

INTRODUCTION

Despite the array of non-player character (NPC) stat blocks in the *Monster Manual*, and the additional ones in *Volo's Guide to Monsters*, any DM who uses only those NPCs will find their options vastly limited. For example, the only soldier-type NPCs are the CR 1/8 **guard** and the CR 3 **veteran**, with nothing in between or greater. The purpose of *35 Versatile NPCs* is to fill those situational and CR gaps, so that a DM can be prepared for any situation.

This version of *35 Versatile NPCs* has been updated to reflect the quality of the NPCs in *Versatile NPCs II*. However, this version lacks many of the core features of *Versatile NPCs II*, such as descriptions, sample NPCs, and gorgeous artwork. Moreover, it has only around half as many NPCs as *Versatile NPCs II*. If you want the full package, you can get it [here](#).

CUSTOMIZING NPCS

The NPC stat blocks in this supplement are designed to be applicable to a wide variety of character types. To illustrate this point, and to give DMs inspiration for their own campaigns, vignettes have been written for every type of NPC. If there is one takeaway that I hope for my readers to get from these vignettes, it is that the stat block for the **bandit** is not only for thieving brigands, but potentially any low-level NPC whose primary ability score is Dexterity. In other words, the use of these NPCs is defined not by their labels, but by their abilities.

The NPCs in this supplement are designed to be customized. Appendix B of the *Monster Manual* offers some suggestions on going about this, and chapter 9 of the *Dungeon Master's Guide* describes a list of racial traits that can be applied to NPCs. The challenge rating of the NPCs in this supplement will, in most cases, not change when racial modifiers are applied. If you are concerned with maintaining the precise balance of the NPCs in this supplement, consider the racial modifiers a prerequisite for the primary ability scores of the NPC you are choosing. For example, if you were looking to create an orc NPC, you might only pick an NPC that has a Strength score of 12 or higher. If Strength were not a primary ability score of that NPC, however, raising the Strength to 12 will have no effect on the NPC's combat efficacy, and thus will not affect game balance.

In addition to race, the NPCs in this supplement were designed to support a wide array of backgrounds and personalities. While some NPCs' stat blocks are more likely to support some alignments than others, most can be of any alignment. If you want to add more flavor to your

NPCs, you can also apply the backgrounds from the *Player's Handbook* or other sources to them, which will color not only their personalities, but also offer additional skills.

If you wish to push the envelope even further, you can use the NPC stat blocks in this supplement to create new variants of the monsters in the *Monster Manual*, provided they have the necessary physical traits to support the stat block's abilities. For example, you probably won't have much luck with a **gelatinous cube** NPC, but maybe a **driider spellsword** sounds interesting to you. The supplement, *Monstrous Races*, by Tyler Kamstra, is a useful resource if you want to create these monstrous NPCs.

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Alchemist

Medium humanoid, any alignment

Armor Class 14 (studded leather)

Hit points 38 (7d8 + 7)

Speed 30 ft

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

Skills Arcana +6

Senses Passive Perception 12

Languages Any two languages

Challenge 2 (450 XP)

Actions

Alchemical Acid (3/Day). The alchemist throws a vial of acid at a creature or object up to 30 feet away. Creatures within 5 feet of the target must succeed on a DC 14 Dexterity saving throw, taking 14 (3d6) acid damage on a failed save, or half as much on a successful one.

Flash Bomb (2/Day). The alchemist throws a ceramic bottle at a creature or object up to 30 feet away. Creatures within 5 feet of the target must succeed on a DC 14 Constitution saving throw or be blinded until the end of the alchemist's next turn.

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

Arcane Trickster

Medium humanoid, any alignment

Armor Class 14 (studded leather)

Hit points 36 (8d8)

Speed 30 ft.

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

Saving Throws Dex +7, Int +5

Skills Deception +7, Insight +4, Persuasion +5, Sleight of Hand +5, Stealth +7

Senses passive Perception 12

Languages Any one language (usually Common)

Challenge 2 (450 XP)

Cunning Action. The trickster can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

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

Spellcasting. The trickster is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The trickster has the following Wizard spells prepared:

Cantrips (at will): *friends*, *mage hand**, *message*

1st level (4 slots): *charm person*, *disguise self*, *hideous laughter*, *sleep*

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

*The trickster's *mage hand* is invisible.

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.

