A RULES SUPPLEMENT
COMPATIBLE WITH THE
The 5th Edition
RULES OF
THE ORIGINAL 1974 ROLEPLAYING GAME

The Majestic Realms
NPCs for a Feudal Setting

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NPCs

The NPCs templates found in the back of the 5e Basic Dungeon Master's Guide and the 5e Monster Manual are a great resource for a campaign. However they don't cover the range of military types that would be found in a feudal setting. There is the Guard and Knight template with little to choose from in between. The following are a basic set of templates to use in a setting inspired by Medieval Europe during the middle ages.

The templates are organized in terms of equipment, experience, and rank.

For equipment we have militia, archers, crossbowmen, light foot, medium, and knights. For experience and rank we have ordinary soldiers, sergeants, and captains.

Each manor can raise from 20 to 50 militia. Typically 1.5 men per household.

Militia these are armed peasants with minimal training. Typically raised only in times of all-out war or invasion.

There are from 3 to 5 yeoman per manor. Typically half trained with missile weapons and half with melee weapons.

Bow versus Crossbows. Most realms with sophisticated economies adopt crossbows as they are easier to learn and hit hard. However the earlier you set your medieval realms the more prevalent archers are. Also circumstances may result in the realm continuing to archers for example the Yew Tree and the Welsh/English Longbowmen.

Archers Yeomen who train regularly with bows.

Crossbowmen Yeoman who train regularly with crossbows.

Sergeants The most experienced archer will be put in charge of 5 men.

Light Foot Yeomen trained in melee weapons.

Sergeants The most experienced yeoman will be put in charge of 5 men.

Medium Foot Castle guards, noble bodyguards, the most common troop type for standing military forces.

Sergeant There will be one experienced soldier appointed to command 5 men.

Captain An experienced veteran will be hired to command the entire force.

Company The smallest organized unit consists of around 20 men. It will have 1 captain, 1 lieutenant (use captain stats) as second in command, 2 sergeants, and 16 troops.

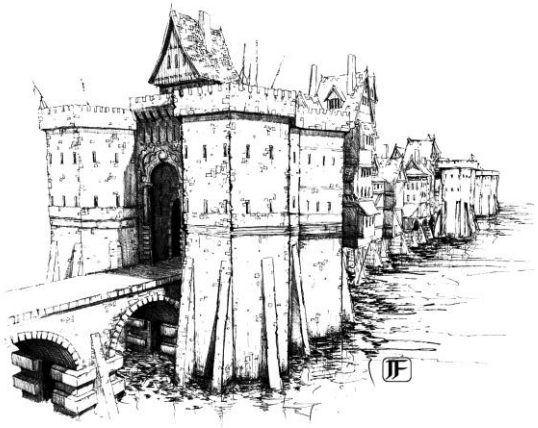
Knight have their own special system of ranks.

Squire A young noble under a tutelage of a knight.

Knight An ordinary knight without land or men in the service of higher nobility.

Knight, Banner A knight who holds an estate and commands a small force of men consisting of the knight, his squire, and three yeomen.

Knight, Captain A experienced knight in command of other knights. Also may be used to represent knight appointed to high positions such as the king's council or as sheriff of a county.



Militia Spear
Medium humanoid (Human), any alignment
AC: 12 (clothes + shield), **HP:** 4 (1d8), **Spd:** 30 ft
Str 10 (+0), **Dex**10 (+0) **Con**10 (+0) **Int** 10 (+0), **Wis** 10(+0) **Cha** 10 (+0)
Senses: Passive Perception: 10
Languages: (Common)
XP: CR 0 (10 XP)
ACTIONS
Spear, Melee Weapon Atk: +2, Reach: 5 ft. Dmg: 3 (1d6) piercing.

Militia Archer
Medium humanoid (Human), any alignment
AC: 10 (clothes), **HP:** 4 (1d8), **Spd:** 30 ft
Str 10 (+0), **Dex**10 (+0) **Con**10 (+0) **Int** 10 (+0), **Wis** 10(+0) **Cha** 10 (+0)
Senses: Passive Perception: 10
Languages: (Common)
XP: CR 0 (10 XP)
ACTIONS
Short bow, Ranged Weapon Atk: +2, Range: 80 ft./320 ft.. Dmg: 3 (1d6) piercing.
Dagger, Melee Weapon Atk: +2, Reach: 5 ft. Dmg: 2 (1d4) piercing.

