

Camus Krisrieth

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<https://www.dndbeyond.com/monsters/3844662-camus-krisrieth>



Medium Humanoid, Lawful Neutral

Armor Class 17 Plate Armor

Hit Points 120 (8d10 + 76)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	10 (+0)	11 (+0)	14 (+2)

Saving Throws STR +8, CON +8

Skills [Athletics](#) +6, [Intimidation](#) +6

Senses Passive Perception 12

Languages Common, Elvish

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Supreme Maneuvers. Camus knows maneuvers that are fueled by superiority dice. Maneuvers enhance an attack in some way. He has 5d8 superiority dice per short rest.

Maneuver (Commanding Presence). When he makes a Charisma (Intimidation), a Charisma (Performance), or a Charisma (Persuasion) check, he can expend one superiority die and add the superiority die to the ability check.

Great Weapon Fighting. Reroll a 1 or 2 on damage dice with melee weapons wielded with two hands.

Action Surge (1/day). Take one additional action on his turn.

Actions

Extra Attack. He can attack twice whenever he takes the Attack action on their turn.

The Crimson One's Blessing (Crimson Greatsword). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 6) [Slashing Damage](#), 3 (1d6) [Cold Damage](#), and 3 (1d6) [Necrotic Damage](#).

Hand Crossbow. Ranged Weapon Attack: +6 to hit, range 30/60 ft., one target. Hit: 10 (1d8 + 6) [Piercing Damage](#).

Bonus Actions

Maneuver (Rally). On his turn, he can use a bonus action and expend one superiority die to grant a friendly creature who can see or hear you temp HP equal to the superiority die roll + 3.

Reactions

Maneuver (Parry). When another creature damages Camus with a melee attack, he can use his reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die + 1.

Maneuver (Brace). When a creature he can see moves into the reach he has with the melee weapon he is wielding, he can use his reaction to expend one superiority die and make one attack against the creature, using that weapon. If the attack hits, add the superiority die to the weapon's damage roll.

Maneuver (Riposte). When a creature misses him with a melee attack, he can use his reaction and expend one superiority die to make a melee weapon attack against it (add the superiority die to the attack's damage roll on hit).

Second Wind (1/day). Regain 1d10 + 8 HP.