Artificer Gunsmith

Medium humanoid, any alignment

Armor Class 15 (chain shirt)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	17 (+3)	14 (+2)	10 (+0)

Skills Arcana +5, History +5, Investigation +5

Senses passive Perception 12

Languages Any two languages

Challenge 3 (700 XP)

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

1st level (4 slots): *expeditious retreat*, *longstrider*

2nd level (3 slots): *blur*, *magic weapon*, *see invisibility*

3rd level (2 slots): *blink*, *glyph of warding*

Infuse Magic (2/Day). The artificer can spend 1 minute infusing an item with one of the spells it knows, provided the spell has a casting time of one action. A creature with an Intelligence score of 6 or higher thereafter can activate the spell as an action

The spellcasting save DC and modifier of the activated item is the same as the artificer's. If the spell targets more than one creature, the creature that activates the item selects the additional targets. If the spell has an area of effect, it is centered on the item. If the spell's range is self, it targets the creature that activates the item. If the spell requires concentration, the creature that activates the item maintains the concentration as if they had cast the spell.

An infused item remains so for 8 hours, after which point, the magic fades.

Actions

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

Thundercannon. *Ranged Weapon Attack:* +5 to hit, range 150/300 ft., one creature. *Hit:* 17 (4d6 + 3) thunder damage.

Brawler

Medium humanoid, any alignment

Armor Class 12 (leather)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	9 (–1)	10 (+0)	9 (–1)

Skills Athletics +4

Senses passive Perception 10

Languages Any one language (usually Common)

Challenge 1/2 (100 XP)

Still Standing. If the brawler has 10 or fewer hit points remaining, it has advantage on attack rolls.

Actions

Multiattack. The brawler makes two unarmed strikes or one greatclub attack.

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

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

Beast master

Medium humanoid, any alignment

Armor Class 15 (studded leather)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

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

Skills Animal Handling +5, Nature +3, Survival +5

Senses passive Perception 13

Languages Any languages

Challenge 1 (200 XP)

Exceptional Training. The master can have a bond with one or more beasts from the *Monster Manual*, as determined by the DM. The beast or beasts obey the master's commands to the best of their ability, and takes their turns on the master's initiative order.

On its turn, the master can verbally command one of its beasts to move (with no action required on the master's part). In place of one of its weapon attacks, the master can command the beast to take the Attack action. The beast has advantage on attacks it is commanded to make.

As a bonus action, the master can command the beast to take the Dash, Disengage, Dodge, or Help action. The beast takes opportunity attacks and other reactions without command.

Spellcasting. The master is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The master knows the following ranger spells:

1st level (3 slots): *animal friendship*, *speak with animals*

Actions

Multiattack. The master makes two melee or two ranged attacks

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bruiser

Medium humanoid, any alignment

Armor Class 11 (leather)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

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

Saving Throws Con +4

Skills Intimidation +3

Senses passive Perception 10

Languages Any one language (usually Common)

Challenge 2 (450 XP)

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

Actions

Multiattack. The bruiser makes two melee attacks.

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

Reactions

Unbridled Fury. In response to being hit by a melee attack, the bruiser can make a melee attack against a creature within 5 feet.

Cavalry Specialist

Medium humanoid, any alignment

Armor Class 17 (chain shirt, shield)

Hit Points 38 (7d8 + 7)

Speed 30 ft..

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

Skills Animal Handling +3

Senses passive Perception 11

Languages Any one language (usually Common)

Challenge 2 (450 XP)

Skilled Rider. Attack rolls made against the cavalry specialist's mount have disadvantage.

Thundering Charge (1/Turn). If the cavalry specialist's mount moves at least 20 feet straight toward a target and the specialist hits it with a spear attack on the same turn, the target takes an extra 7 (2d6) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

Multiattack. The cavalry specialist makes two melee 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.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Dark Priest

Medium humanoid, any alignment

Armor Class 15 (breastplate)

Hit Points 84 (12d9 + 24)

Speed 30 ft.

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

Saving Throws Wis +6

Skills Religion +4

Senses passive Perception 13

Languages Any three languages

Challenge 6 (2300 XP)

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

Cantrip (at will): *guidance, thaumaturgy, toll the dead*

1st level (4 slots): *command, inflict wounds, cure wounds*

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

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

4th level (3 slots): *divination, guardian of faith, locate creature*

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

Actions

Multiattack. The priest makes two melee attacks.

