

## ELITE WARRIOR TEMPLATE

When a creature becomes an elite warrior, it retains its statistics except as described below. The elite warrior may gain or lose abilities or equipment per the DM's discretion.

**Armor Class.** The creature gains up to a +3 bonus to its Armor Class. This could be through gaining new armor or a shield, or their natural armor is stronger than before.

**Hit Points.** If the creature has 2 hit dice or less, triple the number of hit dice. If they have between 3 to 6, double the number of hit dice, and if they have 7 hit dice or more, multiply the number by 1.25.

**Physical Ability Scores.** The creature gains a bonus to their physical abilities: Strength, Dexterity, and Constitution. The bonuses are +4, +3, and +2 and one ability score can not be chosen twice. A DM determines where each bonus goes.

**Mental Ability Scores.** The creature gains a bonus to their mental abilities: Intelligence, Wisdom, and Charisma. The bonuses are +2, +1, +0 and one ability score can not be chosen twice. A DM determines where each bonus goes.

**Saving Throws and Skills.** The creature gains either 2 saving throws and 1 skill, or 1 saving throw and 2 skills. If they already have saving throws or skills, this counts against the number they gain.

**Challenge Rating.** A creature's Challenge Rating is increased by 2 with a minimum Challenge Rating of 1. If a creature's CR is or increases above 10, increase it by 3.

**New Traits.** Depending on the creature's new CR, they gain new traits per the Traits chart below.

**Multiattack.** If the creature doesn't have multiattack, it now makes two attacks. If it already has multiattack, it makes an additional attack.

### TRAITS

#### CR Trait

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>4 **Indomitable (1/Day).** The creature rerolls a failed saving throw.

#### Indomitable (2/Day).

>10 **Parry (Reaction).** The creature adds [their Proficiency Bonus] to its AC against one melee attack that would hit it. To do so, the creature must see the attacker and be wielding a melee weapon.

#### Indomitable (3/Day).

>15 **Legendary Action.** The creature can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The creature regains spent legendary actions at the start of its turn.

**Weapon Attack.** The creature makes a weapon attack.

### VARIANT ABILITIES

Some creatures would be better if their mental stats had a major increase instead of their physical stats. The DM can determine if the bonuses provided in the Physical Ability Scores and the Mental Ability Scores should be swapped.

## GOBLIN ELITE WARRIOR

*Small humanoid (goblinoid), neutral evil*

**Armor Class** 18 (studded leather, shield)

**Hit Points** 27 (6d6 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

**Saving Throws** Dex +6

**Skills** Stealth +8, Perception +2

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Goblin

**Challenge** 2 (450 XP)

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

### Actions

**Multiattack.** The goblin makes two attacks.

**Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

**Shortbow.** *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

# FIRE GIANT ELITE WARRIOR

*Huge giant, lawful evil*

**Armor Class** 19 (+1 plate)  
**Hit Points** 188 (13d12 + 104)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	13 (+1)	27 (+8)	10 (+0)	15 (+2)	15 (+2)

**Saving Throws** Dex +5, Con +12, Cha +6  
**Skills** Athletics +13, Perception +6  
**Damage Immunities** Fire  
**Senses** passive Perception 16  
**Languages** Giant  
**Challenge** 12 (8,400 XP)

**Indomitable (2/Day).** The fire giant rerolls a failed saving throw.

**Giant Armor.** The fire giant is wearing +1 plate armor that is sized for a huge creature, it is unable to morph its shape for a Large or smaller creature to wear it.

## Actions

**Multiattack.** The fire giant makes three greatsword attacks.

**Greatsword.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 30 (6d6 + 9) slashing damage.

**Rock.** *Ranged Weapon Attack:* +13 to hit, range 60/240 ft., one target. *Hit:* 31 (4d10 + 9) bludgeoning damage.

## Reactions

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

# WIGHT ELITE WARRIOR

*Medium undead, neutral evil*

**Armor Class** 16 (studded leather)  
**Hit Points** 78 (12d8 + 24)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	18 (+4)	10 (+0)	15 (+2)	16 (+3)

**Saving Throws** Wis +5  
**Skills** Perception +5, Stealth +5  
**Damage Resistances** Necrotic; Bludgeoning, Piercing, and Slashing from nomagical attack not made with silvered weapons  
**Damage Immunities** Poison  
**Condition Immunities** Exhaustion, Poisoned  
**Senses** darkvision 60 ft., passive Perception 15  
**Languages** the languages it knew in life  
**Challenge** 5 (1,800 XP)

**Indomitable (1/Day).** The wight rerolls a failed saving throw.

**Sunlight Sensitivity.** While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## Actions

**Multiattack.** The wight makes three longsword attacks or three longbow attacks. It can use its Life Drain in place of one longsword attack.

**Life Drain.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

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

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