

ARRIGAL

CoS p121

Medium Humanoid (Human), Neutral Evil

AC	Init.	HP	Speed	CR
15	+3 (13)	78 (12d8 + 24)	30 ft.	8 (XP 3,900; PB +3)
<div><div>MOD</div><div>SAVE</div></div> <div><div>STR</div><div>11</div><div>+0</div><div>+0</div></div> <div><div>DEX</div><div>16</div><div>+3</div><div>+6</div></div> <div><div>CON</div><div>14</div><div>+2</div><div>+2</div></div> <div><div>INT</div><div>13</div><div>+1</div><div>+4</div></div> <div><div>WIS</div><div>11</div><div>+0</div><div>+0</div></div> <div><div>CHA</div><div>10</div><div>+0</div><div>+0</div></div>				

Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9

Res. Poison

Gear Light Crossbow, Shortsword

Senses Passive Perception 13

Languages Thieves' cant plus any two languages

TRAITS

Assassinate. During its first turn, Arrigal has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Arrigal scores against a surprised creature is a critical hit.

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

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

ACTIONS

Multiattack. Arrigal makes two shortsword attacks.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Curse (Recharges After a Long Rest). The Vistana targets one creature that it can see within 30 feet of it. The target must succeed on a DC 11 Wisdom saving throw or be cursed. The Vistana chooses the curse's effect from the options that follow; other Vistani curses are possible. All such effects deal psychic damage to the Vistani who uttered them when they end:

- The target is unable to perform a certain kind of act involving fine motor control, such as tying knots, writing, playing an instrument, sewing, or casting spells that have somatic components. When this curse ends, the Vistana takes 1d6 psychic damage.
- The target's appearance changes in a sinister yet purely cosmetic way. For example, the curse can place a scar on the target's face, turn the target's teeth into yellow fangs, or give the target bad breath. When this curse ends, the Vistana takes 1d6 psychic damage.
- A nonmagical item in the target's possession (chosen by the DM) disappears and can't be found until the curse ends. The lost item can weigh no more than 1 pound. When this curse ends, the Vistana takes 1d6 psychic damage.
- The target gains vulnerability to a damage type of the Vistana's choice. When this curse ends, the Vistana takes 3d6 psychic damage.
- The target has disadvantage on ability checks and saving throws that require ability checks. When this curse ends, the Vistana takes 3d6 psychic damage.

BARON VARGAS VALLAKOVICH

CoS p105

Medium Humanoid (Human), Neutral Evil

AC	Init.	HP	Speed	CR
15	+1 (11)	9 (2d8)	30 ft.	1/8 (XP 25; PB +2)
<div><div>MOD</div><div>SAVE</div></div> <div><div>STR</div><div>11</div><div>+0</div><div>+0</div></div> <div><div>DEX</div><div>12</div><div>+1</div><div>+1</div></div> <div><div>CON</div><div>11</div><div>+0</div><div>+0</div></div> <div><div>INT</div><div>12</div><div>+1</div><div>+1</div></div> <div><div>WIS</div><div>14</div><div>+2</div><div>+2</div></div> <div><div>CHA</div><div>16</div><div>+3</div><div>+3</div></div>				

Skills Deception +5, Insight +4, Persuasion +5

Gear Rapier

Senses Passive Perception 12

Languages Any two languages

ACTIONS

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

REACTIONS

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

BLUTO KROGAROV

CoS p38

Medium Humanoid (Human), Neutral Evil

AC	Init.	HP	Speed	CR
10	+0 (10)	4 (1d8)	30 ft.	0 (XP 10; PB +2)
<div><div>MOD</div><div>SAVE</div></div> <div><div>STR</div><div>10</div><div>+0</div><div>+0</div></div> <div><div>DEX</div><div>10</div><div>+0</div><div>+0</div></div> <div><div>CON</div><div>10</div><div>+0</div><div>+0</div></div> <div><div>INT</div><div>10</div><div>+0</div><div>+0</div></div> <div><div>WIS</div><div>10</div><div>+0</div><div>+0</div></div> <div><div>CHA</div><div>10</div><div>+0</div><div>+0</div></div>				

Gear Club

Senses Passive Perception 10

Languages Any one language (usually Common)

ACTIONS

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

CULTIST FANATIC

MM'25 p85

Small or Medium Humanoid, Neutral

AC	Init.	HP	Speed	CR
13	+2 (12)	44 (8d8 + 8)	30 ft.	2 (XP 450; PB +2)
<div><div>MOD</div><div>SAVE</div></div> <div><div>STR</div><div>11</div><div>+0</div><div>+0</div></div> <div><div>DEX</div><div>14</div><div>+2</div><div>+2</div></div> <div><div>CON</div><div>12</div><div>+1</div><div>+1</div></div> <div><div>INT</div><div>10</div><div>+0</div><div>+0</div></div> <div><div>WIS</div><div>14</div><div>+2</div><div>+4</div></div> <div><div>CHA</div><div>13</div><div>+1</div><div>+1</div></div>				

Skills Deception +3, Persuasion +3, Religion +2

Gear Holy Symbol, Leather Armor

Senses Passive Perception 12

Languages Common

ACTIONS

Pact Blade. Melee Attack Roll: +4, reach 5 ft. Hit: 6 (1d8 + 2) Slashing damage plus 7 (2d6) Necrotic damage.

