

# EXPANDED SYNDICATES

**HOME BREW**

Sonixverse Labs



## COMMON CRIMINALS

Bandits tend to be the most common criminal in any society. Many are simply ordinary people who have taken this path due to a wide variety of causes such as bad luck, war, poverty, or simply because they had the power to do so.

### BANDIT RAIDER

Bandit raiders tend to rely on numbers and intimidation to get what they want. Although they lack training and skill, they make up for it with the element of surprise and numbers to overwhelm their enemies.

### BANDIT BURGULAR

Bandit burglars prefer to stealthily acquire treasure rather than use violence. When confronted, they'll typically only engage long enough for them to make their escape. However, if they outnumber their opponents they can prove to be quite deadly.

### BANDIT THUG

Bandit thugs often serve as the muscle or for criminals using their strength smash through reinforced doors and vaults that protects valuable goods.

### BANDIT MAGE

Bandit mages are individuals who have acquired a basic knack for spellcasting, using their abilities to intimidate others to get what they want. Due to their limited arcane skill, they rely on the element of surprise or distractions from their allies to defeat more capable opponents.

### BANDIT ENFORCER

Enforcers typically are a standard above the common bandit. These individuals often are hired as bodyguards to escort crime bosses or to make a show of force against rivals. They excel at hand to hand combat using their iron grip to prevent their opponent's escape.

### RENEGADE

Renegades are individuals who combine their criminal wit with their charismatic charm. These individuals often are able to organize unruly bandits to work towards a sustainable goal beyond simple ambushes. As a result, they are known to use tactics such as holding towns hostage for tribute under the threat of a raid.

### THIEF LORD

Some criminals have gained a legendary and oftentimes notorious reputation for their exploits. Despite their renown, their true identity is often shrouded by a number of aliases. Although many are known to lead multiple bands of criminals, they are known as a source of inspiration for criminals far beyond their reach.

At times, these individuals have been known to be popular enough among the masses to lead rebellions or provide aid in times of crisis or oppression.

## SYNDICATES

Members of syndicates are involved in organized crime often in the form of thieves guilds or crime rings. These organizations have numerous contacts through all levels of society trading information, currency, goods, and services to those who pay the right price.

### GUILD ROGUE

These individuals are the foot soldiers of most syndicates acting as their eyes and ears on the streets. They prefer to fight on their own terms using numbers, their knowledge of their surroundings; and the element of surprise to their advantage.

### STREET MAGE

These individuals use their arcane talents for deception and misdirection. As a result, they are an extremely versatile member of any crime ring. Also they have several offensive capabilities, they are especially effective at using their abilities to find contacts, swindle the naive, and blackmail rivals.

### GUILD THIEF

These individuals excel at the art of burglary. Syndicates employ these individuals during heists to efficiently acquire their prize. In combat, the thief has a number of tools to enable them to make a quick escape only engaging if there is no other alternative.

### ARCANE COLLECTOR

These individuals are often the masterminds behind entire crime rings. Due to their extensive connections and knowledge, they have acquired a vast array of artifacts at their disposal.

Their affinity for such rare artifacts has granted them keen knowledge of their hoard. In combat, they can prove to be extremely dangerous and unpredictable opponents as they unleash their full magical arsenal to defend themselves.

However, the hardest part about fighting an arcane collector is actually getting to them in the first place; it is nearly impossible to track these individuals down unless one has insider knowledge from the syndicate, not to mention the collector would have a number of protections and wards against their treasure.

When using the arcane collector statblock, its equipment is equivalent to +3 generic weapons and armor. You can build your arcane collector how you see fit add any additional effects their magic items may possess.

Due to the wide variety of magic items and their varying strengths, the challenge rating of the Arcane collector. A good guideline for gauging their strength is to increase their challenge rating by 2 or 3 if they are equipped with 6 items of equal or greater strength to a +3 generic armor or weapon.



## BANDIT RAIDER

Medium Humanoid, varies

**Armor Class** 13 (Leather Armor)

**Hit Points** 23 (4d8+4)

**Speed** 30ft.

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

**Skills** Stealth +3, Perception +2

**Senses** passive Perception 12

**Languages** Common, and any one language

**Proficiency Bonus** +2

**Challenge** 1/2(100)xp

**Ambush** The bandit raider has advantage on initiative checks. If the bandit takes the Attack action against a creature that is surprised or hasn't acted yet in combat, it can make one additional shortsword or crossbow attack on its turn.

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

**Opportunist** The bandit raider can use its reaction to make a shortsword attack against a creature within 5 ft. of it that is suffering from a from one of the following conditions: blinded, deafened, paralyzed, prone, stunned, or unconscious.

### Actions

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

**Crossbow.** *Ranged Weapon Attack:* +3 to hit, 100/400ft, one target. *Hit:* 6 (1d8+1) piercing damage

## BANDIT BURGLAR

Medium Humanoid, varies

**Armor Class** 14 (Leather Armor)

**Hit Points** 23 (4d8+4)

**Speed** 30ft.

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

**Skills** Stealth +5, Sleight of Hand +5, Perception +2

**Senses** passive Perception 12

**Languages** Common, and any one language

**Proficiency Bonus** +2

**Challenge** 1/2(100)xp

**Cunning Action** The bandit burglar can use its bonus action to Dash, Disengage, or Hide

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

**Sneak Attack** When the bandit burglar makes a weapon attack against a creature that is surprised or if the bandit burglar has advantage on attack rolls against it, it can deal an additional 7(2d6) damage. It can only benefit from this feature once a turn.

### Actions

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

**Crossbow.** *Ranged Weapon Attack:* +4 to hit, 100/400ft, one target. *Hit:* 7 (1d8+2) piercing damage



## BANDIT THUG

Medium Humanoid, varies

**Armor Class** 14 (Breastplate Armor)

**Hit Points** 27 (4d8+8)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
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14 (+2)	10 (+0)	14 (+2)	10 (+0)	10 (+0)	10 (+0)
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**Skills** Athletics +5, Perception +2

**Senses** passive Perception 12

**Languages** Common, and any one language

**Proficiency Bonus** +2

**Challenge** 1/2(100 xp)

**Brutal** The bandit thug can deal a critical hit on a 19-20. Upon a critical hit, they can triple the damage die.

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

**Opportunist** The bandit thug can use its reaction to make a greatclub strike against a creature within 5 ft. of it that is suffering from a from one of the following conditions: blinded, deafened, paralyzed, prone, stunned, or unconscious.

