



COMMONERS

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

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

Senses Passive Perception 10
Languages Common
Challenge 0 (10 XP)

Power of the Mob. When making Strength (Athletics) checks and Wisdom saving throws to avoid being Frightened, the commoner rolls an additional d20 for each other commoner adjacent to it and takes the highest result rolled.

Actions

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

Trample. Target prone creature within 5 feet of the commoner takes 1 bludgeoning damage for each commoner adjacent to the target.

COMMONER LORE

Nature DC 10: People, even adventurers, are fragile things, endowed with more strength than durability. A wise warrior never fights when outnumbered, even by unskilled opponents.

History DC 15: The common wisdom regarding the decreased rationality brought on by "mob mentality" is little more than long-since debunked reactionary propaganda. In any sort of mass action, there are many subgroups and unaligned individuals pursuing conflicting goals; rarely is any crowd aligned to a single goal without a clear threat of violence to each individual to unify them.

ANGRY MOB

Huge swarm of Medium humanoids (any race), any alignment

Armor Class 10
Hit Points 90 (20d8)
Speed 30 ft.

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

Senses Passive Perception 10
Languages Common
Challenge 2 (450 XP)

Tide of Numbers. When the mob moves, each creature in the mob's space must succeed on a DC 12 Strength saving throw or be moved with it. If the mob has at least half of its hit points, this saving throw is made at disadvantage.

Crushing Bodies. A prone creature that attempts to stand in the mob's space must first succeed on a DC 12 Strength saving throw. On a failed save, the creature stays prone and has its movement speed reduced to 0 until the end of its turn.

Swarm. The mob can occupy another creature's space and vice versa, and the mob can move through any opening large enough for a medium creature. The mob can't regain hit points or gain temporary hit points.

Actions

Improvised Weapons. Melee Weapon Attack: +4 to hit, reach 0 ft., one target. Hit: 17 (6d4 + 2) bludgeoning damage. If the mob has more than half of its hit points, the target must succeed on a DC 12 Strength saving throw or be knocked prone.

Trample. Each prone creature in the mob's space takes 1 bludgeoning damage for each 5 hit points the mob has.

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