Spellcasting. The cultist casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):
At will: Light, Thaumaturgy
2/day: Command
1/day: Hold Person

BONUS ACTIONS

Spiritual Weapon (2/Day). The cultist casts the Spiritual Weapon spell, using the same spellcasting ability as Spellcasting.

DANIKA DORAKOVA

CoS p98

Medium Humanoid (Human, Shapechanger), Lawful Good

AC	Init.	HP	Speed	CR
12	+2 (12)	31 (7d8)	30 ft. (fly 50 ft. in raven and hybrid forms)	2 (XP 450; PB +2)
<div><div>MOD</div><div>SAVE</div></div> <div><div>STR</div><div>10</div><div>+0</div><div>+0</div></div> <div><div>DEX</div><div>15</div><div>+2</div><div>+2</div></div> <div><div>CON</div><div>11</div><div>+0</div><div>+0</div></div> <div><div>INT</div><div>13</div><div>+1</div><div>+1</div></div> <div><div>WIS</div><div>15</div><div>+2</div><div>+2</div></div> <div><div>CHA</div><div>14</div><div>+2</div><div>+2</div></div>				

Skills Insight +4, Perception +6

Gear Hand Crossbow, Shortsword

Senses Passive Perception 16

Languages Common (can't speak in raven form)

TRAITS

Shapechanger. Danika can use its action to polymorph into a raven-humanoid hybrid or into a raven, or back into its human form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its human form if it dies.

Mimicry. Danika can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Regeneration. Danika regains 10 hit points at the start of its turn. If Danika takes damage from a silvered weapon or a spell, this trait doesn't function at the start of Danika's next turn. Danika dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack (Human or Hybrid Form Only). Danika makes two weapon attacks, one of which can be with its hand crossbow.

Beak (Raven or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1 piercing damage in raven form, or 4 (1d4 + 2) piercing damage in hybrid form. If the target is humanoid, it must succeed on a DC 10 Constitution saving throw or be cursed with wereraven lycanthropy.

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

Hand Crossbow (Human or Hybrid Form Only). Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

ted to one ability score of the Vistana's choice. When this curse ends, the Vistana takes 3d6 psychic damage.

- The target's attunement to one magic item (chosen by the DM) ends, and the target can't attune to the chosen item until the curse ends. When this curse ends, the Vistana takes 5d6 psychic damage.
- The target is blinded, deafened, or both. When this curse ends, the Vistana takes 5d6 psychic damage.

The curse lasts until ended with a greater restoration spell, a remove curse spell, or similar magic. It doesn't end when the target dies. If a cursed target is returned to life, the curse remains in effect.

Evil Eye (Recharges after a Short or Long Rest). As an action, a Vistana can target a creature within 10 feet that the Vistana can see. This magical ability, which the Vistani call the Evil Eye, duplicates the duration and effect of the animal friendship, charm person, or hold person spell (Vistana's choice; spell DC 11), but requires neither somatic nor material components. If the target succeeds on the save, the Vistana is blinded until the end of the Vistana's next turn.

A Vistana who uses Evil Eye can't use it again before finishing a short or long rest. Once a target succeeds on a saving throw against a Vistana's Evil Eye, it is immune to the Evil Eye of all Vistani for 24 hours.

GUARDMM'25 p162

Small or Medium Humanoid, Neutral

AC	Init.	HP	Speed	CR
16	+1 (11)	11 (2d8 + 2)	30 ft.	1/8 (XP 25; PB +2)
<div>MOD SAVE</div>				
STR 13	+1	+1	DEX 12	+1 +1
INT 10	+0	+0	WIS 11	+0 +0
<div>MOD SAVE</div>				
CON 12	+1	+1	CHA 10	+0 +0

Skills Perception +2

Gear Chain Shirt, Shield, Spear

Senses Passive Perception 12

Languages Common

ACTIONS

Spear. Melee or Ranged Attack Roll: +3, reach 5 ft. or range 20/60 ft. *Hit:* 4 (1d6 + 1) Piercing damage.