**Siege Monster** The bandit thug can deal double damage to buildings and objects

### Actions

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

**Crossbow.** *Ranged Weapon Attack:* +4 to hit, 100/400ft, one target. *Hit:* 7 (1d8+2) piercing damage

## BANDIT MAGE

Medium Humanoid, varies

**Armor Class** 14 (Leather Armor)

**Hit Points** 23 (4d8+4)

**Speed** 30ft.

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

**Senses** passive Perception 12

**Languages** Common, and any one language

**Proficiency Bonus** +2

**Challenge** 2 (450xp)

**Combat Mage** When a creature makes a saving throw against the bandit mage's spell effect while one of the bandit's mage's allies are within 5ft. of it, that creature has disadvantage on its saving throw. This effect only applies to spell effects that target only one creature.

**Magical Ambush** When the bandit mage casts a spell against a target that is surprised or has not acted yet in combat, the bandit mage, it can do so with advantage. If the spell requires a saving throw, creatures have disadvantage on its saving throw.

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

### SPELLCASTING

The bandit mage is an 4th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The bandit mage has the following spells prepared:

**Cantrips(At will)** Firebolt, Minor Illusion, Mage Hand, Message, Prestidigitation

**1st Level Spells (4/long rest)** Charm Person, Burning Hands, Identify, Sleep

**2nd Level Spells (3/long rest)** Invisibility, Knock, Suggestion, Wristpocket

### Actions

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



## RENEGADE

Medium Humanoid, varies

**Armor Class** 18 (Leather Armor)

**Hit Points** 51 (6d8+12)

**Speed** 40ft.

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

**Skills** Athletics +5, Acrobatics +6, Deception+6, Stealth +6, Sleight of Hand +6, Perception +5, Persuasion +6

**Senses** passive Perception 15

**Languages** Common, and any one language

**Proficiency Bonus** +3

**Challenge** 5(1800 xp)

**Audacity** The renegade has advantage on initiative checks. Upon rolling initiative, it can move up to its movement speed to a spot that it can see.

**Dauntless** The renegade has advantage on saving throws against being frightened.

**Evasive** The renegade does not provoke opportunity attack by moving outside a creature's reach.

**Flourish** When the renegade has advantage on an attack roll, or makes a weapon attack against a creature while no other creatures are within 5ft. of the renegade, it can deal an additional 11(3d6) damage. It can only benefit from this feature once a turn.

**Nimble Combatant** When the renegade can use its bonus action to Dash

**Panache** The renegade can add its Charisma bonus to its Armor Class (already included in its AC)

### Actions

**Multiattack** The renegade can make three scimitar attacks. Alternatively, it can make two crossbow attacks.

**Scimitar** *Melee Weapon Attack:* +6 to hit, 5ft, one target. *Hit:* 7 (1d6+3) slashing damage

**Crossbow** *Ranged Weapon Attack:* +6 to hit, 5ft, one target. *Hit:* 8 (1d8+3) piercing damage

### Renegade

**Uncanny Dodge** When the renegade is hit with an attack, it can use its reaction to take half damage instead.

## ENFORCER

Medium Humanoid, varies

**Armor Class** 14 (Breastplate)

**Hit Points** 51 (6d8+18)

**Speed** 30ft.

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

**Skills** Athletics+5, Perception +4, Intimidation +4

**Senses** passive Perception 14

**Languages** Common, and any one language

**Proficiency Bonus** +2

**Challenge** 3(700 xp)

**Brutal Strike** The enforcer can deal an additional 7 (2d6) damage against a creature that is grappled by it. It can benefit from this additional damage once on each of its turns.

**Vice Grip** The enforcer can use its bonus action to grapple a creature its size or smaller. For the duration of the grapple, the target is considered grappled and the enforcer can use its bonus action to make an additional morningstar attack against that creature. The enforcer can only grapple one creature at a time in this manner

**Opportunist** The enforcer can use its reaction to make a club strike against a creature within 5ft. of it that is suffering from one of the following conditions: blinded, deafened, paralyzed, prone, stunned, or unconscious.

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

### Actions

**Multiattack** The enforcer can make two attacks with its morningstar. It can substitute any number of these attacks for a heavy crossbow attack

**Morningstar.** *Melee Weapon Attack:* +5 to hit, 5ft, one target. *Hit:* 8 (1d8+3) bludgeoning damage

**Heavy Crossbow** *Ranged Weapon Attack:* +5 to hit, 100/400ft, one target. *Hit:* 10 (1d10+3) piercing damage





## THIEF LORD

*Medium Humanoid, varies*

**Armor Class** 22 (Leather Armor)

**Hit Points** 117 (18d8+36)

**Speed** 40ft.

STR	DEX	CON	INT	WIS	CHA
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14 (+2)	20 (+5)	14 (+2)	16 (+3)	16 (+3)	20 (+5)
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**Skills** Athletics +10, Acrobatics +10, Deception+15, Stealth +10, Sleight of Hand +15, Perception +8, Persuasion +10

**Senses** passive Perception 18

**Languages** Common, and any one language

**Proficiency Bonus** +5

**Challenge** 15(13000xp)

**Audacity** The thief lord has advantage on initiative checks. Upon rolling initiative, it can move up to its movement speed to a spot that it can see.

**Daring Fighter** The thief lord can take another turn on its choice of initiative count 10 or 20 on top of its normal initiative.

**Dauntless** The thief lord has advantage on saving throws against being frightened.

**Evasive** The thief lord does not provoke opportunity attack by moving outside a creatures reach.

**Flourish** When the thief lord has advantage on an attack roll, or makes a weapon attack against a creature while no other creatures are within 5ft. of the thief lord, it can deal an additional 19(5d6) damage. It can only benefit from this feature once a turn.

**Legendary Resistance(3/turn)** Upon failing a saving throw, the thief lord can choose to succeed. Upon using this feature, they can take the Dash action.

