

D&D 5E NPC FOE EXPANSION

V.3

MORE NPC FOES OVER MORE CHALLENGE RATINGS

Agents: Agent (CR 4), Master Assassin (CR 12)

Bandits: Brigand (CR 1), Outlaw (CR 7), Brigand King (CR 12)

Cultists: Cult Disciple (CR 6), Master Cultist (CR 12)

Druids: Neophyte Druid (CR ½), Master Druid (CR 6), Archdruid (CR 12)

Fighters: Soldier (CR ¼), Squire (CR 1), Champion Knight (CR 9), Swordmaster (CR 11)

Guards: Guard Sergeant (CR 2), Guardian (CR 8)

Mages: Apprentice (CR ½), Magician (CR 3)

Nobles: War Lord (CR 5), High Lord (CR 11)

Priests: Adept (CR 6), Archpriest (CR 12)

Scouts: Sentinel (CR 5), Warden (CR 10)

Thugs: Ruffian (CR 2), Footpad (CR 5), Hood (CR 10)

Tribal Warriors: Chieftain (CR 4), Hero (CR 8), Overlord (CR 12)

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AGENTS

In addition to the **spy** (CR 1) and basic **assassin** (CR 8), other agents of even greater skill and deadliness are available for employment.

AGENT

Even more useful than a spy, a versatile agent can be capable of a wide variety of infiltration missions. Agents are highly proficient in espionage, sabotage, provocation tactics, and killing when necessary.

AGENT <i>Medium humanoid (any race), any alignment</i>						
Armor Class 13 Hit Points 49 (9d8 + 9) Speed 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
11 (+0)	16 (+3)	12 (+1)	12 (+1)	14 (+2)	16 (+3)	
Saving Throws Dex +5 Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +5, Stealth +5 Senses passive Perception 16 Languages any two languages Challenge 4 (1,100 XP)						
Cunning Action. On each of its turns, the agent can use a bonus action to take the Dash, Disengage, or Hide action.						
Sneak Attack (1/Turn). The agent 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 agent that isn't incapacitated and the agent doesn't have disadvantage on the attack roll.						
Actions						
Multiattack. The agent makes two melee attacks.						
Shortsword. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d6 + 3) piercing damage.						
Hand Crossbow. <i>Ranged Weapon Attack:</i> +5 to hit, range 30/120 ft., one target. <i>Hit:</i> 6 (1d6 + 3) piercing damage.						
Reactions						
Uncanny Dodge. The agent halves the damage when hit by an attack from an attacker the agent can see.						

MASTER ASSASSIN

The names of assassins who kill many high-profile targets are spoken in whispers that provoke awe and dread. Mighty public figures have been known to withdraw into hiding at merely the rumor that a master assassin has been contracted to kill them.

MASTER ASSASSIN <i>Medium humanoid (any race), any non-good alignment</i>						
Armor Class 16 (studded leather) Hit Points 117 (18d8 + 36) Speed 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
12 (+1)	19 (+4)	14 (+2)	15 (+2)	13 (+1)	10 (+0)	
Saving Throws Dex +8, Int +6 Skills Acrobatics +8, Deception +8, Perception +5, Stealth +12 Damage Resistances poison Senses passive Perception 15 Languages Thieves' cant plus any two languages Challenge 12 (8,400 XP)						
Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.						
Evasion. If the assassin is subjected to an effect that allows it to make a Dex saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw and half if it fails.						
Sneak Attack (1/Turn). The assassin deals an extra 21 (6d6) 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 agent doesn't have disadvantage on the attack roll.						
Actions						
Multiattack. The assassin makes two melee attacks.						
Shortsword. <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d6 + 4) piercing damage, and the target must make a DC 16 Con saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.						
Light Crossbow. <i>Ranged Weapon Attack:</i> +8 to hit, range 80/320 ft., one target. <i>Hit:</i> 8 (1d8 + 4) piercing damage, and the target must make a DC 16 Con saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.						

BANDITS

In addition to the **bandit** (CR 1/8) and **bandit captain** (CR 2), more dangerous brigands and outlaws can be found roving land and sea.

BRIGAND

While ordinary folk may be driven to banditry by desperation, brigandage is a chosen way of life. Brigands are professional bandits. They may not be always evil, but rarely are they good. Brigands who take to the seas form dangerous **pirate** crews.

BRIGAND <i>Medium humanoid (any race), any non-lawful alignment</i>						
Armor Class 14 (studded leather) Hit Points 33 (6d8 + 6) Speed 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
13 (+1)	14 (+2)	13 (+1)	11 (+0)	10 (+0)	10 (+0)	
Saving Throws Str +3, Dex +4 Skills Athletics +3, Perception +2 Senses passive Perception 12 Languages any one language (usually Common) Challenge 1 (200 XP)						
Actions						
Multiattack. The brigand makes two melee attacks.						
Scimitar. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d6 + 2) slashing damage.						
Light Crossbow. <i>Ranged Weapon Attack:</i> +4 to hit, range 80/320 ft., one target. <i>Hit:</i> 6 (1d8 + 2) piercing damage.						

OUTLAW

Especially successful brigands gain a notorious reputation and become outlaws. Usually wanted dead or alive by lawful rulers, outlaws are greatly feared—by said rulers if not also the people. High-seas outlaws become known as dread **pirates**.

OUTLAW

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

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 40 ft.

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

Saving Throws Str +5, Dex +6, Wis +3

Skills Athletics +5, Deception +5, Perception +3

Senses passive Perception 13

Languages any two languages

Challenge 7 (2,900 XP)

Mobile. The outlaw's speed increases by 10 feet (included in its speed), and when it makes a melee attack against a creature, it doesn't provoke attacks of opportunity from that creature for the rest of the turn.

