar's to determine the weapon it uses but in this instance I'll do my own thing because the pickaxes / shortsword combo doesn't really make sense for the abilities it has; I'd prefer a ranged weapon. It'll use darts because it shouldn't be able to multiattack with a crossbow, and a shortbow doesn't ... feel ... right. And also because monster statblocks are a fun way to incorporate lesser-used weapons such as the dart anyway.

Umbral Sight can be simplified to darkvision, but the "invisible in darkness" ability is cool enough to keep.

Iron Mind isn't crucial to the concept of the class. It's nice but it's not necessary, so I won't include it.

Same with the flurry ability which is also really finicky for the DM. Unnecessary.

The shadowy dodge ability is cool, simple, and thematic, so we'll add a Reactions section and include it there. We'll even boost it by removing a limitation -- the stipulation "as long as the attacker doesn't have advantage on the roll" will simply not be mentioned, because the flavour is what we're going for, not the balance.

Most regular ranger abilities don't contribute to the "gloom stalker" aesthetic except for Hide in Plain Sight and Vanish, which I'll include (in simplified form).

I'll take out spellcasting because it isn't critical and it adds a layer of complexity.

First turn, two attacks with poison darts (1d4 + 3 piercing, 2d4 poison, Con save or asleep like the drow poison). Ambusher gives extra 2d8 damage. Next two turns add two more attacks with poison darts. Divide by three for total: 17 damage per round.

That's CR 2. We'll give it a +5 bonus to attack to boost it to CR 3. Let's keep it at CR 3 -- we only need to get to CR 2 in defense, so we'll aim for that.

We'll lump all of its stealth abilities together -- a goblin's nimble escape gives it +4 to AC and ... attack bonus ... which actually boosts our offensive CR to 5!

I want to keep it at a +2 prof bonus, so CR 3 maximum for defense.

Shadowy Dodge itself adds a bonus to defense, which we'll simplify to +2 AC as a parry equivalent.

+6 effective AC. If we start at AC 13, we want to be at least three steps down from CR 3. We can give it leather armor and boost its actual AC to 14 without changing this.

Hit points would therefore be between 50-70 HP. I still think that's too much for a squishy ambusher so I'll make it between 36 and 49.

Constitution will be +1. $8d8 + 8$ gives us 44 which is good. Let's squish it a bit down to 38 ($7d8 + 7$).

So, Defensive CR 2, 38 HP, 14 AC, +6 effective AC.

Offensive CR 5, 17 DPR, +5 attack bonus, +4 effective attack bonus.

Total CR: $7/2=3.5$ round up to 4.

Challenge: 4 (1,100 XP).

Quality of life stuff: main stat Dex, secondary stat Wisdom. Three skills: perception, survival, stealth. Extended darkvision. Speaks Undercommon. Surprise Attack is limited to one instance to account for the fact that Gloom Stalker has multiattack and the bugbear doesn't. Change "Umbral Sight" to "Umbral Shroud" to reflect the change in focus of the ability. Take out Hide in Plain Sight after all because it's complicated and redundant given all the other stealth bonuses.

Master-At-Arms

The master-at-arms has a longsword (instead of a greatsword) to make it more convenient for the DM to roll its damage dice, considering it can make up to 6 attacks per turn and its maneuvers also use a d10.

Challenge Rating: Offensive: 3 rounds, $15d10 + 72 = 154.5$. Average 51.5 dpr. +9 bonus. CR 9.

Defensive: 135 hp, 18 AC. CR 6.

Total: $(6+9)/2 = 7.5$, round to 8.

Challenge Rating: 8 (3,900 XP)

Shadow Monk

Offensive Challenge Rating

To calculate the offensive challenge rating, we look at the maximum amount of damage the monk can dish out on average over three turns. We can ignore Cloak of Shadows and Spellcasting for now, as they don't contribute to damage.

