

Galsariad Ardyth

GALSARIAD ARDYTH (TIER 1)

Medium Humanoid (Drow, Elf, Wizard), Neutral

Armor Class 12 (15 with *mage armor*)

Hit Points 49 (14d8 – 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS
8 (–1)	14 (+2)	8 (–1)	16 (+3)	15 (+2)

CHA
12 (+1)

Saving Throws Int +5, Wis +4

Skills Arcana +5, Investigation +5, Nature +5

Senses darkvision 120 ft., passive Perception 12

Languages Common, Draconic, Undercommon

Challenge 3 (700 XP) **Proficiency Bonus** +2

Fey Ancestry. Galsariad has advantage on saving throws against being **charmed**, and magic can't put him to sleep.

Actions

Drain Potential. *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 30 ft., one creature. *Hit:* 16 (3d10) necrotic damage and Galsariad gains 5 **temporary hit points**.

Gravity Wave (Recharge 5–6). Galsariad causes a rippling wave of magical gravity to fill a 10-foot-radius sphere centered on a point he can see within 120 feet of himself. Each creature in the area must make a DC 13 Strength saving throw. On a failed saving throw, the creature takes 17 (5d6) force damage and is pulled up to 10 feet toward the sphere's center. On a successful save, the creature takes half as much damage and isn't pulled.

Spellcasting. Galsariad casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 13):

At will: *mage armor*, *mage hand*

1/day: *longstrider*

Bonus Actions

Distort Gravity (1/Day). Galsariad targets himself or one willing creature that he can see within 60 feet of himself, magically distorting gravity around the target. Any creature within 5 feet of the target takes 3 (1d6) force damage. In addition, the target can use a reaction to float upward, up to 20 feet, without provoking opportunity attacks. When this effect ends at the start of Galsariad's next turn, the target floats gently down up to 20 feet.

Irvan Wastewalker

IRVAN WASTEWALKER (TIER 1)

Medium Humanoid (Human), Chaotic Neutral

Armor Class 13 (leather armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS
8 (–1)	14 (+2)	12 (+1)	12 (+1)	12 (+1)

CHA
12 (+1)

Saving Throws Dex +4, Con +3

Skills Acrobatics +4, Deception +3, Stealth +6, Survival +3

Senses passive Perception 11

Languages Common, Goblin

Challenge 3 (700 XP) **Proficiency Bonus** +2

Fortitude (Recharges after a Short or Long Rest). If damage reduces Irvan to 0 hit points, he can make a Constitution saving throw with a DC equal to 5 + the damage taken. On a successful save, Irvan drops to 1 hit point instead.

Actions

Multiattack. Irvan makes two Dagger attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 7 (2d6) poison damage.

Maggie Keeneyes

MAGGIE KEENEYES (TIER 1)

Large Giant (Ogre), Lawful Neutral

Armor Class 13 (leather armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS
18 (+4)	14 (+2)	16 (+3)	14 (+2)	14 (+2)
CHA				
8 (-1)				

Saving Throws Str +6, Con +5

Skills Athletics +6, Insight +4, Perception +4, Persuasion +3

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant

Challenge 3 (700 XP) Proficiency Bonus +2

Tactical Readiness. Maggie and allies within 30 feet of her have advantage on initiative rolls, as long as Maggie isn't **incapacitated**.

Actions

Giant Maul. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and if the target is a creature, Maggie can force it to make a DC 14 Strength saving throw; on a failed save, the target is pushed 5 feet away from Maggie and knocked **prone**.

Hammer Toss. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage, and if the target is a creature, Maggie can force it to make a DC 14 Strength saving throw; on a failed save, the target is pushed 5 feet away from Maggie and knocked **prone**.