Deadeye. The outlaw's ranged weapon attacks ignore half cover and three-quarters cover.

Actions

Multiattack. The outlaw makes three melee weapon attacks or three ranged weapon attacks.

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

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

Reactions

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

BRIGAND KING

Upon occasion outlaws become so successful and attract such a following of bandits that they are hailed as a Brigand "King" (sometimes "Queen"). Their reigns can be turbulent, as lawful rulers may dispatch armies or fleets to destroy them—and their lieutenants may seek to replace them. Among brigands on the high seas, it is a glorious thing to be a **pirate king**.

BRIGAND KING

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

Armor Class 16 (breastplate)

Hit Points 135 (18d8 + 54)

Speed 40 ft.

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

Saving Throws Str +7, Dex +8, Wis +5, Cha +7

Skills Athletics +7, Deception +7, Intimidation +7, Perception +5

Senses passive Perception 15

Languages any two languages

Challenge 12 (8,400 XP)

Mobile. The brigand's speed increases by 10 feet (included in its speed), and when it makes a melee attack against a creature, it doesn't provoke attacks of opportunity from that creature for the rest of the turn.

Crossbow Expert. The brigand ignores the loading quality of crossbows, and being within 5 feet of a hostile creature doesn't impose disadvantage on its ranged attack rolls.

Actions

Multiattack. The brigand makes three melee weapon attacks and one ranged attack with its hand crossbow, or three hand crossbow ranged attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Reactions

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

Legendary Actions

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

Attack. The brigand king makes one weapon attack.

Maneuver. The brigand king moves up to half its speed without provoking opportunity attacks.

Recovery (Costs 2 Actions). The brigand king regains 7 (1d8 + 3) hit points.

CULTISTS

In addition to **cultists** (CR 1/8) and **cult fanatics** (CR 2), profane cults sworn to dark otherworldly entities are populated by even more powerful and twisted devotees.

CULT DISCIPLE

Disciples are fanatics who have been inducted into the inner mysteries of their dark cult. They are hungry for more power regardless of the cost.

CULT DISCIPLE

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

Armor Class 14 (studded leather)

Hit Points 65 (10d8+20)

Speed 30 ft.

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

Skills Deception +5, Persuasion +5, Religion +3

Senses passive Perception 12

Languages any two languages (one of them exotic)

Challenge 6 (2,300 XP)

Dark Devotion. The disciple has advantage on saving throws against being charmed or frightened.

Dark Eminence. As a bonus action, the disciple can expend a spell slot to cause its melee weapon attacks to magically deal an extra 7 (2d6) necrotic damage to a target on a hit. This benefit lasts until the end of the turn. If the disciple expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The discipline is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The disciple has the following cleric spells prepared:

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

1st level (4 slots): *command, inflict wounds, shield of faith*

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

3rd level (3 slots): *bestow curse, dispel magic*

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

Actions

Multiattack. The disciple makes two melee attacks.

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.

MASTER CULTIST

At the top of most dark cults is a master cultist, twisted by power and obsessed with gaining more even though it consumes his soul. Large cults that consist of multiple cabals may have more than one master cultist, though they are as likely to scheme against each other as to cooperate. Master cultists demand complete obedience from their followers on pain of death, often gruesomely sacrificial.

MASTER CULTIST

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

Armor Class 16 (breastplate)

Hit Points 130 (20d8+40)

Speed 30 ft.

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

Skills Deception +7, Persuasion +7, Religion +4

Senses passive Perception 13

Languages any two languages (one of them exotic)

Challenge 12 (8,400 XP)

Dark Devotion. The master has advantage on saving throws against being charmed or frightened.

Dark Eminence. As a bonus action, the master can expend a spell slot to cause its melee weapon attacks to magically deal an extra 7 (2d6) necrotic damage to a target on a hit. This benefit lasts until the end of the turn. If the master expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The master is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The master has the following cleric spells prepared:

Cantrips (at-will): *light, sacred flame, thaumaturgy*
 1st level (4 slots): *command, inflict wounds, shield of faith*
 2nd level (3 slots): *hold person, silence, spiritual weapon*
 3rd level (3 slots): *bestow curse, dispel magic, magic circle*
 4th level (3 slots): *banishment, guardian of faith*
 5th level (2 slots): *contagion, planar binding*
 6th level (1 slot): *harm, planar ally*

Actions

Multiattack. The master makes two melee attacks.

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

DRUIDS

In addition to the basic **druid** (CR 2), there are both lesser and greater druidic practitioners to be encountered in the wilderness.

NEOPHYTE DRUID

Neophyte druids are new members of a druidic circle, usually still in training under an itinerant druid. They can be found wandering across the wilderness, watching over the natural order.

NEOPHYTE DRUID

Medium humanoid (any race), any alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8+2)

Speed 30 ft.

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

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

Senses passive Perception 14

Languages Druidic plus any two languages

Challenge 1/2 (100 XP)

Spellcasting. The druid is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at-will): *produce flame, shillelagh*
 1st level (2 slots): *entangle, longstrider, speak with animals*

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) if wielded in two hands, or 6 (1d8 + 2) with *shillelagh*.

Produce Flame. *Ranged Spell Attack:* +4 to hit, range 30 ft., one target. *Hit:* 4 (1d8) fire damage.

MASTER DRUID

A druid who commits many years of service to a circle can develop into a master druid. Manifesting a greater power of nature, master druids are considered teachers and leaders by the younger druids of their circle, who often ask to follow them on their travels.

