

RETIRED ADVENTURER

Small or Medium • Humanoid • Lawful Good

Armor Class 15

Initiative +7 (17)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	12 (+1)	15 (+2)	13 (+1)

Saving Throws Str +8, Dex +7, Wis +6

Skills Athletics +9, Acrobatics +7, History +5, Perception +6, Persuasion +5

Gear +1 longsword, +1 leather, dagger, potions (GM's choice)

Senses passive Perception 16

Languages Common plus two other languages

CR 11 (XP 7,200, or 8,400 in lair; PB +4)



Determination (1/Day). If damage reduces the adventurer to 0 hit points, it drops to 1 hit point instead, unless the damage is from a critical hit.

Indomitable (2/Day). The adventurer can reroll a saving throw if it fails. It must use the new roll.

ACTIONS

Multiattack. The adventurer makes three attacks, using Longsword or Hand Crossbow in any combination.

Longsword. Melee Weapon Attack: +9, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) magical slashing damage, and the target suffers one of the following effects of the adventurer's choice (a target can only be affected once per turn):

- The target is affected by the *confusion* spell until the end of its next turn.
- The target is pushed up to 5 feet in a direction of the adventurer's choice.
- The target loses its concentration, and on its next turn, it can use either an action or a bonus action, not both.

Hand Crossbow. Ranged Weapon Attack: +7, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target's speed is reduced by 10 feet. This effect can stack.

BONUS ACTIONS

Imbibe Potion (3/Day). The adventurer imbibes a potion and gains one of the following effects:

- The adventurer regains 14 (4d4 + 4) hit points.
- The adventurer gains a flying speed of 60 feet for 1 hour.
- The adventurer gains resistance against one damage type for 1 hour, except bludgeoning, piercing, or slashing damage.

RETIRED ADVENTURER — WEAKER

Small or Medium • Humanoid • Any Alignment

Armor Class 15

Initiative +6 (16)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

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

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

Skills Athletics +6, Acrobatics +6, History +4, Perception +5, Persuasion +4

Gear +1 longsword, +1 leather, dagger, potions (GM's choice)

Senses passive Perception 15

Languages Common plus two other languages

CR 8 (XP 3,900, or 5,000 in lair; PB +3)



Determination (1/Day). If damage reduces the adventurer to 0 hit points, it drops to 1 hit point instead, unless the damage is from a critical hit.

Indomitable (2/Day). The adventurer can reroll a saving throw if it fails. It must use the new roll.

ACTIONS

Multiattack. The adventurer makes two attacks, using Longsword or Hand Crossbow in any combination.

Longsword. Melee Weapon Attack: +7, reach 5 ft., one target. **Hit:** 9 (1d10 + 4) magical slashing damage, and the target suffers one of the following effects of the adventurer's choice (a target can only be affected once per turn):

- The target is affected by the *confusion* spell until the end of its next turn.
- The target is pushed up to 5 feet in a direction of the adventurer's choice.
- The target loses its concentration, and on its next turn, it can use either an action or a bonus action, not both.

Hand Crossbow. Ranged Weapon Attack: +6, range 30/120 ft., one target. **Hit:** 6 (1d6 + 3) piercing damage, and the target's speed is reduced by 10 feet. This effect can stack.

BONUS ACTIONS

Imbibe Potion (2/Day). The adventurer imbibes a potion and gains one of the following effects:

- The adventurer regains 14 (4d4 + 4) hit points.
- The adventurer gains a flying speed of 60 feet for 1 hour.
- The adventurer gains resistance against one damage type for 1 hour, except bludgeoning, piercing, or slashing damage.

RETIRED ADVENTURER — STRONGER

Small or Medium • Humanoid • Any Alignment

Armor Class 16

Hit Points 187 (22d8 + 88)

Speed 30 ft.