Archer
Medium humanoid (Human), any alignment
AC: 12 (Leather), **HP:** 5 (1d8), **SPD:** 30 ft
Str 12 (+1) **Dex** 13 (+1) **Con** 12 (+1) **Int** 10 (+0) **Wis** 11 (+0) **Cha** 10 (+0)
Skills: Perception +2
Senses: Passive Perception: 12
Languages: (Common)
XP: CR 1/8 (25 XP)
ACTIONS
Longbow, Ranged Weapon Atk: +3, Range: 150 ft./600 ft.. Dmg: 5 (1d8+1) piercing.
Short Sword, Melee Weapon Atk: +3, Reach: 5 ft. Dmg: 4 (1d6+1) piercing.

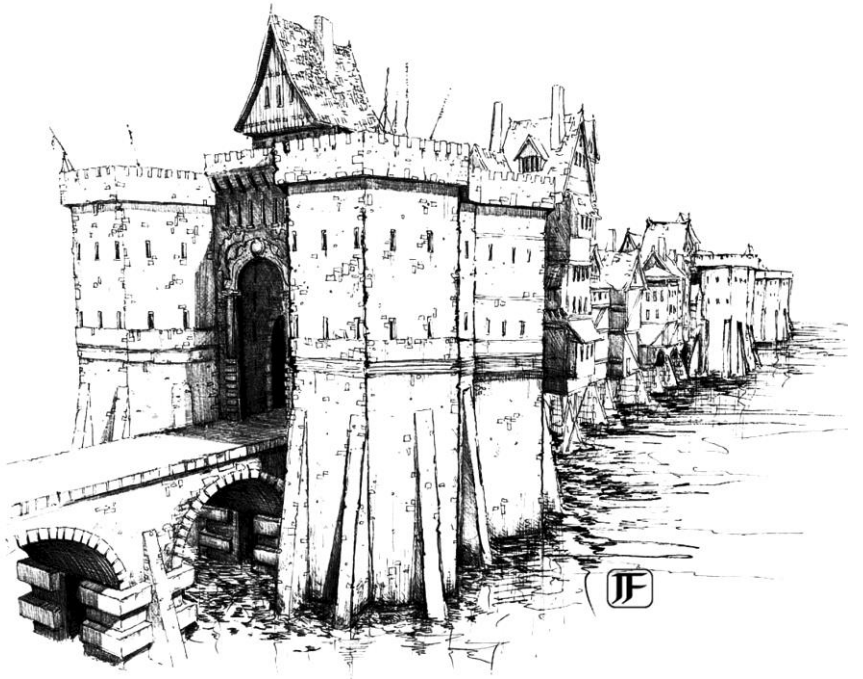
Archer, Sergeant
Medium humanoid (Human), any alignment
AC: 13 (Studded Leather), **HP:** 10 (2d8), **SPD:** 30 ft
Str 11(+1), **Dex** 14(+2) **Con** 12(+1) **Int** 10(+0), **Wis** 11(+0) **Cha** 12(+1)
Skills: Perception +3
Senses: Passive Perception: 13
Languages: (Common)
XP: CR 1/4 (50 XP)
ACTIONS
Longbow, Ranged Weapon Atk: +5, Range: 150 ft./600 ft.. Dmg: 6 (1d8+2) piercing.
Short Sword, Melee Weapon Atk: +4, Reach: 5 ft. Dmg: 4 (1d6+2) piercing.

Crossbow
Medium humanoid (Human), any alignment
AC: 12 (Leather), **HP:** 5 (1d8), **SPD:** 30 ft
Str 12(+1), **Dex** 13(+1) **Con** 12(+1) **Int** 10(+0), **Wis** 11(+0) **Cha** 10(+0)
Skills: Perception +2
Senses: Passive Perception: 12
Languages: (Common)
XP: CR 1/4 (50 XP)
ACTIONS
Crossbow, **Heavy**, Ranged Weapon Atk: +3, Range: 100 ft./400 ft.. Dmg: 6 (1d10+1) piercing.
Short Sword, Melee Weapon Atk: +3, Reach: 5 ft. Dmg: 4 (1d6+1) piercing.