MASTER DRUID

Medium humanoid (any race), any alignment

Armor Class 11 (16 with *barkskin*)

Hit Points 49 (9d8+9)

Speed 30 ft.

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

Saving Throws Int +4, Wis +6

Skills Medicine +6, Nature +4, Perception +6

Senses passive Perception 16

Languages Druidic plus any two languages

Challenge 6 (2,300 XP)

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

Cantrips (at-will): *druidcraft, produce flame, shillelagh*
1st level (4 slots): *entangle, longstrider, speak with animals, thunderwave*
2nd level (3 slots): *animal messenger, barkskin, moonbeam*
3rd level (3 slots): *call lightning, speak with plants*
4th level (2 slots): *conjure woodland beings, polymorph*

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) if wielded in two hands, or 7 (1d8 + 3) with *shillelagh*.

Produce Flame. *Ranged Spell Attack:* +6 to hit, range 30 ft., one target. *Hit:* 9 (2d8) fire damage.

Wild Shape (Recharges after a Short or Long Rest). The druid turns into any beast up to CR 1, as per the druid class feature (*Player's Handbook*, p. 67).

ARCHDRUID

Archdruids are the highest leaders of druidic circles across entire regions. They manifest an astounding power of nature, and other druids travel long distances to seek their counsel or training. Realizing their great power, many tend to be reclusive and to intervene in world affairs only when truly necessary. When they choose to do so, their influence can shake the world.

ARCHDRUID

Medium humanoid (any race), any alignment

Armor Class 11 (16 with *barkskin*)

Hit Points 117 (18d8+36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	14 (+2)	20 (+5)	13 (+2)

Saving Throws Int +5, Wis +9

Skills Medicine +9, Nature +6, Perception +9

Senses passive Perception 19

Languages Druidic plus any two languages

Challenge 12 (8,400 XP)

Spellcasting. The archdruid is a 17th-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): *druidcraft, produce flame, shillelagh, thorn whip*
1st level (4 slots): *entangle, longstrider, speak with animals, thunderwave*
2nd level (3 slots): *animal messenger, barkskin, moonbeam*
3rd level (3 slots): *call lightning, speak with plants, wind wall*
4th level (3 slots): *conjure woodland beings, polymorph*
5th level (2 slots): *antilife shell, contagion, reincarnate*
6th level (1 slot): *conjure fey, sunbeam*
7th level (1 slot): *regenerate, reverse gravity*
8th level (1 slot): *control weather, sunburst*
9th level (1 slot): *foresight, storm of vengeance*

Actions

Quarterstaff. *Melee Weapon Attack:* +4 to hit (+9 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) if wielded in two hands, or 9 (1d8 + 5) with *shillelagh*.

Produce Flame. *Ranged Spell Attack:* +9 to hit, range 30 ft., one target. *Hit:* 18 (4d8) fire damage.

Thorn Whip. *Melee Spell Attack:* +9 to hit, reach 30 ft., one target. *Hit:* 14 (4d6) piercing damage. If the target is a creature Large or smaller, it is pulled 10 feet closer.

Wild Shape (Recharges after a Short or Long Rest). The druid turns into any beast up to CR 1, as per the druid class feature (*Player's Handbook*, p. 67).

FIGHTERS

In addition to the **veteran** (CR 3), the basic **knight** (CR 3), and the **gladiator** (CR 5), there are other kinds of fighters, some with less training and skill and some with much more.

SOLDIER						
<i>Medium humanoid (any race), any alignment</i>						
Armor Class 15 (scale mail) or 17 (scale mail, shield)						
Hit Points 13 (2d8 + 4)						
Speed 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
14 (+2)	12 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)	
Saving Throws Con +4						
Senses passive Perception 10						
Languages any one language (usually Common)						
Challenge 1/4 (50 XP)						
Actions						
Pike or Halberd. <i>Melee Weapon Attack:</i> +4 to hit, reach 10 ft., one target. <i>Hit:</i> 7 (1d10 + 2) piercing or slashing damage.						
Spear. <i>Melee or Ranged Weapon Attack:</i> +4 to hit, reach 5 ft. or range 20/60 ft., one target. <i>Hit:</i> 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.						
Longsword. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.						
Battleaxe or Warhammer. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d8 + 2) slashing or bludgeoning damage, or 7 (1d10 + 2) slashing or bludgeoning damage if used with two hands.						
War Pick. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d8 + 2) piercing damage.						
Shortsword. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d6 + 2) piercing damage.						
Javelin or Handaxe. <i>Melee or Ranged Weapon Attack:</i> +4 to hit, reach 5 ft. or range 30/120 ft. or 20/60 ft., one target. <i>Hit:</i> 5 (1d6 + 2) piercing or slashing damage.						
Heavy Crossbow. <i>Ranged Weapon Attack:</i> +3 to hit, range 100/400 ft., one target. <i>Hit:</i> 6 (1d10 + 1) piercing damage.						
Longbow. <i>Ranged Weapon Attack:</i> +3 to hit, range 150/600 ft., one target. <i>Hit:</i> 5 (1d8+1) piercing damage.						

SOLDIER

Common foot soldiers form the backbone of most armies. Their appearance (and equipment) varies from region to region. A soldier typically carries a one-handed melee weapon, thrown weapon, and shield; or a two-handed melee weapon and thrown weapon; or a bow and one-handed melee weapon.

SQUIRE

Squires are young knights in training. Their chief duty is to bear a senior knight's shield or lance, but squires also can be called on to fight, stand watch, ride on patrol, or deliver messages.