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.

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

Defender

Medium humanoid, any alignment

Armor Class 18 (chain mail, shield; 20 with Forward Defense)

Hit Points 39 (6d8 + 12)

Speed 25 ft.

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

Senses passive Perception 10

Languages Any one language (usually Common)

Challenge 1 (200 XP)

Forward Defense. The defender has a +2 bonus to its AC against attacks so long as it can see the attacker and the attacker has no conscious allies within 5 feet of the defender.

Actions

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

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Reactions

Intercept Attack. In response to another creature within 5 feet of it being hit by an attack roll, the defender gives that creature a +4 bonus against the attack, potentially causing it to miss. To use this ability, the defender must be able to see the creature and the attacker.

Defender, Elite

Medium humanoid, any alignment

Armor Class 20 (plate, shield; 23 with Forward Defense)
Hit Points 136 (16d8 + 64)
Speed 30 ft.

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

Saving Throws Str +7, Con +7

Skills Athletics +7, Intimidation +3

Senses passive Perception 11

Languages Any one language (usually Common)

Challenge 7 (2900 XP)

Brute. A melee weapon deals one extra die of its damage when the defender hits with it.

Forward Defense. The defender has a +3 bonus to its AC against attacks so long as it can see the attacker and the attacker has no conscious allies within 5 feet of the defender.

Shield Charge. If the defender moves at least 10 feet straight toward a target and then hits it with its flail on the same turn, the target takes an extra 13 (3d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Actions

Multiattack. The defender makes two weapon attacks.

Flail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 13 (2d8 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Reactions

Intercept Attack. In response to another creature within 5 feet of it being hit by an attack roll, the defender gives that creature a +5 bonus against the attack, potentially causing it to miss. To use this ability, the defender must be able to see the creature and the attacker.

Duelist

Medium humanoid, any alignment

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

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

Skills Perception +3

Senses passive Perception 13

Languages Any one language (usually Common)

Challenge 2 (450 XP)

Suave Defense. While the duelist is wearing light armor or no armor and is not wielding a shield, its AC includes its Charisma modifier (included in the description).

Actions

Multiattack. The duelist makes two melee attacks.

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

Deft Strike (1/Turn). If the duelist makes an attack against a single creature and no other hostile creatures are within 5 feet of the duelist, the duelist deals an additional 7 (2d6) damage. The duelist can also gain this benefit if the duelist has at least 1 ally within 5 feet that is not incapacitated.

Reactions

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

Honor-Bound Fighter

Medium humanoid, any alignment

Armor Class 17 (splint)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

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

Skills Athletics +6

Senses passive Perception 12

Languages Any one language (usually Common)

Challenge 5 (1800 XP)

Death Before Dishonor. The honor-bound fighter has advantage on saving throws against being charmed or frightened.

Still Standing. While it has 20 hit points or fewer, the fighter has advantage on attack rolls.

Actions

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

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

Warbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Horizon Walker

Medium humanoid, any alignment

Armor Class 16 (studded leather)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

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

Saving Throws Dex +7, Wis +6

Skills Acrobatics +7, Arcana +5, Perception +6, Stealth +7

Senses passive Perception 16

Languages Any two languages

Challenge 7 (2900 XP)

Distant Strike (1/Turn). When the walker takes the Attack action, it can teleport up to 15 before an attack to an unoccupied space it can see within 5 feet of the creature it attacks.

Evasion. If the walker is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the

walker instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Supernatural Attacks. The walker's attacks are magical and deal additional force damage (included in the attack).

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

3/day: detect magic, misty step

2/day: haste

1/day: etherealness

Actions

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

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) force damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 15 (2d10 + 4) force damage.

Mage, Journeyman

Medium humanoid, any alignment

Armor Class 12 (15 with mage armor)

Hit Points 31 (7d8)

Speed 30 ft.

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

Skills Arcana +5

Senses passive Perception 11

Languages Any three languages

Challenge 2 (450 XP)

Spellcasting. The mage is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The mage has the following wizard spells prepared:

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

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

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

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.