Crossbow, Sergeant (Leather, Heavy Crossbow)
Medium humanoid (Human), any alignment
AC: 13 (Studded Leather), **HP:** 10 (2d8), **SPD:** 30 ft
Str 11 (+1), **Dex** 14 (+2) **Con** 12 (+1) **Int** 10 (+0), **Wis** 11 (+0) **Cha** 12 (+1)
Skills: Perception +3
Senses: Passive Perception: 13
Languages: (Common)
XP: CR 1/4 (50 XP)
ACTIONS
Crossbow, **Heavy**, Ranged Weapon Atk: +5, Range: 100 ft./400 ft.. Dmg: 7 (1d10+2) piercing.
Short Sword, Melee Weapon Atk: +4, Reach: 5 ft. Dmg: 4 (1d6+2) piercing.

Light Foot, (Leather, Shield, Spear)
Medium humanoid (Human), any alignment
AC: 13 (leather + shield), **HP:** 5 (1d8+1), **Spd:** 30 ft
Str 12 (+1), **Dex** 10 (+0) **Con** 12 (+1) **Int** 10 (+0), **Wis** 10 (+0) **Cha** 10 (+0)
Senses: Passive Perception: 10
Languages: (Common)
XP: CR 1/8 (25 XP)
ACTIONS
Spear, Melee Weapon Atk: +2, Reach: 5 ft. Dmg: 4 (1d6+1) piercing.

Light Foot, Sergeant (Leather, Shield, Spear)
Medium humanoid (Human), any alignment
AC: 15 (Studded Leather + Shield), **HP:** 10 (2d8), **SPD:** 30 ft
Str 14 (+2) **Dex** 12 (+1) **Con** 12 (+1) **Int** 10 (+0) **Wis** 11 (+0) **Cha** 12 (+1)
Skills: Perception +3
Senses: Passive Perception: 13
Languages: (Common)
XP: CR 1/4 (50 XP)
ACTIONS
Spear, Melee Weapon Atk: +4, Reach: 5 ft. Dmg: 5 (1d6+2) piercing.



Medium Foot
Medium humanoid (Human), any alignment
AC: 17 (Chain Shirt + Shield), **HP:** 6 (1d10+1), **SPD:** 30 ft
Str 14 (+2) **Dex** 12 (+1) **Con** 12 (+1) **Int** 10 (+0) **Wis** 11 (+0) **Cha** 10 (+0)
Skills: Perception +2
Senses: Passive Perception: 12
Languages: (Common)
XP: CR 1/4 (50 XP)
ACTIONS
Spear, Melee Weapon Atk: +4, Reach: 5 ft. Dmg: 5 (1d6+2) piercing.
Short Sword, Melee Weapon Atk: +4, Reach: 5 ft. Dmg: 5 (1d6+2) piercing.

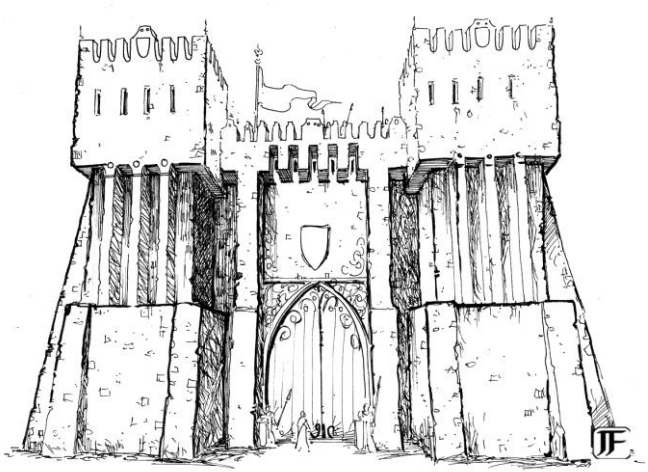
Medium Foot, Sergeant
Medium humanoid (Human), any alignment
AC: 18 (Scale + Shield), **HP:** 14 (2d10+4), **SPD:** 30 ft
Str 14 (+2) **Dex** 12 (+1) **Con** 13 (+2) **Int** 10 (+0) **Wis** 12 (+1) **Cha** 12 (+1)
Skills: Perception +3
Senses: Passive Perception: 11
Languages: (Common)
XP: CR 1/2 (100 XP)
ACTIONS
Spear, Melee Weapon Atk: +4, Reach: 5 ft. Dmg: 5 (1d6+2) piercing.
Short Sword, Melee Weapon Atk: +4, Reach: 5 ft. Dmg: 5 (1d6+2) piercing.
Action Surge, once between rests take an extra action.
Second Wind, once between rests use a bonus action and get 1d10+2 hit points.