**Nimble Combatant** When the thief lord can use its bonus to action to Dash

**Panache** The thief lord can add its Charisma bonus to its Armor Class (already included in its AC)

**Reactive** The thief lord can take a reaction at the end of every creatures turn.

## Actions

**Multiattack** The thief lord can make three scimitar attacks. Alternatively, it can make two crossbow attacks.

**Scimitar** *Melee Weapon Attack:* +10 to hit, 5ft, one target. *Hit:* 9 (1d6+5) slashing damage

**Crossbow** *Ranged Weapon Attack:* +10 to hit, 5ft, one target. *Hit:* 10 (1d8+5) piercing damage

## Reactions

**Counterstrike** When the thief lord is hit with an attack, it can use its reaction to make a scimitar attack.

**Uncanny Dodge** When the thief lord is hit with an attack, it can use its reaction to take half damage instead.



## GUILD ROGUE

Medium Humanoid, varies

**Armor Class** 15 (Studded Leather)

**Hit Points** 33 (6d8+6)

**Speed** 30ft.

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

**Skills** Deception +4, Perception +4, Sleight of Hand +7, Stealth +7

**Senses** passive Perception 14

**Languages** Common, and any one language

**Proficiency Bonus** +2

**Challenge** 3(700)xp

**Cunning Action** The guild rogue can use its bonus action to Dash, Disengage, or Hide.

**Evasion** When the guild rogue fails a Dexterity saving throw, it takes half damage. On a successful saving throw, it takes no damage.

**Fast Hands** The guild rogue can use its bonus action to make a Dexterity (Sleight of Hand) check to pickpocket or stow an object on another creature.

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

**Sneak Attack** When the guild rogue makes a weapon attack against a creature that is surprised or if the guild rogue has advantage on attack rolls against it, it can deal an additional 7(2d6) damage. It can only benefit from this feature once a turn.

### Actions

**Multiattack** The guild rogue can make two attacks with their knife. It can substitute any number of these attacks for a hand crossbow attack

**Knife.** *Melee Weapon Attack:* +5 to hit, 5ft, one target. *Hit:* 6 (1d4+3) piercing damage

**Hand Crossbow** *Ranged Weapon Attack:* +5 to hit, 30/120ft, one target. *Hit:* 7 (1d6+3) piercing damage

### Reactions

**Uncanny Dodge** When the guild rogue is hit with an attack, it can use its reaction to take half damage instead.

## STREET MAGE

Medium Humanoid, varies

**Armor Class** 14 (Leather Armor)

**Hit Points** 33 (6d8+6)

**Speed** 30ft.

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

**Skills** Deception +7, Stealth +4, Perception +3, Performance +7, Persuasion +7

**Senses** passive Perception 13

**Languages** Common, and any one language

**Proficiency Bonus** +2

**Challenge** 3(700)xp

**Cunning Action** The street mage can use its bonus action to Dash, Disengage, or Hide

**Evasion** When the street mage fails a Dexterity saving throw, it takes half damage. On a successful saving throw, it takes no damage.

**Magic Trick** The street mage can cast a cantrip that does not deal damage as a bonus action.

If the street mage produces an effect within 5ft.of a creature within range, that street mage as advantage on attack rolls against that creature until the end of its next turn.

Additionally, that creature has disadvantage on the street mage's spell effects.

**Magical Ambush** When the street mage casts a spell against a target that is surprised or has not acted yet in combat, the bandit mage, it can do so with advantage. If the spell requires a saving throw, creatures have disadvantage on its saving throw.

### SPELLCASTING

The street mage is an 6th level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The street mage has the following spells prepared:

**Cantrips(At will)** Friends, Minor Illusion, Mage Hand, Message, Prestidigitation, Vicious Mockery

**1st Level Spells (4/long rest)** Charm Person, Disguise Self, Dissonant Whispers, Sleep

**2nd Level Spells (3/long rest)** Hold Person, Invisibility, Knock, Phantasmal Force. Suggestion, Wristpocket

**3rd Level Spells (3/long rest)** Fast Friends, Hypnotic Pattern, Lightning Bolt

### Actions

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

### Reactions

**Uncanny Dodge** When the street mage is hit with an attack, it can use its reaction to take half damage instead.





## GUILD THIEF

*Medium Humanoid, varies*

**Armor Class** 15 (Studded Leath)

**Hit Points** 44 (8d8+8)

**Speed** 30ft., 30ft. climb

**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**

12 (+1) 16(+3) 12 (+1) 14 (+2) 12 (+1) 14 (+2)

**Skills** Perception +4, Sleight of Hand +7, Stealth +7

**Senses** passive Perception 14

**Languages** Common, and any one language

**Proficiency Bonus** +2

**Challenge** 4(1100)xp

**Cunning Action** The guild thief can use its bonus action to Dash, Disengage, or Hide.

**Evasion** When the guild thief fails a Dexterity saving throw, it takes half damage. On a successful saving throw, it takes no damage.

**Fast Hands** The guild thief can use its bonus action to interact or use an object or to make a Dexterity(Sleight of Hand) check to pickpocket or stow an object on another creature.

**Nimble Form** The guild thief is able to move through a space for a creature one size smaller than it without squeezing.

**Sneak Attack** When the guild thief makes a weapon attack against a creature that is surprised or if the guild rogue has advantage on attack rolls against it, it can deal an additional 7(2d6) damage. It can only benefit from this feature once a turn.

## Actions

**Multiattack** The guild thief can make two attacks with their knife. It can substitute any number of these attacks for a hand crossbow attack

**Knife.** *Melee Weapon Attack:* +5 to hit, 5ft, one target.  
*Hit:* 6 (1d4+3) piercing damage

**Hand Crossbow** *Ranged Weapon Attack:* +5 to hit, 30/120ft, one target. *Hit:* 7 (1d6+3) piercing damage

**Grappling Hook** The grappling hook can be fired to be secured on a ledge, limb, or other secure protrusion. The grappling hook has a full length of 60ft. As part of this action, the guild thief is pulled 30ft. along this rope.