Martial Commander

Medium humanoid, any alignment

Armor Class 19 (splint, shield)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Skills Athletics +5, Intimidation +4

Senses passive Perception 11

Languages Any two languages

Challenge 4 (1100 XP)

Actions

Multiattack. The martial commander makes three melee or two ranged 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 used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the martial commander 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 commander. A creature can benefit from only one Leadership die at a time. This effect ends if the commander is incapacitated.

Reactions

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

Master Swordsman

Medium humanoid, any alignment

Armor Class 17 (studded leather)

Hit Points 121 (22d8 + 22)

Speed 30 ft.

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

Skills Acrobatics +8, Athletics +5

Senses passive Perception 12

Languages Any two languages

Challenge 7 (2900 XP)

Cold Steel. The swordsman adds 1 to its damage with a longsword while wielding it and no other weapon or shield (included in the attack).

Form Over Force. The swordsman can add its Dexterity modifier to attack and damage when making attacks with its longsword.

Keen Defense. While the swordsman is wearing no armor or light armor, and not wielding a shield, its AC includes its Wisdom modifier (included in the description).

Actions

Multiattack. The swordsman makes three attacks with its longsword.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage, or 11 (1d10 + 6) slashing damage if used with two hands.

Reactions

Riposte. The swordsman makes a melee weapon attack against a creature that missed it with a melee attack.

Monster Slayer

Medium humanoid, any alignment

Armor Class 16 (studded leather)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

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

Saving Throws Dex +7, Wis +5, Cha +4

Skills Arcana +5, Investigation +5, Perception +5, Religion +5, Stealth +7

Senses passive Perception 15

Languages Any two languages

Challenge 5 (1800 XP)

Crossbow Expert. The slayer ignores the reload property of crossbows. Also, hostile creatures within 5 feet do not impose disadvantage on ranged attacks.

Hunter's Mark (3/Day). The slayer can use a bonus action to mark a creature for up to 1 hour. The slayer deals an additional damage die with weapon attacks against a marked creature. Only one creature can be marked at a time. Additionally, the slayer has advantage on saving throws against a marked creature.

Marked For Death. Weapon attacks from the slayer count as magical for the purposes of overcoming damage resistance.

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

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

2nd level (3 slots): *lesser restoration*, *silence*, *zone of truth*

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

Actions

Multiattack. The slayer makes two shortsword attacks and one hand crossbow attack, or two hand crossbow attacks.

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

Hand Crossbow (Silvered Bolts). *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, plus 3 (1d6) fire damage.

Ninja

Medium humanoid, any alignment

Armor Class 17

Hit Points 71 (11d8 + 22)

Speed 40 ft.

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

Saving Throws Dex +7, Wis +6

Skills Acrobatics +7, Deception +5, Sleight of Hand +7, Stealth +7

Senses passive Perception 13

Languages Any one language (usually Common)

Challenge 6 (2300 XP)

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

Shadow Stealth. While in dim light or darkness, the ninja can take the Hide action as a bonus action.

Unarmored Defense. While the ninja is wearing no armor and not wielding a shield, its AC includes its Wisdom modifier (included in the description).

Actions

Multiattack. The ninja makes two weapon attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much on a successful one.

Dart. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much on a successful one.

Smoke Bomb (1/Day). The ninja throws a smoke bomb at a point up 60 feet away. The area within a 5-foot radius of the impact immediately becomes heavily obscured. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round. Otherwise, the smoke dissipates after 1 minute.

Reactions

Deflect Missile. In response to being hit by a ranged weapon, the ninja deflects the missile. The damage it takes from the attack is reduced by 9. If the damage is reduced to 0, the ninja catches the missile if its small enough to hold in one hand if the ninja has a free hand.

Outland Veteran

Medium humanoid, any alignment

Armor Class 15 (hide, shield)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	10 (+0)	12 (+1)	9 (–1)

Skills Survival +3

Senses passive Perception 11

Languages Any one language (usually Common)

Challenge 2 (450 XP)

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

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

Actions

Multiattack. The veteran makes two weapon attacks.

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage, or 11 (2d8 + 2) piercing damage if used with two hands to make a melee attack.

Pain Master

Medium humanoid, any alignment

Armor Class 15 (studded leather)

Hit Points 70 (10d7 + 30)

Speed 30 ft.