SQUIRE						
<i>Medium humanoid (any race), any alignment</i>						
Armor Class 16 (chain mail) or 18 (chain mail, shield)						
Hit Points 26 (4d8 + 8)						
Speed 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
14 (+2)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	13 (+1)	
Saving Throws Con +4						
Senses passive Perception 10						
Languages any one language (usually Common)						
Challenge 1 (200 XP)						
Brave. The squire has advantage on saving throws against being frightened.						
Actions						
Multiattack. The squire makes one melee attack with its longsword and one shield bash, if wielding a shield.						
Longsword. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.						
Shield Bash. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 4 (1d4 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.						
Light Crossbow. <i>Ranged Weapon Attack:</i> +2 to hit, range 80/320 ft., one target. <i>Hit:</i> 4 (1d8) piercing damage.						
Reactions						
Parry. The squire adds 2 to its AC against one melee attack that would hit it. To do so, the squire must see the attacker and be wielding a melee weapon.						

CHAMPION KNIGHT

Whether on the tournament field or the battlefield, champion knights have won numerous victories. They have the strength and skill to back up this record. Most champion knights also possess one or more warhorses and lances for mounted combat.

CHAMPION KNIGHT					
<i>Medium humanoid (any race), any alignment</i>					
Armor Class 18 (plate) or 20 (plate, shield)					
Hit Points 120 (16d8 + 48)					
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	12 (+1)	12 (+1)	17 (+3)
Saving Throws Str +8, Con +7, Wis +5					
Senses passive Perception 11					
Languages Common and any one other language					
Challenge 9 (5,000 XP)					
Brave. The knight has advantage on saving throws against being frightened.					
Actions					
Multiattack. The knight makes three melee attacks.					
Longsword. <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target. <i>Hit:</i> 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.					
Flail. <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target. <i>Hit:</i> 8 (1d8 + 4) bludgeoning damage.					
Heavy Crossbow. <i>Ranged Weapon Attack:</i> +5 to hit, range 100/400 ft., one target. <i>Hit:</i> 6 (1d10 + 1) piercing damage.					
Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.					
Reactions					
Parry. The knight adds 4 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.					

SWORDMASTER

Whether a champion gladiator or duelist, a swordmaster is an elite practitioner of the art of sword fighting. Few warriors in the world can match their strength or violent skill in hand-to-hand combat.

SWORDMASTER					
<i>Medium humanoid (any race), any alignment</i>					
Armor Class 17 (chain shirt, shield)					
Hit Points 135 (18d8 + 54)					
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	17 (+3)	12 (+1)	14 (+2)	15 (+2)
Saving Throws Str +9, Dex +6, Con +7					
Skills Athletics +13, Intimidation +6					
Senses passive Perception 12					
Languages any one language (usually Common)					
Challenge 11 (7,200 XP)					
Brave. The swordmaster has advantage on saving throws against being frightened.					
Brute. A melee weapon deals one extra die of its damage when the swordmaster hits with it (included in the attack).					
Actions					
Multiattack. The swordmaster makes three melee weapon attacks and one shield bash.					
Longsword. <i>Melee Weapon Attack:</i> +9 to hit, reach 5 ft., one target. <i>Hit:</i> 14 (2d8 + 5) slashing damage.					
Shield Bash. <i>Melee Weapon Attack:</i> +9 to hit, reach 5 ft., one target. <i>Hit:</i> 10 (2d4 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.					
Reactions					
Parry-Riposte. The swordmaster adds 4 to its AC against one melee attack that would hit it. To do so, the swordmaster must see the attacker and be wielding a melee weapon. If the attack misses, the swordmaster immediately as part of the reaction makes an opportunity attack against the opponent that missed.					

GUARDS

In addition to the lowly **guard** (CR 1/8), elite defenders with considerably better training are available to protect caravans, castles, and cities.

GUARD SERGEANT

Guard sergeants are veterans who have proven themselves especially vigilant. They are posted to watch over crucial defensive positions or to bodyguard especially important persons.

GUARD SERGEANT						
<i>Medium humanoid (any race), any alignment</i>						
Armor Class 17 (scale mail, shield) Hit Points 39 (6d8 + 12) Speed 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
15 (+2)	13 (+1)	14 (+2)	10 (+0)	13 (+1)	10 (+0)	
Saving Throws Con +4 Skills Perception +3, Insight +3 Senses passive Perception 13 Languages any one language (usually Common) Challenge 2 (450 XP)						
Alert. The guard has advantage on initiative rolls.						
Actions						
Multiattack. The guard makes one melee attack with its spear and one shield bash, if wielding a shield.						
Spear. <i>Melee or Ranged Weapon Attack:</i> +4 to hit, reach 5 ft. or range 20/60 ft., one target. <i>Hit:</i> 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.						
Shield Bash. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 4 (1d4 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.						
Reactions						
Protection. When a creature the guard can see attacks a target other than the guard within 5 feet of it, the guard imposes disadvantage on the attack roll. The guard must be wielding a shield.						

GUARDIAN

Guardians are elite guards who have proven themselves as unfailing protectors. They often serve as royal life guards or as bodyguards to a great noble, general, or rich merchant.