**Smoke Bomb(3/day)** The guild thief can throw a smoke bomb to obscure vision. Creatures in a 10ft. radius around a spot within 30ft. of the thief is heavily obscured by a cloud of smoke. This smoke counts as non-magical darkness and lasts until the end of the guild thief's next turn. Creatures that first enter within this radius must succeed a DC 12 Constitution saving throw. On a failed saving throw, creatures cannot take actions, bonus actions, or reactions until the end of its next turn.

**Ball Bearing(3/day)** The guild thief can throw a number of ball bearing to knock creatures prone. Creatures in a 10ft. radius around a spot within 30ft. of the thief is covered with small ball bearing for one minute. Creatures that first enters in this space must succeed a DC 12 Dexterity saving throw or fall prone.

## Reactions

**Uncanny Dodge** When the guild thief is hit with an attack, it can use its reaction to take half damage instead.



## HIRED KILLERS

Many guilds and crime rings employ hired killers to take out rivals or to fulfill contracts for clients. These mercenaries have perfected the art of death seeking to kill their opponent quickly and silently.

### ASSASSINS

Assassins are extremely patient combatants only engaging at the perfect opportunity and will never engage in a prolonged fight. If they are unable to slay their foes within a matter of seconds they will attempt to make a quick escape.

### FACELESS

Faceless assassins are the masters of disguise. They are known to carefully study their targets and their acquaintances in order to get close enough for a killing blow. Their special training even allows them to shield their mind against effects that would blow their cover.

### NIGHTBLADE

Night blades have mastered the art of camouflage to avoid detection. They are at their strongest during the night capable of seemingly walking up upon their quarry virtually unseen.

### VENOMBLADE

These assassins specialize in using various toxins to debilitate their target these poisons are crafted to be especially effective against any creature and can be tailored to weaken their opponents according to their specific strengths.

### SNIPER

Snipers have mastered the ability to eliminate foes from long distances. Thanks to their keen vision and stealthy tactics, they are able to fire on their unsuspecting opponent without revealing their position.

### MAGE SPY

These individuals have mastered the ability to find information for their clients. As their goal is primarily to acquire intel or track a target, they only engage long enough to make a quick escape. However their primary weapon is to rely on deceit and subterfuge to evade detection or confrontation by erasing their very presence from one's memory.

### MAGE ASSASSIN

Mage assassins are just as lethal as their martial counterparts. Once targeted by these mages, there is no escaping their gaze except by planar travel. If possible, the mage prefers to stealthily eliminate its opponent using their ability to silently cast spells even while being in another room. If their cover is blown, they have an arsenal of enchantment spells to confuse their enemy long enough for them to either finish the job or to make a hasty retreat.

## MERCENARIES

Bounty hunters and bounty mages are individuals who specialize in finding and taking down targets for clients (either dead or alive).

### BOUNTY HUNTER AND BOUNTY MAGES

Most mercenaries tend to be largely objective, lending their services to those who pay the most. However, it is not uncommon for those individuals to be regularly hired under a specific individual or organization.

Although many mercenaries have been known to work alone, a lot of them tend to work in small groups of 4(1d6) on challenging contracts to ensure the job is easily completed

### BOUNTY HUNTER

Bounty hunters tend to be patient opponents seeking to find as much information they can about their opponent and then devising a plan to target their weakness. The more information they are able to acquire, the easier their task becomes.

In general, bounty hunters and bounty mages tend to be very versatile in their skillset. Firstly, that makes them more lucrative to potential clients and it also enables them to handle nearly any challenge. However, the one downside to many bounty hunters is that many times, they will back out of a bounty if the price is not worth the risk or involves more than what they were paid.



# ARCANE COLLECTOR

Medium Humanoid, varies

**Armor Class** 21 (Enchanted Leather Armor)

**Hit Points** 117 (18d8+36)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
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14 (+2)	20(+5)	14 (+2)	20 (+5)	14 (+2)	18 (+4)
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**Damage Resistances** Non-magical bludgeoning, piercing, and slashing damage.

**Saving Throws** Str +8, Dex +11, Con +8, Int +11, Wis +8, Cha +10

**Skills** Arcana +15, Deception +10, Sleight of Hand +15, Stealth +10, Perception +7,

**Senses** passive Perception 17

**Languages** Common, and any one language

**Proficiency Bonus** +5

**Challenge** 13(10000)xp

**Cunning Action** The arcane collector can use its bonus action to Dash, Disengage, or Hide.

**Evasion** When the arcane collector fails a Dexterity saving throw, it takes half damage. On a successful saving throw, it takes no damage.

**Fast Hands** The arcane collector can use its bonus action to interact or use an object or to make a Dexterity(Sleight of Hand) check to pickpocket or stow an object on another creature.

**Legendary Resistance(3/long day)** When the collector fails a saving throw, it can choose to succeed instead. Upon using this feature, it can use one of its attuned magical items.

**Living Attunement(6/long rest)** When the collector is reduced to 0 hitpoints, it can end one of its attunements to a magical item to regain 1 hitpoint. It cannot benefit from that attunement slot until it completes a long rest.

**Magical Resistance** The arcane collector has advantage on saving throws against spell effects.

**Master Collector** The arcane collector can ignore race and class restrictions for magical items. Additionally, the arcane collector can attune up to 6 items.

**Sneak Attack** When the arcane collector makes a weapon attack against a creature that is surprised, if the arcane collector has advantage on attack rolls against it, or while attuned to at least one magical item, it can deal an additional 18(5d6) damage. It can only benefit from this feature once a turn.

**Thief Reflexes** The arcane collector can make take two bonus actions on its turn.

**Treasure Sense** The arcane collector can pinpoint the presence of a magical item that it can see within range. It is able to learn the full capabilities of that item.

## SPELLCASTING

The arcane collector can use its Intelligence modifier for any magical items that uses the caster's spellcasting ability. Its spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). This bonus includes the bonus granted by a +3 bonus to spell attack rolls and saving throws from a magical item.

## Actions

**Multiattack** The arcane collector can use its Item Recharge(if available) and can make two attacks with their shortsword. It can substitute any number of these attacks for a hand crossbow attack.

Alternatively it can use its Item Recharge(if available) and cast a spell.