Medium Foot, Captain
Medium humanoid (Human), any alignment
AC: 19 (Chainmail + Shield), **HP:** 45 (6d10+12), **SPD:** 30 ft
Str 16 (+3) **Dex** 12 (+1) **Con** 15 (+2) **Int** 10 (+0) **Wis** 14 (+2) **Cha** 13 (+2)
Skills: Perception +5
Senses: Passive Perception: 15
Languages: (Common)
XP: CR 1 (200 XP)
ACTIONS
Spear, Melee Weapon Atk: +6, Reach: 5 ft. Dmg: 6 (1d6+3) piercing.
Short Sword, Melee Weapon Atk: +6, Reach: 5 ft. Dmg: 5 (1d6+3) piercing.
Action Surge, once between rests take an extra action.
Second Wind, once between rests use a bonus action and get 1d10+2 hit points.
Improved Critical, scores a critical hit on a 19 or 20.
Multiattack, can attack twice per attack action.

Equipment: 1 Potion of Healing (2d4+2)

Squire
Medium humanoid (Human), any alignment
AC: 19 (Chainmail + Shield), **HP:** 6 (1d10+1), **SPD:** 30 ft
Str 14 (+2) **Dex** 12 (+1) **Con** 12 (+1) **Int** 10 (+0) **Wis** 11 (+0) **Cha** 11 (+0)
Skills: Perception +2
Senses: Passive Perception: 12
Languages: (Common)
XP: CR 1 (200 XP)
ACTIONS
Longsword, Melee Weapon Atk: +4, Reach: 5 ft. Dmg: 6 (1d8+2/1d10+2) slashing/versatile.
Lance, Melee Weapon Atk: +4, Reach: 10 ft. Dmg: 5 (1d12+2) piercing, 1h (horse), 2h foot, disad at 5 feet
Second Wind, once between rests use a bonus action and get 1d10+2 hit points.

Squire's Riding Horse
Large beast, unaligned
AC: 11 (leather barding), **HP:** 13 (2d10+2), **SPD:** 30 ft
Str 16 (+3) **Dex** 10 (+0) **Con** 12 (+1) **Int** 2 (-4) **Wis** 11 (+0) **Cha** 7 (-2)
Senses: Passive Perception: 10
Languages: ---
XP: CR 1/4 (50 XP)
ACTIONS
Hooves, Melee Weapon Atk: +2, Reach: 5 ft. Dmg: 8 (2d4+3) bludgeoning



Knight
Medium humanoid (Human), any alignment
AC: 19 (Plate Armor + Shield), **HP:** 14 (3d10+3), **SPD:** 30 ft
Str 14 (+2) **Dex** 12 (+1) **Con** 12 (+1) **Int** 10 (+0) **Wis** 12 (+1) **Cha** 12 (+1)
Skills: Perception +3
Senses: Passive Perception: 13
Languages: (Common)
XP: CR 1 (200 XP)
ACTIONS
Longsword, Melee Weapon Atk: +4, Reach: 5 ft. Dmg: 6 (1d8+2/1d10+2) slashing/versatile.
Lance, Melee Weapon Atk: +4, Reach: 10 ft. Dmg: 5 (1d12+2) piercing, 1h (horse), 2h foot, disad at 5 feet
Second Wind, once between rests use a bonus action and get 1d10+2 hit points.
Action Surge, once between rests take an extra action.
Improved Critical, scores a critical hit on a 19 or 20.

Equipment: 1 Potion of Healing (2d4+2)

Knight's Warhorse
Large beast, unaligned
AC: 13, (studded leather barding) **HP:** 13 (2d10+2), **SPD:** 30 ft
Str 18 (+4) **Dex** 12 (+1) **Con** 13 (+1) **Int** 2 (-4) **Wis** 12 (+1) **Cha** 7 (-2)
Senses: Passive Perception: 11
Languages: ---
XP: CR 1/2 (100 XP)
ACTIONS
Hooves, Melee Weapon Atk: +4, Reach: 5 ft. Dmg: 11 (2d6+4) bludgeoning

Trampling Charge. After a successful hooves attack and if the horse had moved at least 20 feet straight towards the target. Target is knocked prone if it fails a DC 14 Strength Save. The horse then can do another hooves attack against the target as a bonus action.