GUARDIAN						
<i>Medium humanoid (any race), any alignment</i>						
Armor Class 18 (breastplate, shield) Hit Points 90 (12d8 + 36) Speed 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
17 (+3)	14 (+2)	16 (+3)	10 (+0)	15 (+2)	10 (+0)	
Saving Throws Str +6, Con +6 Skills Perception +5, Insight +5 Senses passive Perception 15 Languages any one language (usually Common) Challenge 8 (3,900 XP)						
Alert. The guardian has advantage on initiative rolls.						
Spear Specialization. The guardian gains a +2 bonus to attack rolls and damage rolls with its spear (included in the attack).						
Actions						
Multiattack. The guardian makes two melee attack with its spear and one shield bash, if wielding a shield.						
Spear. <i>Melee or Ranged Weapon Attack:</i> +8 to hit, reach 5 ft. or range 20/60 ft., one target. <i>Hit:</i> 8 (1d6 + 5) piercing damage, or 9 (1d8 + 5) piercing damage if used with two hands to make a melee attack.						
Shield Bash. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.						
Reactions						
Elite Protection. When a creature the guardian can see attacks a target other than the guardian within 5 feet of it, the guardian imposes disadvantage on the attack roll. The guardian must be wielding a shield. If the attack still hits, the guardian may take half of the damage (rounded down) and the intended target takes the remaining half.						

MAGES

In addition to the basic **mage** (CR 6) and the mighty **archmage** (CR 12), less developed arcane spellcasters can be encountered.

APPRENTICE

Every mage has to begin somewhere, and usually that is as an apprentice studying arcane magic. Apprentices normally are found in the company of their master, but they sometimes are sent off on a task too menial for a proven mage.

APPRENTICE						
<i>Medium humanoid (any race), any alignment</i>						
Armor Class 12 (15 with <i>mage armor</i>)						
Hit Points 9 (2d8)						
Speed 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
9 (-1)	14 (+2)	11 (+0)	15 (+2)	12 (+1)	11 (+0)	
Saving Throws Int +4, Wis +3						
Skills Arcana +4						
Senses passive Perception 11						
Languages any two languages						
Challenge 1/2 (100 XP)						
Spellcasting. The apprentice is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The apprentice has the following wizard spells prepared:						
Cantrips (at-will): <i>fire bolt, light, mage hand</i>						
1st level (3 slots): <i>detect magic, mage armor, magic missile, shield</i>						
Actions						
Dagger. <i>Melee or Ranged Weapon Attack:</i> +4 to hit, reach 5 ft. or range 20/60 ft., one target. <i>Hit:</i> 4 (1d4 + 2) piercing damage.						

MAGICIAN

An apprentice is released from a master's oversight becomes a free magician. Magicians may work alone, but more often they work in groups or may seek to further their arcane development by entering into the service of an archmage.

MAGICIAN						
<i>Medium humanoid (any race), any alignment</i>						
Armor Class 12 (15 with <i>mage armor</i>)						
Hit Points 22 (5d8)						
Speed 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
9 (-1)	14 (+2)	11 (+0)	16 (+3)	12 (+1)	11 (+0)	
Saving Throws Int +5, Wis +3						
Skills Arcana +5, History +5						
Senses passive Perception 11						
Languages any three languages						
Challenge 3 (700 XP)						
Spellcasting. The magician is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The magician has the following wizard spells prepared:						
Cantrips (at-will): <i>fire bolt, light, mage hand, prestidigitation</i>						
1st level (4 slots): <i>detect magic, mage armor, magic missile, shield</i>						
2nd level (3 slots): <i>misty step, suggestion</i>						
3rd level (2 slots): <i>counterspell, fireball</i>						
Actions						
Dagger. <i>Melee or Ranged Weapon Attack:</i> +4 to hit, reach 5 ft. or range 20/60 ft., one target. <i>Hit:</i> 4 (1d4 + 2) piercing damage.						

NOBLES

In addition to petty **nobles** (CR 1/8), there are mighty noble lords who command military forces and rule over huge tracks of land.

WAR LORD

Whatever their noble title (such as baron, count, thegn, or pasha), war lords possess a measure of ruling authority and have a right to military command. They receive a stream of revenue that allows them to recruit their own force of loyal armed retainers, usually guards, soldiers, scouts, and some squires and knights. War lords are better schooled in combat than petty nobles.

WAR LORD						
<i>Medium humanoid (any race), any alignment</i>						
Armor Class 16 (breastplate)						
Hit Points 53 (10d8 + 8)						
Speed 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
13 (+1)	14 (+2)	13 (+1)	12 (+1)	14 (+2)	17 (+3)	
Saving Throws Str +4, Con +4, Wis +5						
Skills Deception +6, Insight +5, Persuasion +6						
Senses passive Perception 12						
Languages any two languages						
Challenge 5 (1,800 XP)						
Commanding. As a bonus action, the war lord can command one of its followers to strike. If the follower can see or hear the war lord, the follower immediately uses its reaction to make one weapon attack.						
Actions						
Rapier. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d8 + 2) piercing damage.						
Reactions						
Parry-Riposte. The war lord adds 3 to its AC against one melee attack that would hit it. To do so, the war lord must see the attacker and be wielding a melee weapon. If the attack misses, the war lord immediately as part of the reaction makes an opportunity attack against the opponent that missed.						

HIGH LORD

Whatever their exalted noble title (such as duke, margrave, jarl, or emir), high lords rule over extensive territories that provide considerable revenues. This wealth is used to maintain a standing army of soldiers, scouts, and knights, as well as a loyal hearth troop often consisting of elite guards, veteran soldiers, and perhaps even a champion knight, swordmaster, or warden. High lords are expertly trained in the combat arts.