**Shortsword.** *Melee Weapon Attack:* +13 to hit, 5ft, one target. *Hit:* 12 (1d6+8) magical piercing damage

**Hand Crossbow** *Ranged Weapon Attack:* +13 to hit, 30/120ft, one target. *Hit:* 12 (1d6+8) piercing damage

**Rapid Attunement** The arcane collector can attune to one magical item. It can choose to use this feature to swap its attunement from one item to another

**Item Recharge(Recharge 5-6)** One of the arcane collector's items can regain 1d4 expended charges.

## Reactions

**Uncanny Dodge** When the arcane collector is hit with an attack, it can use its reaction to take half damage instead.

## Legendary Actions (3/turn)

**Cunning Action(1 action)** The Arcane Collector can use its Cunning Action

**Resilience(1 action)** The Arcane Collector can end one status condition or spell effect itself

**Magical Item(2 action)** The Arcane Collector can use one of its magical items

**Rapid Attunement (2 action)** The Arcane Collector can use one of its rapid attunement feature





## ASSASSIN

Medium Humanoid, varies

**Armor Class** 17 (Studded Leather)

**Hit Points** 78 (12d8+24)

**Speed** 30ft., 30ft. climb

**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**

12 (+1) 18(+4) 14 (+2) 16 (+3) 16 (+3) 18 (+4)

**Saving Throws** Dex +8, Int +6, Wis +6

**Skills** Acrobatics +8, Deception+12, Sleight of Hand +12, Stealth +12, Perception +11

**Senses** passive Perception 21

**Languages** Common, and any one language

**Proficiency Bonus** +4

**Challenge** 9(5000)xp

**Cunning Action** The assassin can use its bonus action to Dash, Disengage, or Hide.

**Evasion** When the assassin fails a Dexterity saving throw, it takes half damage. On a successful saving throw, it takes no damage.

**First Strike** The assassin has advantage on initiative attacks. Whenever the assassin take the Attack action against a creature that is surprised, it can force that creature to make a DC 16 Constitution saving throw. On a failed saving throw, the damage dealt by that attack is doubled.

**Killing Blow** If the assassin reduces a creature to 0 hitpoints, it is instantly killed.

**Killer Strike** The assassin can deal a critical hit on an 18-20. Upon dealing critical damage, the assassin can triple the damage die.

**Sneak Attack** When the assassin makes a weapon attack against a creature that is surprised or if the assassin has advantage on attack rolls against it, it can deal an additional 18(4d8) damage. It can only benefit from this feature once a turn.

## Actions

**Multiattack** The assassin can make two attacks with their knife. It can substitute any number of these attacks for a hand crossbow attack. Alternatively, it can make two

**Knife.** *Melee Weapon Attack:* +8 to hit, 5ft, one target. *Hit:* 7 (1d4+4) piercing damage

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

## Reactions

**Uncanny Dodge** When the assassin is hit with an attack, it can use its reaction to take half damage instead.





## MASTER ASSASSIN

Medium Humanoid, varies

**Armor Class** 18 (Studded Leather)

**Hit Points** 135 (18d8+54)

**Speed** 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

14 (+2)	20(+5)	16 (+3)	20 (+5)	20 (+5)	20 (+5)
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**Saving Throws** Dex +10, Int +10, Wis +10

**Skills** Acrobatics +8, Deception+15, Insight +10, Sleight of Hand +15, Stealth +15, Perception +15

**Senses** passive Perception 25

**Languages** Common, and any one language

**Proficiency Bonus** +5

**Challenge** 15(13000)xp

**Cunning Action** The master assassin can use its bonus action to Dash, Disengage, or Hide.

**Death Blow** Upon reducing a creature to 0 hitpoints, the assassin can use its reaction to make an additional weapon attack against a creature within range. This extra attack can benefit from Sneak Attack.

**Evasion** When the master assassin fails a Dexterity saving throw, it takes half damage. On a successful saving throw, it takes no damage.

**First Strike** The master assassin has advantage on initiative attacks. Whenever the assassin take the Attack action against a creature that is surprised, it can force that creature to make a DC 19 Constitution saving throw. On a failed saving throw, the damage dealt by that attack is doubled.

**Killing BLOW** If the master assassin reduces a creature to 0 hitpoints, it is instantly killed.

**Killer Strike** The master assassin can deal a critical hit on an 18-20. Upon dealing critical damage, the master assassin can triple the damage die.

**Legendary Resistance(3/day)** If the master assassin fails a saving throw, it can choose to succeed. Upon using this feature, they can use their Cunning Action.

**Sneak Attack** When the master assassin makes a weapon attack against a creature that is surprised or if the assassin has advantage on attack rolls against it, it can deal an additional 27(6d8) damage. It can only benefit from this feature once a turn.

**Vanish in Plain Sight** The assassin can take the Hide action even if there is no suitable cover

## Actions

**Multiattack** The assassin can make three attacks with their dagger. It can substitute any number of these attacks for a hand crossbow attack. Alternatively, it can make two

**Knife.** *Melee Weapon Attack:* +10 to hit, 5ft, one target. *Hit:* 8 (1d4+5) piercing damage

**Hand Crossbow** *Ranged Weapon Attack:* +10 to hit, 30/120ft, one target. *Hit:* 9 (1d6+5) piercing damage

## Reactions

**Uncanny Dodge** When the master assassin is hit with an attack, it can use its reaction to take half damage instead.

## Legendary Actions(3/turn)

**Cunning Action(1 action)** The master assassin can use its Cunning Action.

**Resilience(1 action)** The master assassin can end of status condition or spell effect on it.

**Death Blow(3 actions)** The master assassin can make a weapon attack against a creature in range. Upon a hit, that attack can benefit from sneak attack.



# ASSASSIN VARIANTS

## Faceless

**False Persona** The assassin's thoughts can't be read by telepathy or other means unless it allows it. It can present false thoughts by making a Charisma (Deception) check contested by the mind reader's Wisdom (Insight) check. Magic cannot compel it to speak the truth and always indicates that it is truthful unless it chooses not to.

**Numerous Forms(1/short rest)** The assassin can its appearance and voice. The assassin can change its appearance to match a humanoid it has seen including features such as coloration, appearance of gender, and hair length. However, it cannot change its height, weight, or acquire significant biological features it would otherwise its appearance, such as horns, additional limbs, or tails. However minor features such as pointed ears, eye color, or sharpened teeth can be imitated. It also acquires clothing appropriate to its form. You stay in the new form until you use an action to revert to your true form or until you die.