Additionally, the monk can max its damage on every turn, so we don't need to worry about taking the average of three turns like we'd have to do for dragons (which only breathe fire about once every three turns) or spellcasters (who might have to cast different spells as their slots get used).

The monk makes two punch dagger attacks each turn. While $1d6 + 3$ is noted as 6 average damage, this is actually not quite right: it actually does 6.5 on average, but we round it down for notation. $1d6$ does 3.5 damage, and we add its Dexterity modifier in this situation. So, adding both its attacks results in 13 damage total instead of 12.

13 Damage is CR 1. The recommended attack bonus is +3, but we're two above that: the shadow monk has a +5 attack bonus. For every +2, we increase rank by 2, to CR 2.

But that's not all! It also has Shadow Step, an ability that guarantees it advantage on one of its attacks. How do we factor this into the calculation?

On *DMG*, pgs 280-281, we can find a list of sample abilities that affect CR. A kobold's pack tactics is another ability that grants advantage for free, so we'll simplify and use that bonus: increase the monster's effective attack bonus by 1.

We need at least a +2 bonus to go up one more step.

Offensive Challenge Rating: 2

Defensive Challenge Rating

Other monsters that have more powerful stealth (imp, for example) don't get any benefits from it, but I feel our monk can use stealth well, so I'll grant him +2 effective AC as a consolation. 44 hit points is CR 1/4, and AC "17" is four greater than the recommended AC of 13, so it becomes CR 1.

Defensive Challenge Rating: 1

Final Challenge Rating

To get the total, we add them together, divide by 2, and round the result (favouring upwards). $2 + 1 = 3$.

$3 / 2 = 1.5$. Round up to 2.

Challenge: 2 (450 XP)

Silver/White Dragon Sorcerer

First round: activate ice storm. 46 damage

Second round: ice storm plus fourth level snowball storm. $46+35=81$ damage.

Third round: ice storm plus fourth level snowball storm plus third level chromatic orb. $46+35+22.5=103.5$ damage.

Total: $230.5/3 = 76.83$, CR 12 offensive. Step down to 11.

Final CR: $5+11=16/2=8$. Challenge: 8 (3,900 XP).

Spirit Totem Barbarian

The spirit totem barbarian gets all of the regular barbarian abilities: Rage, Unarmored Defense, Reckless Attack, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Brutal Critical, Relentless Rage, Persistent Rage, Indomitable Might, and Primal Champion. On top of that, it gets features specific to its subclass: Spirit Seeker, Totem Spirit, Aspect of the Beast, Spirit Walker, and Totemic Attunement.

As you can see, this is a lot. The goal is to fit the statblock onto the column on the right. Otherwise, a DM is going to be balk at the statblock due to its complexity. Our design goals are simplicity while still capturing the essence of what makes the subclass distinct: reckless attack is a good ability, but it's not crucial to the "essence" of the spirit totem in the same way it is for the berserker. We're also focusing on combat-related abilities: roleplay-focused "ribbons" like Spirit Walker don't need to be included in our statblocks.

The spirit totem barbarian is a creature that draws upon animal spirits to give it unnatural strength in battle, so we're going to focus on the following features and ignore the rest: Rage, Extra Attack, Fast Movement, Feral Instinct, Spirit Seeker, Totem Spirit, and Totemic Attunement.

Rage. Just resistance to physical damage. We don't need every benefit of rage to represent the essence of the spirit totem. We also want to limit using class resources in a statblock, considering it doesn't actually have a class, per se.

Extra Attack. Use multiattack instead.

Fast Movement. +10 movement speed.

Feral Instinct. Looking over the feature, I don't feel it's necessary. I won't include it after all. Limited space.

Spirit Seeker. Innate spellcasting. At will, but only ritual.

Totem Spirit. Our bear gives us resistance to all damage except for psychic.

Totemic Attunement. Don't need "while you're raging."

This gives us the basis for our bear totem barbarian. The other totems are presented as variants.

NPC STATBLOCK COMPENDIUM: CENTURY EDITION

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