HIGH LORD						
<i>Medium humanoid (any race), any alignment</i>						
Armor Class 16 (breastplate)						
Hit Points 102 (16d8 + 30)						
Speed 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
15 (+2)	14 (+2)	15 (+2)	12 (+1)	14 (+2)	19 (+4)	
Saving Throws Str +6, Con +6, Wis +6, Cha +8						
Skills Deception +8, Insight +6, Persuasion +8						
Senses passive Perception 12						
Languages any two languages						
Challenge 11 (7,200 XP)						
Commanding. As a bonus action, the war lord can command two of its followers to strike. If the followers can see or hear the war lord, each follower immediately uses its reaction to make one weapon attack.						
Dueling Specialization. The high lord gains a +2 bonus to attack rolls and damage rolls with its rapier (included in the attack).						
Actions						
Multiattack. The high lord makes two weapon attacks.						
Rapier. <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target. <i>Hit:</i> 8 (1d8 + 4) piercing damage.						
Reactions						
Parry-Riposte. The high lord adds 4 to its AC against one melee attack that would hit it. To do so, the high lord must see the attacker and be wielding a melee weapon. If the attack misses, the high lord immediately as part of the reaction makes an opportunity attack against the opponent that missed.						

PRIESTS

In addition to the lowly **acolyte** (CR 1/4) and the basic **priest** (CR 2), there are more developed conduits of divine power in the world.

ADEPT

A hedge priest who devotes years of service to the faithful can develop into an adept priest. Blessed by their god with even greater divine powers, adepts are considered local leaders of their faith and often draw a following of acolytes.

<h3>ADEPT</h3> <p><i>Medium humanoid (any race), any alignment</i></p>						
<p>Armor Class 14 (breastplate) Hit Points 49 (9d8+9) Speed 30 ft.</p>						
STR	DEX	CON	INT	WIS	CHA	
12 (+1)	10 (+0)	12 (+1)	13 (+1)	17 (+3)	13 (+1)	
<p>Saving Throws Wis +6, Cha +4 Skills Medicine +6, Persuasion +4, Religion +4 Senses passive Perception 13 Languages any two languages Challenge 6 (2,300 XP)</p>						
<p>Divine Eminence. As a bonus action, the adept can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the adept expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.</p>						
<p>Spellcasting. The adept is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The adept has the following cleric spells prepared:</p> <p>Cantrips (at-will): <i>light, sacred flame, spare the dying, thaumaturgy</i> 1st level (4 slots): <i>cure wounds, guiding bolt, sanctuary</i> 2nd level (3 slots): <i>hold person, lesser restoration, spiritual weapon</i> 3rd level (3 slots): <i>dispel magic, spirit guardians</i> 4th level (3 slots): <i>death ward, guardian of faith</i> 5th level (1 slot): <i>flame strike, greater restoration</i></p>						
<h3>Actions</h3>						
<p>Mace. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 4 (1d6 + 1) bludgeoning damage.</p>						

ARCHPRIEST

Archpriests are powerful emissaries of the gods. They are recognized as supreme leaders of their faith in whole regions. Benevolent archpriests are sought for counsel by rulers, while evil archpriests may seek to become tyrannical rulers themselves. Those who are neither good nor evil still hold enough sway to challenge even monarchs. They can call on lesser priests and adepts for support.

<h3>ARCHPRIEST</h3> <p><i>Medium humanoid (any race), any alignment</i></p>						
<p>Armor Class 15 (half-plate) Hit Points 117 (18d8+36) Speed 30 ft.</p>						
STR	DEX	CON	INT	WIS	CHA	
12 (+1)	10 (+0)	14 (+2)	13 (+1)	20 (+5)	14 (+2)	
<p>Saving Throws Wis +9, Cha +6 Skills Medicine +9, Persuasion +6, Religion +5 Senses passive Perception 15 Languages any two languages Challenge 12 (8,400 XP)</p>						
<p>Divine Eminence. As a bonus action, the archpriest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the archpriest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.</p>						
<p>Spellcasting. The archpriest is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The archpriest has the following cleric spells prepared:</p> <p>Cantrips (at-will): <i>guidance, light, sacred flame, spare the dying, thaumaturgy</i> 1st level (4 slots): <i>cure wounds, guiding bolt, sanctuary, shield of faith</i> 2nd level (3 slots): <i>hold person, lesser restoration, spiritual weapon</i> 3rd level (3 slots): <i>dispel magic, spirit guardians, revivify</i> 4th level (3 slots): <i>death ward, guardian of faith</i> 5th level (3 slots): <i>flame strike, greater restoration, raise dead</i> 6th level (1 slot): <i>heal, true seeing</i> 7th level (1 slot): <i>divine word, resurrection</i> 8th level (1 slot): <i>antimagic field, earthquake</i> 9th level (1 slot): <i>mass heal, true resurrection</i></p>						
<h3>Actions</h3>						
<p>Mace. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 4 (1d6 + 1) bludgeoning damage.</p>						

SCOUTS

In addition to the basic **scout** (CR 1/2), elite bowmen can be found patrolling borderlands or hunting down invaders, criminals, or insurgents.

SENTINEL

Sentinels are highly trained scouts retained for regular employment by a domain or military force. Their expertise is patrol work in wilderness borderlands and military reconnaissance in hostile territory. They can operate solo but more often work in teams.