**Mimicry** The assassin can mimic sounds it has heard, including voices. A creature that hears the sounds the assassin makes can tell they are imitations with a successful Wisdom (Insight) check opposed by its Charisma (Deception) check.

## Reactions

**Misdirection** If the assassin is hit with an attack while within 5ft. of another creature, it can use its reaction to cause that creature to take damage instead

## Nightblade

- **Challenge Rating** Increases by 1

**Gloomy Presence** Whenever the assassin fails a saving throw against an effect that deals damage and only targets the assassin, the assassin can take half damage. On a successful saving throw, it takes no damage.

**Shadow Skulker** While in darkness, the assassin is invisible to creatures that rely on vision to see it.

**Shadow Strike** While in dim light or darkness, the assassin can benefit from its Sneak Attack feature.

## Reactions

**Vanish** If the assassin succeeds a Dexterity saving throw, it can use its reaction to move up to half its movement speed and take the Hide action.

## Venomblade

- **Challenge Rating** Increases by 2

**Potent Toxin** When the assassin deals poison damage, it can ignore resistance and immunity when dealing poison damage or saving against the poisoned condition.

### POTENT POISON (3/DAY)

The assassin can use its bonus action to coat a weapon with poison. The next time it hits a creature with a weapon attack, the target must succeed a DC 15 Constitution saving throw. On a failed saving throw, the target takes 28(8d6) poison damage and is poisoned for one minute.

On a successful saving throw, creatures take half damage and are not poisoned. Creatures poisoned in this manner can repeat its saving throw at the end of each of its turns ending it upon a success.

Poisoned creatures suffer one of the following effects depending on the poison.

**Mage Bane** While poisoned, a creature cannot cast spells for the duration of the effect.

**Pulsing Toxin** While poisoned, a creature takes 14(4d6) poison damage at the start of each of its turns.

**Withering Toxin** While poisoned, a creature cannot recover hitpoints for the duration.

## Sniper

- **Challenge Rating** Increases by 1

**Keen Aim** The assassin can use its bonus action to grant itself advantage on its next ranged weapon attack

**Keen Sight** The assassin has advantage on Wisdom(Perception) checks that rely on sight.

**Sniper** Firing a ranged weapon does not reveal the assassin's position while hidden. It cannot benefit from this feature if it spends any movement on its turn.

**Sharpshooter** The assassin can double the range of its weapon attack and does not suffer any penalties due to range. This bonus is already included in the attack. Additionally, it can ignore any bonuses granted by half and three fourth cover.

## Actions

**Heavy Crossbow Ranged Weapon Attack:** +9 to hit, 1200ft, one target. Hit: 8 (1d10+4) piercing damage





## MAGE ASSASSIN

*Medium Humanoid, varies*

**Armor Class** 16 (Mage Armor)

**Hit Points** 78 (12d8+24)

**Speed** 30ft.

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

**Saving Throws** Dex +7, Int +8, Wis +7

**Skills** Arcana 8, Deception +11, Sleight of Hand +7, Stealth +11, Perception +11

**Senses** passive Perception 21

**Languages** Common, and any one language

**Proficiency Bonus** +4

**Challenge** 9 (5000xp)

**Assassin's Mark** The assassin can mark a creature it can see within 120ft. as its quarry. While under this effect, the mage assassin can pinpoint the location of that creature as long as they are on the same plane of existence.

While this effect is active, the mage assassin is able to ignore half, three-fourths, and full cover when it casts a spell effect against that creature. However, the spell effect can only target one creature at a time.

The mage assassin can only mark one creature at a time in this manner. If it marks a second creature, the first mark is immediately dismissed.

**Cunning Action** The mage assassin can use its bonus action to Dash, Disengage, or Hide.

**Death Weave** When the mage assassin casts a spell of 1st level or higher, its next melee weapon attack deals an additional 1d6 force damage to its next weapon attack for each level of the spell cast.

**Evasion** When the mage assassin fails a Dexterity saving throw, it takes half damage. On a successful saving throw, it takes no damage.

**Killing Blow** If the mage assassin reduces a creature to 0 hitpoints, it is instantly killed.

**Magical Ambush** When the mage assassin casts a spell against a target that is surprised or has not acted yet in combat, the mage assassin can do so with advantage. If the spell requires a saving throw, creatures have disadvantage on its saving throw.

**Killer Casting** If the spell deals damage and targets only one creature, the mage assassin can treat the roll as its maximum damage.

**Silent Casting** The mage assassin can ignore the verbal and somatic components of its casting.

### SPELLCASTING

The mage assassin is an 12th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The mage assassin has the following spells prepared:

**Cantrips (At will)** Booming Blade, Firebolt, Friends, Mage Hand, Minor Illusion, Message, Prestidigitation

**1st Level Spells (4/long rest)** Charm Person, Disguise Self, Magic Missile, Silent Image

**2nd Level Spells (3/long rest)** Hold Person, Invisibility, Mind Spike, Misty Step, Nystul's Magic Aura, Pass Without Trace, See Invisibility, Suggestion

**3rd Level Spells (3/long rest)** Counterspell, Dispel Magic, Fireball, Haste, Hypnotic Pattern, Major Image

**4th Level Spells (3/long rest)** Arcane Eye, Blight, Charm Monster, Dimension Door, Greater Invisibility, Otiluke's Resilient Sphere, Phantasmal Killer

**5th Level Spells (2/long rest)** Dream, Dominate Person, Immolation, Far Step, Hold Monster, Scrying, Seeming, Teleportation Circle,

**6th Level Spells (1/long rest)** Contingency, Chain Lightning, Disintegrate, Mass Suggestion,

### Actions

**Multiattack** The mage assassin can cast a spell and make a single dagger attack on its turn.

**Dagger.** *Melee Weapon Attack:* +7 to hit, 5ft, one target. *Hit:* 6 (1d4+3) slashing damage

### Reactions

**Uncanny Dodge** The assassin mage can use its reaction to take half damage when hit with an attack.



# MAGE SPY

Medium Humanoid, varies

**Armor Class** 15 (Mage Armor)

**Hit Points** 78 (12d8+24)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

14 (+2)	14 (+2)	14 (+2)	18 (+4)	18 (+4)	18 (+4)
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**Saving Throws** Dex +5, Int +6, Wis +6

**Skills** Arcana +5, Deception +7, Stealth +5, Intimidation +7, Investigation +10 Perception +10, Survival +10, Persuasion +7

**Senses** passive Perception 20

**Languages** Common, and any one language

**Proficiency Bonus** +3

**Challenge** 7 (2900xp)

**Cunning Action** The mage spy can use its bonus action to Dash, Disengage, or Hide.

**Evasion** When the mage spy fails a Dexterity saving throw, it takes half damage. On a successful saving throw, it takes no damage.