Initiative +9 (19)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	19 (+4)	14 (+2)	17 (+3)	15 (+2)

Saving Throws Str +10, Dex +9, Int +7, Wis +8

Skills Athletics +10, Acrobatics +9, History +7, Perception +8, Persuasion +7

Gear +1 longsword, +1 leather, dagger, potions (GM's choice)

Senses passive Perception 18

Languages Common plus two other languages

CR 14 (XP 11,500, or 13,000 in lair; PB +5)

REACTIONS

Kick (Recharge 4-6). **Trigger:** A creature within 5 feet that the adventurer can see targets it within an attack. **Response:** The attacker is knocked prone before the attack and can't stand up until the end of its turn.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). **Immediately after another creature's turn, the adventurer can expend a use to take one of the following actions. The adventurer regains all expended uses at the start of each of its turns.**

Sidestep. The adventurer moves up to half its speed without provoking attacks of opportunities.

Quick Slash / Draw. The adventurer makes one Longsword attack without inflicting any additional effects or one Hand Crossbow attack.

Feinting Grapple. Dexterity Saving Throw: DC 14, one creature within 5 feet that the adventurer can see. **Failure:** The target drops one item it is holding, and the adventurer can fling it up to 30 feet in a direction of its choice. **Success:** The target is grappled (escape DC 14). **Failure or Success:** The adventurer can't take this action again until the start of its next turn.

Barrage. Constitution Saving Throw: DC 14, one creature the adventurer is grappling. **Failure:** 23 (6d6 + 3) slashing damage. **Success:** Half damage. **Failure or Success:** The adventurer can't take this action again until the start of its next turn.



Determination (1/Day). If damage reduces the adventurer to 0 hit points, it drops to 1 hit point instead, unless the damage is from a critical hit.

Indomitable (3/Day). The adventurer can reroll a saving throw if it fails. It must use the new roll.

ACTIONS

Multiattack. The adventurer makes four attacks, using Longsword or Hand Crossbow in any combination.

Longsword. Melee Weapon Attack: +11, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) magical slashing damage, and the target suffers one of the following effects of the adventurer's choice (a target can only be affected once per turn):

- The target is affected by the *confusion* spell until the end of its next turn.
- The target is pushed up to 5 feet in a direction of the adventurer's choice.
- The target loses its concentration, and on its next turn, it can use either an action or a bonus action, not both.

Hand Crossbow. Ranged Weapon Attack: +9, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target's speed is reduced by 10 feet. This effect can stack.

BONUS ACTIONS

Imbibe Potion (3/Day). The adventurer imbibes a potion and gains one of the following effects:

- The adventurer regains 14 (4d4 + 4) hit points.
- The adventurer gains a flying speed of 60 feet for 1 hour.
- The adventurer gains resistance against one damage type for 1 hour, except bludgeoning, piercing, or slashing damage.

REACTIONS

Kick (Recharge 4-6). *Trigger:* A creature within 5 feet that the adventurer can see targets it within an attack. *Response:* The attacker is knocked prone before the attack and can't stand up until the end of its turn.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the adventurer can expend a use to take one of the following actions. The adventurer regains all expended uses at the start of each of its turns.

Sidestep. The adventurer moves up to half its speed without provoking attacks of opportunities.

Quick Slash / Draw. The adventurer makes one Longsword attack without inflicting any additional effects or one Hand Crossbow attack.

Feinting Grapple. *Dexterity Saving Throw:* DC 18, one creature within 5 feet that the adventurer can see. *Failure:* The target drops one item it is holding, and the adventurer can fling it up to 30 feet in a direction of its choice. *Success:* The target is grappled (escape DC 18). *Failure or Success:* The adventurer can't take this action again until the start of its next turn.

Barrage. *Constitution Saving Throw:* DC 18, one creature the adventurer is grappling. *Failure:* 40 (10d6 + 5) slashing damage. *Success:* Half damage. *Failure or Success:* The adventurer can't take this action again until the start of its next turn.