SENTINEL <i>Medium humanoid (any race), any alignment</i>						
Armor Class 15 (studded leather) Hit Points 66 (12d8 + 12) Speed 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
12 (+1)	16 (+3)	13 (+1)	12 (+1)	15 (+2)	11 (+0)	
Saving Throws Dex +6 Skills Nature +7, Perception +8, Stealth +9, Survival +8 Senses passive Perception 18 Languages any one language (usually Common) Challenge 5 (1,800 XP)						
Keen Hearing and Sight. The sentinel has advantage on Wisdom (Perception) checks that rely on hearing or sight.						
Archery Specialization. The sentinel gains a +2 bonus to attack rolls and damage rolls made with its longbow (included in the attack).						
Actions						
Multiattack. The sentinel makes two melee weapon attacks or three ranged weapon attacks.						
Shortsword. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d6 + 3) piercing damage.						
Longbow. <i>Ranged Weapon Attack:</i> +8 to hit, range 150/600 ft., one target. <i>Hit:</i> 9 (1d8 + 5) piercing damage.						

WARDEN

Wardens are elite scouts charged with protecting the frontiers of a domain or hunting down the enemies of that domain's ruler. They are distinctly deadly pursuers once they eye their quarry. Wardens can work alone or in teams, often leading a posse of sentinels and scouts.

WARDEN <i>Medium humanoid (any race), any alignment</i>						
Armor Class 16 (studded leather) Hit Points 102 (16d8 + 30) Speed 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
13 (+1)	18 (+4)	14 (+2)	13 (+1)	17 (+3)	11 (+0)	
Saving Throws Dex +8, Wis +7 Skills Nature +9, Perception +11, Stealth +12, Survival +11 Senses passive Perception 21 Languages any one language (usually Common) Challenge 10 (5,900 XP)						
Keen Hearing and Sight. The warden has advantage on Wisdom (Perception) checks that rely on hearing or sight.						
Archery Specialization. The warden gains a +2 bonus to attack rolls and damage rolls made with its longbow (included in the attack).						
Actions						
Multiattack. The warden makes three melee weapon attacks or three ranged weapon attacks.						
Shortsword. <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d6 + 4) piercing damage.						
Longbow. <i>Ranged Weapon Attack:</i> +10 to hit, range 150/600 ft., one target. <i>Hit:</i> 10 (1d8 + 6) piercing damage.						
Mark Quarry (Recharges on a Long Rest). The warden chooses a creature it can see within 90 feet. For the next 8 hours, the warden deals an extra 1d6 damage to the target whenever the warden hits it with a weapon attack, and the warden has advantage on any Wisdom (Perception) or Wisdom (Survival) check made to find it.						

THUGS

In addition to the basic **thug** (CR 1/2), other dangerous criminals prey on honest townspeople and merchants. They can be found operating with unsavory thieves' guilds, in violent street gangs, and sometimes as small independent teams.

RUFFIAN

Thugs who last long enough in their line of work to gain useful experience also acquire a reputation as ruffians. These veteran thugs are merely tougher brutes, not necessarily any smarter or wiser.

<h3>RUFFIAN</h3> <p><i>Medium humanoid (any race), any non-good alignment</i></p> <p>Armor Class 12 (leather armor) Hit Points 65 (10d8 + 20) Speed 30 ft.</p> <table border="1"> <thead> <tr> <th>STR</th> <th>DEX</th> <th>CON</th> <th>INT</th> <th>WIS</th> <th>CHA</th> </tr> </thead> <tbody> <tr> <td>16 (+3)</td> <td>12 (+1)</td> <td>14 (+2)</td> <td>10 (+0)</td> <td>10 (+0)</td> <td>12 (+1)</td> </tr> </tbody> </table> <p>Skills Athletics +5, Intimidation +3 Senses passive Perception 10 Languages any one language (usually Common) Challenge 2 (450 XP)</p> <p>Pack Tactics. The ruffian has advantage on an attack roll against a creature if at least one of the ruffian's allies is within 5 feet of the creature and the ally isn't incapacitated.</p> <p>Brute. A melee weapon deals one extra die of its damage when the ruffian hits with it (included in the attack).</p> <p>Actions</p> <p>Multiattack. The ruffian makes two melee attacks.</p> <p>Mace. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 10 (2d6 + 3) bludgeoning damage.</p> <p>Heavy Crossbow. <i>Ranged Weapon Attack:</i> +3 to hit, range 100/400 ft., one target. <i>Hit:</i> 6 (1d10 + 1) piercing damage.</p>							STR	DEX	CON	INT	WIS	CHA	16 (+3)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	12 (+1)
STR	DEX	CON	INT	WIS	CHA													
16 (+3)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	12 (+1)													

FOOTPAD

Experienced thugs who develop some subtlety and train their reflexes are known as footpads. Their favored tactic is to skulk out sight until ready to strike. Lucky victims get away with losing only their coin purse and not their life.

<h3>FOOTPAD</h3> <p><i>Medium humanoid (any race), any non-good alignment</i></p> <p>Armor Class 13 (leather armor) Hit Points 78 (12d8 + 24) Speed 30 ft.</p> <table border="1"> <thead> <tr> <th>STR</th> <th>DEX</th> <th>CON</th> <th>INT</th> <th>WIS</th> <th>CHA</th> </tr> </thead> <tbody> <tr> <td>16 (+3)</td> <td>14 (+2)</td> <td>14 (+2)</td> <td>12 (+1)</td> <td>12 (+1)</td> <td>12 (+1)</td> </tr> </tbody> </table> <p>Saving Throws Dexterity +5 Skills Acrobatics +6, Stealth +5, Perception +4 Senses passive Perception 14 Languages any one language (usually Common) Challenge 5 (1,800 XP)</p> <p>Pack Tactics. The footpad has advantage on an attack roll against a creature if at least one of the footpad's allies is within 5 feet of the creature and the ally isn't incapacitated.</p> <p>Brute. A melee weapon deals one extra die of its damage when the ruffian hits with it (included in the attack).</p> <p>Sneak Attack (1/Turn). The footpad 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 footpad that isn't incapacitated and the footpad doesn't have disadvantage on the attack roll.</p> <p>Actions</p> <p>Multiattack. The footpad makes two melee or ranged weapon attacks.</p> <p>Shortsword. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 10 (2d6 + 3) piercing damage.</p> <p>Dagger. <i>Melee or Ranged Weapon Attack:</i> +6 to hit, reach 5 ft. or range 20/60 ft., one target. <i>Hit:</i> 8 (2d4 + 3) piercing damage, or 5 (1d4 + 3) damage if thrown.</p>							STR	DEX	CON	INT	WIS	CHA	16 (+3)	14 (+2)	14 (+2)	12 (+1)	12 (+1)	12 (+1)
STR	DEX	CON	INT	WIS	CHA													
16 (+3)	14 (+2)	14 (+2)	12 (+1)	12 (+1)	12 (+1)													