HENRIK VAN DER VOORTCoS p116

Medium Humanoid (Human), Lawful Evil

AC	Init.	HP	Speed	CR
10	+0 (10)	4 (1d8)	30 ft.	0 (XP 10; PB +2)
<div>MOD SAVE</div>				
STR 10	+0	+0	DEX 10	+0 +0
INT 10	+0	+0	WIS 10	+0 +0
<div>MOD SAVE</div>				
CON 10	+0	+0	CHA 10	+0 +0

Gear Club

Senses Passive Perception 10

Languages Any one language (usually Common)

ACTIONS

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

IZEK STRAZNICoS p232

Medium Humanoid (Human), Neutral Evil

AC	Init.	HP	Speed	CR
14	+2 (12)	112 (15d8 + 45)	30 ft.	5 (XP 1,800; PB +3)
<div>MOD SAVE</div>				
STR 18	+4	+4	DEX 15	+2 +2
INT 10	+0	+0	WIS 9	-1 -1
<div>MOD SAVE</div>				
CON 16	+3	+3	CHA 15	+2 +2

Skills Intimidation +8, Perception +2

Gear Battleaxe

Senses Passive Perception 12

Languages Common

TRAITS

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

ACTIONS

Multiattack. Izek makes two attacks with his battleaxe.

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

Hurl Flame. Ranged Spell Attack: +5 to hit, range 60 ft., one target. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it catches fire.

KASIMIR VELIKOVCoS p233

Medium Humanoid (Dusk Elf), Neutral

AC	Init.	HP	Speed	CR
12 (15 with mage armor)	+2 (12)	40 (9d8)	30 ft.	6 (XP 2,300; PB +3)
<div>MOD SAVE</div>				
STR 9	-1	-1	DEX 14	+2 +2
INT 17	+3	+6	WIS 12	+1 +4
<div>MOD SAVE</div>				
CON 11	+0	+0	CHA 11	+0 +0

Skills Arcana +6, History +6

Gear Dagger

Senses Darkvision 60 ft., Passive Perception 11

Languages Any four languages

TRAITS

Special Equipment. Kasimir wears a ring of warmth and carries a spellbook containing all the spells he has prepared plus the following spells: arcane lock, comprehend languages, hold person, identify, locate object, nondetection, polymorph, protection from evil and good, and wall of stone.

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

Spellcasting. Kasimir is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Kasimir has the following wizard spells prepared:
Cantrips (at will): fire bolt, light, mage hand, prestidigitation
1st level (4 slots): detect magic, mage armor, magic missile, shield
2nd level (3 slots): misty step, suggestion
3rd level (3 slots): counterspell, fireball, fly
4th level (3 slots): greater invisibility, ice storm
5th level (1 slot): cone of cold

ACTIONS

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

LADY FIONA WACHTERCoS p110

Medium Humanoid (Human), Lawful Evil

AC	Init.	HP	Speed	CR
10	+0 (10)	27 (5d8 + 5)	30 ft.	2 (XP 450; PB +2)
<div>MOD SAVE</div>				
STR 10	+0	+0	DEX 10	+0 +0
INT 13	+1	+1	WIS 16	+3 +3
<div>MOD SAVE</div>				
CON 12	+1	+1	CHA 13	+1 +1

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

Gear Mace

Senses Passive Perception 13

Languages Any two languages

TRAITS

Divine Eminence. As a bonus action, Fiona 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 Fiona expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. Fiona is a 5th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Fiona has the following cleric spells prepared:
Cantrips (at will): light, mending, thaumaturgy
1st level (4 slots): command, purify food and drink, sanctuary
2nd level (3 slots): augury, gentle repose, hold person
3rd level (2 slots): animate dead, create food and water

ACTIONS

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

LUVASH

CoS p121

Medium Humanoid (Human), Chaotic Evil											
AC	Init.		HP		Speed			CR			
15	+3 (13)		65 (10d8 + 20)		30 ft.			2 (XP 450; PB +2)			
			MOD SAVE		MOD SAVE			MOD SAVE			
STR	15	+2	+4	DEX	16	+3	+5	CON	14	+2	+2
INT	14	+2	+2	WIS	11	+0	+2	CHA	14	+2	+2

Skills Athletics +4, Deception +4

Gear Dagger, Scimitar

Senses Passive Perception 10

Languages Any two languages

ACTIONS

Multiattack. Luvash makes three melee attacks: two with its scimitar and one with its dagger. Or Luvash makes two ranged attacks with its daggers.