**False Impressions** Whenever a creature is charmed by the mage spy, it can choose to cause the target to either complete forget or remember false memories for up to 3 hours.

**False Persona** The assassin's thoughts can't be read by telepathy or other means unless it allows it. It can present false thoughts by making a Charisma (Deception) check contested by the mind reader's Wisdom (Insight) check. Magic cannot compel it to speak the truth and always indicates that it is truthful unless it chooses not to.

**Master Disguise** The mage spy is able to magically polymorph itself into a Small or Medium humanoid of its choice as an action. The mage can its appearance and voice. The mages can make itself appear identical to any humanoid it has seen and can adjust its height and weight.

**Mimicry** The mage spy can mimic sounds it has heard, including voices. A creature that hears the sounds the mage spy makes can tell they are imitations with a successful Wisdom (Insight) check opposed by its Charisma (Deception) check.

**Traceless** The mage spy cannot be tracked by divination spells.

## SPELLCASTING

The mage spy is an 12th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The mage spy has the following spells prepared:

**Cantrips(At will)** Booming Blade, Firebolt, Friends, Mage Hand, Minor Illusion, Message

**1st Level Spells (4/long rest)** Charm Person, Disguise Self, Magic Missile, Silent Image

**2nd Level Spells (3/long rest)** Alter Self, Hold Person, Invisibility, Mind Spike, Misty Step, Nystul's Magic Aura, Pass Without Trace, See Invisibility, Suggestion, Web

**3rd Level Spells (3/long rest)** Counterspell, Dispel Magic, Fireball, Glyph of Warding, Slow

**4th Level Spells (3/long rest)** Arcane Eye, Charm Monster, Locate Creature, Dimension Door, Greater Invisibility Phantasmal Killer

**5th Level Spells (2/long rest)** Dream, Dominate Person, Hold Monster, Passwall, Scrying, Seeming, Teleportation Circle, Wall of Force

**6th Level Spells (1/long rest)** Contingency, Chain Lightning, Mass Suggestion, True Seeing

## Actions

**Multiattack** The mage spy can cast a spell and make a single dagger attack on its turn.

**Dagger. Melee Weapon Attack:** +6 to hit, 5ft, one target. **Hit:** 8 (1d8+3) slashing damage





## BOUNTY HUNTER

*Medium Humanoid, varies*

**Armor Class** 16 (Studded Leather)

**Hit Points** 90 (12d8+36)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	16(+3)	16 (+3)	16 (+3)	16 (+3)	18 (+4)
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**Skills** Athletics +6, Acrobatics +6, Stealth +6, Investigation + 9 Perception + 9, Survival +9

**Senses** passive Perception 19

**Languages** Common, and any one language

**Proficiency Bonus** +3

**Challenge** 7(2900xp)

**Ambusher** The bounty hunter has advantage on initiative checks. If the bounty hunter makes an attack against a creature that is surprised or has not taken its action yet, it can do so with advantage.

**Background Check** If a creature remains under the effects of the Bounty's Mark for at least 24 hours, the bounty hunter is able to collect enough information to predict their targets movements. They are able to learn information as if *Legend Lore* were cast of the individual and know the general location of their target at long as they are within 1 mile of them.

**Bounty's Insight** If a creature remains under the effects of the Bounty's Mark for at least 24 hours, the bounty hunter is able to collect enough information about the creature's tactics and abilities. It can learn that creatures Ability Scores, Class Features and Levels(if any), Condition Immunities, Damage Resistances and Immunities, Magic Items in its possession, Movement Speed, Proficiencies, Saving Throws, or Spells (if any). This information can be collected through eyewitnesses, word of mouth, etc.

**Bounty's Mark** The bounty hunter can mark a creature for its quarry. While this mark is active, the bounty hunter has advantage on Intelligence, Wisdom, and Charisma checks to track and find information about that creature.

While under this mark, the bounty hunter can deal add an additional 5(1d8) to its damage rolls against that creature and can make one additional weapon attack against it. It can also deal a critical hit against that creature on a 19-20.

The bounty hunter can only track one creature at a time in this manner ending the effect if it targets another creature or if it is killed.

**Keen Senses** The bounty hunter has advantage on Wisdom(Perception) and Intelligence(Investigation) checks

### Actions

**Multiattack** The bounty hunter can make three attacks with their longsword. Alternatively, the bounty hunter can make two crossbow attacks. It can substitute any one of its weapon attacks for a Bola.

**Longsword.** *Melee Weapon Attack:* +6 to hit, 5ft, one target. *Hit:* 8 (1d8+3) slashing damage

**Crossbow** *Ranged Weapon Attack:* +6 to hit, 30/120ft, one target. *Hit:* 7 (1d8+3) piercing damage

**Bola** *Melee Weapon Attack:* +6 to hit, 10/30ft, one target. *Hit:* 6 (1d4+3) bludgeoning damage. Upon a hit, Medium and smaller creatures fall prone and are restrained. It must use its action to succeed a DC 15 Strength saving throw to escape the bola.



# BOUNTY MAGE

Medium Humanoid, varies

**Armor Class** 15 (Mage Armor)

**Hit Points** 78(12d8+24)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

14 (+2)	14(+2)	14 (+2)	18 (+4)	18 (+4)	18 (+4)
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**Skills** Arcana +5, Deception +7, Stealth +5, Intimidation +7, Investigation +10 Perception +10, Survival +10, Persuasion +7

**Senses** passive Perception 20

**Languages** Common, and any one language

**Proficiency Bonus** +3

**Challenge** 7(2900xp)

**Ambusher** The bounty mage has advantage on initiative checks. If the bounty hunter makes an attack against a creature that is surprised or has not taken its action yet, it can do so with advantage. Creatures that meet this condition also have disadvantage on saving throws against the bounty mage's spell effects.