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

Saving Throws Con +6, Wis +4, Cha +6

Skills Deception +6, Insight +4, Intimidation +9, Religion +6

Damage Resistances bludgeoning, piercing, slashing

Senses passive Perception 11

Languages Any two languages

Challenge 5 (1800 XP)

Spellcasting. The pain master is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The pain master has the following wizard spells prepared:

Cantrips (at will): *message, minor illusion, shocking grasp*
1st level (4 slots): *ray of sickness, Tasha's hideous laughter, unseen servant*

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

3rd level (3 slots): *fear, lightning bolt, vampiric touch*

4th level (1 slot): *phantasmal killer, polymorph*

Actions

Multiattack. The pain 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:* 5 (1d4 + 3) piercing damage in melee, or 5 (1d4 + 3) piercing damage at range.

Whip. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 3) slashing damage.

Paladin

Medium humanoid, any alignment

Armor Class 20 (plate, shield)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

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

Skills Animal Handling +4, Religion +3

Condition Immunities diseased, frightened

Senses passive Perception 11

Languages Any one language (usually Common)

Challenge 5 (1800 XP)

Divine Sense (4/Day). Until the end of its next turn, the paladin knows the location of any celestial, fiend or undead within 60 feet that is not behind total cover.

Holy Weapon. The paladin's longsword attacks deal an additional 9 (2d8) radiant damage (included in the attack) and are considered magical.

Lay on Hands. As an action, the paladin can touch a creature and draw from its pool of 25 hit points to restore a number of hit points to that creature, up to the maximum remaining in its pool.

Alternatively, the paladin can expend 5 hit points from its pool of healing to cure the target of one disease or neutralize one poison affecting it. It can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each effect cured.

This feature has no effect on undead or constructs.

Sacred Weapon (1/Day). For 1 minute, the paladin adds 3 to attack rolls made with its longsword. The longsword also emits bright light in a 20-foot radius, and dim light 20 feet beyond that.

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

1st level (4 slots): *compelled duel*, *protection from evil and good*, *shield of faith*

2nd level (2 slots): *lesser restoration*, *zone of truth*

Actions

Multiattack. The paladin makes two melee attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 4 (1d8) radiant damage, or 8 (1d10 + 3) slashing damage if used with two hands, plus 9 (2d8) radiant damage.

Performer

Medium humanoid, any alignment

Armor Class 16 (studded leather)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Saving Throws Dex +6

Skills Acrobatics +6, Animal Handling +4, Performance +7, Sleight of Hand +6

Senses passive Perception 12

Languages Any one language (usually Common)

Challenge 3 (700 XP)

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

Light-Footed. The performer can take the Dash or Disengage action as a bonus action.

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

Actions

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

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

Whip. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

Psion, Awakened

Medium humanoid, any alignment

Armor Class 14 (studded leather)

Hit points 38 (7d8 + 7)

Speed 30 ft

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

Saving Throws Int +6, Wis +5

Skills Insight +8, Investigation +6, Perception +5, Persuasion +3

Senses passive Perception 15

Languages Any two languages, telepathy 120 ft.

Challenge 5 (1800 XP)

Psionic Weapon. The psion's weapon attacks deal an **Psionic Weapon**. The psion's weapon attacks deal an additional 9 (2d8) force damage (included in the attack).

Psychic Defense. The psion has advantage on saving throws against enchantment and illusion magic.

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

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

4/day: *charm person*, *detect thoughts*, *dissonant whispers*, *shield*

3/day: *fear*, *phantasmal force*, *suggestion*

2/day: *confusion*, *phantasmal killer*

1/day: *legend lore*

Actions

Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 9 (2d8) force damage, or 6 (1d8 + 2) bludgeoning damage if used with two hands, plus 9 (2d8) force damage.

Psychic Assault (3/Day). The psion targets a creature it can see within 60 feet of it. The creature must succeed on a DC 14 Wisdom saving throw or take 27 (5d10) psychic damage and be stunned until the start of the psion's next turn.

Rugged Warrior

Medium humanoid, any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

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

Senses passive Perception 11

Languages Any one language (usually Common)

Challenge 1/2 (100 XP)

Defensive Formation. The warrior adds 2 to its AC if at least one of the warrior's allies is within 5 feet of the warrior and the ally is wielding a shield and isn't incapacitated.

Actions

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.

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

Scholar

Medium humanoid, any alignment

Armor Class 10

Hit Points 9 (2d8 + 0)

Speed 30 ft.