HOOD

Very experienced and accomplished thugs become known as hoods. Crime lords in their own right, they can suddenly mobilize gangs of lesser thugs with just a few sharp words.

HOOD

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

Armor Class 13 (leather armor)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

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

Saving Throws Strength +8, Dexterity +6

Skills Athletics +8, Intimidation +6, Perception +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 10 (5,900 XP)

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

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

Sneak Attack (1/Turn). The hood 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 hood that isn't incapacitated and the hood doesn't have disadvantage on the attack roll.

Actions

Multiattack. The hood makes three melee attacks: two with its shortsword and one with its dagger. Or the hood makes two ranged attacks with its daggers.

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

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage, or 6 (1d4 + 4) damage if thrown.

Mobilize. All thugs, ruffians, and footpads that can see and hear the hood can immediately move up to half their speed. Opportunity attacks provoked by this movement are made at disadvantage.

TRIBAL WARRIORS

The basic **tribal warriors** (CR 1/8) and **berserkers** (CR 2) of uncivilized lands are led in battle by the strongest members of their tribes.

TRIBAL CHIEFTAIN

Tribal warriors that are not only strong but also display wise leadership can be hailed by their followers as chieftain of the tribe. Chieftain often keep tribal shamans (usually druids) in their company as advisers.

TRIBAL CHIEFTAIN

Medium humanoid (any race), any alignment

Armor Class 15 (hide armor, shield)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

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

Saving Throws Str +5, Wis +3

Skills Insight +3, Intimidation +3, Persuasion +3

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 4 (1,100 XP)

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

Inspiring Presence. Any tribal warriors or berserkers within 30 feet that can see and hear the chieftain have advantage on their saving throws against being frightened or charmed.

Actions

Multiattack. The chieftain makes two melee weapon attacks.

Spear. *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.

Shield Bash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

TRIBAL HERO

Some berserkers survive their frenzied battles to become renowned as a hero of their tribe. Heroes learn to channel their fury even more powerfully.

TRIBAL HERO						
<i>Medium humanoid (any race), any chaotic alignment</i>						
Armor Class 14						
Hit Points 120 (16d8 + 48)						
Speed 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
18 (+4)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	10 (+0)	
Saving Throws Str +7, Con +6						
Skills Athletics +7						
Damage Resistances bludgeoning, piercing, and slashing damage (at the start of its first turn)						
Senses passive Perception 10						
Languages any one language (usually Common)						
Challenge 8 (3,900 XP)						
Pack Tactics. The hero has advantage on an attack roll against a creature if at least one of the hero's allies is within 5 feet of the creature and the ally isn't incapacitated.						
Reckless. At the start of its turn, the hero 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.						
Raging. At the start of its first turn, the hero gains advantage on Strength checks and saving throws, resistance to bludgeoning, piercing, and slashing damage, and a +2 bonus to melee weapon damage rolls (included in the attack).						
Unarmored Defense. While not wearing armor, the hero's Armor Class equals 10 + its Dex and Con modifiers. It can use a shield and still gain this benefit.						
Actions						
Multiattack. The hero makes two melee weapon attacks.						
Greataxe. <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 12 (1d12 + 6) slashing damage.						

TRIBAL OVERLORD

Occasionally a tribal warrior grows so powerful that he becomes renowned throughout the entire uncivilized region. Many tribes, by choice or force, swear loyalty to him as their mighty overlord.

TRIBAL OVERLORD

Medium humanoid (any race), any alignment

Armor Class 17 (shield)
Hit Points 170 (20d8 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	19 (+4)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +9, Con +8, Wis +5
Skills Athletics +9, Insight +5, Intimidation +6
Damage Resistances bludgeoning, piercing, and slashing damage (at the start of its first turn)
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 12 (8,400 XP)

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

Inspiring Presence. Any tribal warriors, berserkers, or tribal heroes within 30 feet that can see and hear the overlord have advantage on their saving throws against being frightened or charmed.

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

Raging. At the start of its first turn, the overlord gains advantage on Strength checks and saving throws, resistance to bludgeoning, piercing, and slashing damage, and a +3 bonus to melee weapon damage rolls (included in the attack).

Unarmored Defense. While not wearing armor, the overlord's Armor Class equals 10 + its Dex and Con modifiers. It can use a shield and still gain this benefit.

Brutal Critical. The overlord rolls one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Actions

Multiattack. The overlord makes three melee weapon attacks.

Battleaxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (1d8 + 8) slashing damage, or 13 (1d10 + 8) slashing damage if used with two hands.

Shield Bash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d4 + 8) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