**Background Check** If a creature remains under the effects of the Bounty's Mark for at least 24 hours, the bounty mage is able to collect enough information to predict their targets movements. It can cast *Legend Lore* and *Scrying* on that creature at will without expending spell slots.

**Bounty's Insight** If a creature remains under the effects of the Bounty's Mark for at least 24 hours, the bounty mage is able to collect enough information about the creature's tactics and abilities. It can learn that creatures Ability Scores, Class Features and Levels(if any), Condition Immunities, Damage Resistances and Immunities, Magic Items in its possession, Movement Speed, Proficiencies, Saving Throws, or Spells (if any). This information can be collected through eyewitnesses, word of mouth, etc.

**Bounty's Mark** The bounty mage can mark a creature for its quarry. While this mark is active, the bounty hunter has advantage on Intelligence, Wisdom, and Charisma checks to track and find information about that creature.

While under this mark, the bounty mage can deal add an additional 5(1d8) to its damage rolls against that creature. Additionally, that creature suffers disadvantage on saving throws against the bounty mage's spell effects. Additionally, the bounty mage's spell attack rolls have advantage against its target.

The bounty hunter can only track one creature at a time in this manner ending the effect if it targets another creature or if it is killed.

**Keen Senses** The bounty mage has advantage on Wisdom(Perception and Survival) and Intelligence(Investigation) checks.

## SPELLCASTING

The bounty mage is an 12th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The bounty mage has the following spells prepared:

**Cantrips(At will)** Booming Blade, Firebolt, Friends, Minor Illusion, Message

**1st Level Spells (4/long rest)** Burning Hands, Charm Person, Disguise Self, Hunter's Mark, Magic Missile, Shield, Sleep

**2nd Level Spells (3/long rest)** Hold Person, Invisibility, Mind Spike, Nystul's Magic Aura, Pass Without Trace, See Invisibility, Suggestion, Web

**3rd Level Spells (3/long rest)** Counterspell, Dispel Magic, Fast Friends, Fireball, Haste, Hypnotic Pattern, Sending, Slow

**4th Level Spells (3/long rest)** Charm Monster, Dimension Door, Otiluke's Resilient Sphere, Phantasmal Killer

**5th Level Spells (2/long rest)** Dominate Person, Hold Monster, Scrying, Seeming

**6th Level Spells (1/long rest)** Chain Lightning, Disintegrate

## Actions

**Multiattack** The bounty mage can cast a spell and make a single dagger attack on its turn.

**Dagger.** *Melee Weapon Attack:* +6 to hit, 5ft, one target. *Hit:* 8 (1d8+3) slashing damage



## D8 Plot Hook Syndicate Motives

## Example

1	<b>Crime Empire</b>	These organizations are one of the largest of all crime factions. These syndicates have considerable resources rivaling that of governments. They brutally crush and absorb other crime factions under their banner. Even the most powerful of governments are scared to push against these organizations.	A scheming archfey has brutally slain rival crime lords absorbing their followers into their massive syndicate. This conquest is all part of their quest to rule the crime underworld.
2	<b>Crime Haven</b>	Some crime rings have grown powerful enough to create their own effective government or society. Such areas are typically ruled by a careful balance among numerous crime guilds.	A pirate cove demands tribute from those who pass through their waters. They maintain a strict code of honor between numerous pirate factions and will hunt down those who betray this code.
2	<b>Death Order</b>	These secretive factions have dedicated themselves to the arts of assassination and death. Only the wealthiest of clients can afford to hire these individuals. However once hired, their quarry is as good as found (dead or alive).	A gold dragon emperor has a secret order of assassins and mages that act as the true eyes and ears of the throne.. Their primary goal is protecting their ruler from scheming nobles and to seek and destroy any major threat to their master's plans.
3	<b>Intel Force</b>	These organizations typically precede the arrival of a war or large scale attack. These individuals are secret agents to find information about a cities or nations defenses and vulnerabilities. If possible, they have been known to cause chaos by eliminating prominent figures of power or key defenses.	A green dragon uses a network of spies and assassins to infiltrate a nearby megalopolis. Their goals are to disable the city's arcane defenses so the dragon can teleport her yuan-ti armies in the midst of the city.
4	<b>Lord of Thieves</b>	Numerous bands of criminals and vagabonds have become much more organized under the banner of a rising crime lord.	Numerous bandit camps in the region have been robbing numerous caravans and settlements over the past few months. Each raid is marked with the emblem of the Thief King. They have grown more bold holding towns hostage underneath the banner of this figure.
5	<b>Rebel's Cause</b>	In some circumstances, various criminal factions conduct illegal activities on behalf of the common people, typically stealing from the rich and powerful. This often puts them at odds with governments who see them a revolutionists or terrorists.	A guild of thieves operate in the city slums protecting the innocent from other crime lords and corrupt law enforcement. However, they are being hunted down by both law enforcement and crime guilds do to their vigilante antics.
6	<b>Shadow Rule</b>	These crime syndicates control local politics and even entire cities through bribes, blackmail, and corruption of power.	A large crime syndicate silently pulls the strings of numerous cities within a region. All the ruling figures are puppets placed by the syndicate. Any rivals or challengers to their rule are mysteriously found dead.
7	<b>Smuggling Mogul</b>	These crime syndicates maintain a vast network across the entire nations or even continents that is capable of acquiring and transporting items and even creatures undetected with ease.	A scheming archfey has brutally slain rival crime lords absorbing their followers into their massive syndicate. This conquest is all part of their quest to rule the crime underworld.



# ART CREDITS

Cover Art: [Chasestone](#)

Guild Thief: [Paul Scott Canavan](#)

Queen of Thieves: [Magali Villeneuve](#)

Assassin: [Uriah Voth](#)

Master Assassin [Michael C Hayes](#)

Mage Assassin [Anna Steinbaur](#)

Bounty Hunter [Scott Murphy](#)

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