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

Saving Throws Int +5

Skills Arcana +7, History +7

Senses passive Perception 11

Languages Any three languages

Challenge 1/8 (25 XP)

Actions

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

Reactions

Faint-Hearted. The scholar moves up to 15 feet when an enemy comes within 5 feet of it. This movement does not provoke opportunity attacks.

Scoundrel

Medium humanoid, any alignment

Armor Class 13 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +4, Persuasion +4, Sleight of Hand +4, Stealth +4

Senses passive Perception 10

Languages Any one language (usually Common)

Challenge 1/4 (50 XP)

Surprise Attack. If the scoundrel surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 3 (1d6) damage from the attack.

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.

Shaman, Nature

Medium humanoid, any alignment

Armor Class 16 (barkskin)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

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

Skills Medicine +6, Nature +5, Perception +6, Survival +6

Senses passive Perception 16

Languages Any two languages

Challenge 5 (1800 XP)

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

Cantrips (at will): *druidcraft, produce flame, shillelagh*

1st level (4 slots): *cure wounds, fog cloud, protection from evil and good*

2nd level (3 slots): *barkskin, heat metal, lesser restoration*

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

4th level (3 slots): *blight, divination, polymorph*

5th level (1 slot): *mass cure wounds*

Actions

Quarterstaff. *Melee Weapon Attack:* +4 to hit (+5 to hit with *shillelagh*), reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage or 6 (1d8 + 2) bludgeoning damage if using two hands, or 7 (1d8 + 3) bludgeoning damage with *shillelagh*.

Skirmisher

Medium humanoid, any alignment

Armor Class 15 (studded leather)

Hit Points 55 (10d8 + 10)

Speed 35 ft., climb 25 ft.

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

Saving Throws Dex +5

Skills Acrobatics +5, Perception +5

Senses passive Perception 15

Languages Any one language (usually Common)

Challenge 3 (700 XP)

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

Actions

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

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

Evasive Step. The skirmisher moves up to 15 feet when an enemy comes within 5 feet of it. This movement does not provoke opportunity attacks.

Skyward Fighter

Medium humanoid, any alignment

Armor Class 15 (studded leather)

Hit Points 27 (5d8 + 5)

Speed 30 ft., climb 25 ft.

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

Skills Acrobatics +5, Athletics +4

Senses passive Perception 11

Languages Any one language (usually Common)

Challenge 1 (200 XP)

Death From Above (1/Turn). If the fighter hits with a melee weapon attack immediately after falling at least 10 feet toward the target, it deals an extra 7 (2d6) damage.

Wingsuit. For every 10 feet the fighter falls, it can maneuver itself 5 feet horizontally.

Actions

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

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

Repeating Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Reactions

Trinket of Feather Fall (1/Day). If the fighter falls, it casts *feather fall* on itself, requiring no material components. It can dismiss the spell as a bonus action.

Slow Fall. The fighter reduces falling damage by 10.

Slayer

Medium humanoid, any alignment

Armor Class 16

Hit Points 161 (19d8 + 76)

Speed 30 ft.

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

Saving Throws Str +7, Con +7

Skills Athletics +7

Senses passive Perception 12

Languages Any one language (usually Common)

Challenge 7 (2900 XP)

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

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

Unarmored Defense. While the slayer is not wearing armor, its AC includes its Constitution modifier (included in the description).

Actions

Multiattack. The slayer makes three melee attacks: two with its battleaxe and one with its handaxe, or two ranged attacks.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) slashing damage if used with two hands.

Handaxe. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Reactions

Unbridled Fury (Recharge 4-6). In response to being hit by a melee attack, the slayer can make a battleaxe attack against a creature within 5 feet of it.

Soldier

Medium humanoid, any alignment

Armor Class 18 (chain mail, shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Skills Athletics +4

Senses passive Perception 10

Languages Any one language (usually Common)

Challenge 1 (200 XP)

Martial Advantage. Once per turn, the soldier can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

Actions

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.

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

Spellsword

Medium humanoid, any alignment

Armor Class 16 (breastplate)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

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

Skills Arcana +6

Senses passive Perception 11

Languages Any two languages

Challenge 4 (1100 XP)

War Magic. When the spellsword uses its action to cast a cantrip or 1st-level spell, it can make an attack with its longsword as a bonus action.