Knight, Banner (Plate, Shield, Sword, Lance)
Medium humanoid (Human), any alignment
AC: 19 (Plate Armor + Shield), **HP:** 45 (6d10+12), **SPD:** 30 ft
Str 16 (+3) **Dex** 12 (+1) **Con** 15 (+2) **Int** 10 (+0) **Wis** 12 (+1) **Cha** 12 (+1)
Skills: Perception +4
Senses: Passive Perception: 14
Languages: (Common)
XP: CR 2 (450 XP)
ACTIONS
Longsword, Melee Weapon Atk: +6, Reach: 5 ft. Dmg: 7/8 (1d8+3/1d10+3) slashing/versatile.
Lance, Melee Weapon Atk: +6, Reach: 10 ft. Dmg: 8 (1d12+3) piercing, 1h (horse), 2h foot, disad at 5 feet
Second Wind, once between rests use a bonus action and get 1d10+2 hit points.
Action Surge, once between rests take an extra action.
Improved Critical, scores a critical hit on a 19 or 20.
Multiattack, can attack twice per attack action.

Equipment: 2 Potions of Healing (2d4+2)

Knight Banner's Warhorse
Large beast, unaligned
AC: 16, (chainmail barding) **HP:** 13 (2d10+2), **SPD:** 30 ft
Str 18 (+4) **Dex** 12 (+1) **Con** 13 (+1) **Int** 2 (-4) **Wis** 12 (+1) **Cha** 7 (-2)
Senses: Passive Perception: 11
Languages: ---
XP: CR 1/2 (100 XP)
ACTIONS
Hooves, Melee Weapon Atk: +4, Reach: 5 ft. Dmg: 11 (2d6+4) bludgeoning

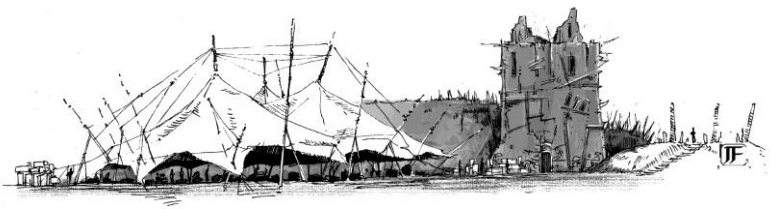
Trampling Charge. After a successful hooves attack and if the horse had moved at least 20 feet straight towards the target. Target is knocked prone if it fails a DC 14 Strength Save. The horse then can do another hooves attack against the target as a bonus action.

Knight, Captain
Medium humanoid (Human), any alignment
AC: 20 (Plate Armor + Shield), **HP:** 66 (9d10+21), **SPD:** 30 ft
Str 17 (+3) **Dex** 12 (+1) **Con** 16 (+3) **Int** 10 (+0) **Wis** 12 (+1) **Cha** 14 (+2)
Skills: Perception +5, +2 to any Str, Dex, or Con check.
Senses: Passive Perception: 15
Languages: (Common)
XP: CR 3 (700 XP)
ACTIONS
Longsword, Melee Weapon Atk: +7, Reach: 5 ft. Dmg: 7/8 (1d8+3/1d10+3) slashing/versatile.
Lance, Melee Weapon Atk: +7, Reach: 10 ft. Dmg: 9 (1d12+3) piercing, 1h (horse), 2h foot, disad at 5 feet
Second Wind, once between rests use a bonus action and get 1d10+2 hit points.
Action Surge, once between rests take an extra action.
Improved Critical, scores a critical hit on a 19 or 20.
Multiattack, can attack twice per attack action.
Indomitable, once between long rests reroll a saving throw. Must use 2nd roll.

Equipment: Plate Armor +1, Longsword +1, 2 Potions of Greater Healing (4d4+4)

Warhorse
Large beast, unaligned
AC: 18, (plate armor barding) **HP:** 13 (2d10+2), **SPD:** 30 ft
Str 18 (+4) **Dex** 12 (+1) **Con** 13 (+1) **Int** 2 (-4) **Wis** 12 (+1) **Cha** 7 (-2)
Senses: Passive Perception: 11
Languages: ---
XP: CR 1/2 (100 XP)
ACTIONS
Hooves, Melee Weapon Atk: +4, Reach: 5 ft. Dmg: 11 (2d6+4) bludgeoning

Trampling Charge. After a successful hooves attack and if the horse had moved at least 20 feet straight towards the target. Target is knocked prone if it fails a DC 14 Strength Save. The horse then can do another hooves attack against the target as a bonus action.



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