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

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

REACTIONS

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

MILIVOJ

CoS p97

Medium Humanoid (Human), Neutral														
AC	Init.		HP		Speed			CR						
10	+0 (10)		4 (1d8)		30 ft.			0 (XP 10; PB +2)						
	MOD		SAVE			MOD		SAVE			MOD		SAVE	
STR	15	+2	+2		DEX	10	+0	+0		CON	10	+0	+0	
INT	10	+0	+0		WIS	10	+0	+0		CHA	10	+0	+0	
Gear Club														

Gear Club

Senses Passive Perception 10

Languages Any one language (usually Common)

ACTIONS

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

PICCOLO

CoS p118

Small Beast, Unaligned																	
AC		Init.		HP		Speed				CR							
12		+2 (12)		3 (1d6)		30 ft., Climb 30 ft.				0 (XP 10; PB +2)							
MOD				SAVE				MOD				SAVE					
STR		8	-1	-1		DEX		14	+2	+2		CON		11	+0	+0	
INT		4	-3	-3		WIS		12	+1	+1		CHA		6	-2	-2	

Senses Passive Perception 11

Languages —

TRAITS

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

ACTIONS

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

PRIEST

MM'14L p348

Medium Humanoid (Any Race), Any Alignment											
AC	Init.		HP		Speed			CR			
13	+0 (10)		27 (5d8 + 5)		30 ft.			2 (XP 450; PB +2)			
MOD SAVE				MOD SAVE				MOD SAVE			
STR	10	+0	+0	DEX	10	+0	+0	CON	12	+1	+1
INT	13	+1	+1	WIS	16	+3	+3	CHA	13	+1	+1

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

Gear Mace

Senses Passive Perception 13

Languages Any two languages

TRAITS

Divine Eminence. As a bonus action, the priest 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 priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

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

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

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

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

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

ACTIONS

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

RICTAVIO

CoS p238

Medium Humanoid (Human), Lawful Good													
AC	Init.		HP		Speed			CR					
12	+1 (11)		77 (14d8 + 14)		30 ft.			5 (XP 1,800; PB +3)					
			MOD		SAVE					MOD		SAVE	
STR	9	-1	-1	DEX	12	+1	+1	CON	13	+1	+4		
INT	16	+3	+3	WIS	18	+4	+7	CHA	16	+3	+3		

Skills Arcana +9, Insight +7, Medicine +7, Perception +7, Religion +6, Sleight of Hand +4

Senses Passive Perception 17

Languages Abyssal, Common, Elvish, Infernal

TRAITS

Special Equipment. In addition to his sword cane, Rictavio wears a hat of disguise and a ring of mind shielding, and he carries a spell scroll of raise dead.

Spellcasting. Rictavio is a 9th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Rictavio has the following cleric spells prepared:

Cantrips (at will): guidance, light, mending, thaumaturgy

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

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

3rd level (3 slots): magic circle, remove curse, speak with dead

4th level (3 slots): death ward, freedom of movement

5th level (1 slot): dispel evil and good

Undead Slayer. When Rictavio hits an undead with a weapon attack, the undead takes an extra 10 (3d6) damage of the weapon's type.

ACTIONS

Multiattack. Rictavio makes two attacks with his sword cane.

Sword Cane. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage (wooden cane) or piercing damage (silvered sword).

SABER-TOOTHED TIGER

MM'25 p369

Large Beast, Unaligned											
AC	Init.		HP		Speed			CR			
13	+3 (13)		52 (7d10 + 14)		40 ft.			2 (XP 450; PB +2)			
MOD SAVE				MOD SAVE				MOD SAVE			
STR	18	+4	+6	DEX	17	+3	+5	CON	15	+2	+2
INT	3	-4	-4	WIS	12	+1	+1	CHA	8	-1	-1

Skills Perception +5, Stealth +7

Senses Darkvision 60 ft., Passive Perception 15

Languages —

TRAITS

Running Leap. With a 10-foot running start, the tiger can Long Jump up to 25 feet.

ACTIONS

Multiattack. The tiger makes two Rend attacks.

Rend. Melee Attack Roll: +6, reach 5 ft. *Hit:* 11 (2d6 + 4) Slashing damage.

BONUS ACTIONS

Nimble Escape. The tiger takes the Disengage or Hide action.

SZOLDAR SZOLDAROVICH

CoS p100

Medium Humanoid (Human), Neutral											
AC	Init.		HP		Speed			CR			
13	+2 (12)		16 (3d8 + 3)		30 ft.			1/2 (XP 100; PB +2)			
			MOD SAVE		MOD SAVE			MOD SAVE			
STR	11	+0	+0	DEX	14	+2	+2	CON	12	+1	+1
INT	11	+0	+0	WIS	13	+1	+1	CHA	11	+0	+0

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Gear Longbow, Shortsword

Senses Passive Perception 15

Languages Any one language (usually Common)

TRAITS

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

ACTIONS

Multiattack. Szoldar makes two melee attacks or two ranged attacks.

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

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