Spellcasting. The spellsword is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The spellsword has the following wizard spells prepared:

Cantrip (at will): *fire bolt*, *true strike*

1st level (4 slots): *grease*, *shield*, *thunderwave*

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

Actions

Multiattack. The spellsword makes two longsword attacks.

Longsword. *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.

Stalwart Guard

Medium humanoid, any alignment

Armor Class 17 (scale mail, shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

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

Skills Perception +3

Senses passive Perception 13

Languages Any one language (usually Common)

Challenge 1 (200 XP)

Actions

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 used with two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Reactions

Defensive Strike. When a creature moves into a space within 5 feet of the guard, the guard can make a melee attack if it can see the creature.

Storm Herald

Medium humanoid, any alignment

Armor Class 18 (scale mail, shield)

Hit Points 105 (14d8 + 42)

Speed 30 ft., swim 30 ft.

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

Saving Throws Con +6

Skills Nature +3

Damage Resistances lightning

Senses passive Perception 12

Languages Any one language (usually Common)

Challenge 6 (2300 XP)

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

Storm Aura (1/Day). As a bonus action, the herald can call forth a storm to surround it. Each creature that enters or starts its turn within 10 feet of the herald must make a DC 13 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much on a successful one.

Storm Soul. The herald can breathe underwater.

Actions

Multiattack. The herald makes three melee or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage in melee, or 6 (1d6 + 3) piercing damage at range, or 12 (2d8 + 3) piercing damage if used with two hands to make a melee attack.

Lightning Javelin. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one creature. *Hit:* 12 (2d8 + 3) lightning damage.

Swift Fighter

Medium humanoid, any alignment

Armor Class 15 (studded leather)

Hit Points 22 (5d8)

Speed 30 ft.

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

Senses passive Perception 10

Languages Any one language (usually Common)

Challenge 1 (200 XP)

Swift Strike. If the fighter takes the Dash action, it can make a single melee attack as a bonus action.

Actions

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

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

Shortbw. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target *Hit:* 6 (1d + 3) piercing damage.

Tribal Assassin

Medium humanoid, any alignment

Armor Class 15 (leather)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Saving Throws Dex +7

Skills Nature +3, Perception +5, Stealth +7, Survival +5

Damage Resistances poison

Senses passive Perception 15

Languages Any one language (usually Common)

Challenge 6 (2300 XP)

Ambusher. In the first round of combat, the assassin has advantage on attack rolls against any creature it has surprised.

Cunning Action. The assassin can take the Dash, Disengage, or Hide action as a bonus action.

Sense Weakness. The assassin has advantage on Wisdom (Perception) and Wisdom (Survival) checks to track and notice creatures that are below half of their maximum hit points. The assassin also has advantage on attack rolls against creatures that are poisoned.

Sneak Attack (1/Turn). The assassin 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 assassin

that isn't incapacitated and the tribal assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The assassin makes two dagger attacks or one blowgun attack.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 4) piercing damage, plus 14 (4d6) poison damage.

Blowgun. *Ranged Weapon Attack:* +7 to hit, range 25/100 ft., one target. *Hit:* 1 piercing damage. The target must make a DC 15 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much on a successful one. A target that fails its save is also poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Tribal Zealot

Medium humanoid, any alignment

Armor Class 17 (hide, shield)

Hit Points 127 (17d8 + 51)

Speed 35 ft.

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

Skills Religion +3, Survival +4

Senses passive Perception 11

Languages Any one language (usually common)

Challenge 6 (2300 XP)

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

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

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

Actions

Multiattack. The zealot makes three melee attacks or two ranged attacks.

Macuahuitl (Longsword). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) slashing damage if used with two hands.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

Warchief

Medium humanoid, any alignment

Armor Class 14 (hide)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

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

Saving Throws Wis +6 Cha +6

Skills Insight +6, Perception +6

Senses passive Perception 16

Languages Any two languages

Challenge 5 (1800 XP)

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

Actions

Multiattack. The war chief makes two weapon attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (2d12 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Battle Cry (1/Day). Each creature of the warchief's choice that is within 30 feet of it, can hear it, and are not already affected by Battle Cry, gain advantage on attack rolls, until the start of the warchief's next turn. The warchief can then make one attack as a bonus action.

Whirlwind Attack (Recharge 5-6). The warchief makes a melee attack against creatures it chooses within 5 feet. Make a separate attack roll for each creature.