

NPC ADVENTURING PARTIES

FRIENDS FOR CR 2 TO 20 AND EVERYONE INBETWEEN

BY JULIET JOURNEYWOMAN

THE TROLLCRAG BANDITS (CR 2)

LADY SCYLA'S HUNTING PARTY (CR 4)

SALTFIRE FIENDS (CR 6)

THE DESERT DIRGE (CR 8)

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APPENDIX A: SPELLS BY OFFENSIVE CR

APPENDIX B: DEFENSIVE SPELL ADJUSTMENTS

THE TROLLCRAG BANDITS (CR 2)

"The Trollcrag Bandits. Ugh. A minor nuisance to be sure, save for those unfortunate enough to encounter them, but a wound left to fester will eventually require a capable surgeon. Perhaps I will deal with them myself when I have a spare fortnight."

—Juliet Journeywoman, *The Journeywoman's Guide*

Failed Adventurers. Heroism is hard. Five friends with hearts of gold set out with lofty ideals only to abandon them in favor of an easier, more lucrative path. Now they are known as the Trollcrag Bandits, a dangerous nuisance, always showing up where they are not wanted. Cowards at heart, they lay simple ambushes and try to steal unguarded treasure or collect pay for tasks they have not completed. More than one desperate village has placed their hopes in the Bandits only to be disappointed.

ORPHEUS (HUMAN ROGUE)

The Local Bully. A cruel, sadistic bully from a small fishing community where no one stood up to him, Orpheus dreamed of easy gold and fame, convincing his friends to join the short lived Orpheus' Company. A name he has since gladly abandoned in hopes that his parents won't hear of his crimes. Leader of the group by default since he is the strongest and loudest.

TRAITS

Ideal. I'll do whatever it takes to earn some gold, as long as it's not too dangerous.

Bond. Working in a field or catching fish for a living is beneath me. I spit on those who work for a living.

Flaw. I like it when people are afraid of me. They should be afraid of me.

NEELA (HUMAN FIGHTER)

Unproven Warrior. The taciturn daughter of the local militia leader, Neela's skills include little besides fighting. A petty criminal and disappointment to all but her closest friends she tries to make up for her shortcomings with her blade. A compensation that more often than not ends with blood, bodies, and a quick exit from town.

TRAITS

Ideal. The only thing I'm good at is killing, so I might as well do that.

Bond. I write letters to my mother every week to let her know I'm okay.

Flaw. If someone pushes me, I push them back twice as hard.

SOD (HALF-ORC ROGUE)

Robber Poet. Sod the half-orc with the heart of a poet loves things that are both gentle and ferocious, primarily himself. But self admiration brings in little coin, so Sod took up his trusty club and followed Orpheus. The companionship of his friends almost makes up for the perils of adventuring in Sod's eyes. But not quite and Sod is always alert for a new opportunity that involves fewer nights spent staring into the darkness wondering what monster means to leap out and devour him and his friends.

TRAITS

Ideal. I love poetry but I need coin. I don't really care what I have to do to get that coin.

Bond. I may look big and mean but I just want to make friends.

Flaw. I'm not cut out for this adventuring life, sometimes I just want to go home.

BLUSTER (HALFLING BARD)

Noxious Hateling. A hateful, crude halfling who stinks of garlic and rum, Bluster is never without a sharp insult, an awful stench, and a hyena-like laugh. The halfling hates everything and everyone, always willing to use his tongue to make a bad situation worse.

TRAITS

Ideal. If I can make one other person unhappy every day then maybe my life will mean something.

Bond. The world is full of stuck-up fools, I'd like to take them down a peg or two.

Flaw. I hate it when people cry. Please, just stop, it's disgusting.

PRISCILLA (HALF-ELF RANGER)

Exiled from Civilization. Hunting and tracking are Priscilla's twin loves and nearly everything she does is in pursuit of one or the other. Impulsive, impatient, and ever eager, she is perhaps the only member of the Bandits who prefers a day of pursuing monsters over a night at the local tavern.

TRAITS

Ideal. We are all blossoms caught in the wind of life, I just enjoy the journey.

Bond. I'd trade all that I have to never smell another town again or be questioned by some stupid guard.

Flaw. I have no time for plans or negotiations, I'd rather be tracking monsters.

Orpheus

6th-level Thief

medium humanoid (human), neutral evil

Armor Class 13 (chain shirt)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	10(+0)	12(+1)	10(+0)	9(-1)	11(+0)

Saving Throws Dex +3, Int +3

Skills Stealth +3

Senses passive Perception 9

Languages Common

Challenge 1 (200 XP)

Sneak Attack (3d6). Once per turn, Orpheus can deal an additional 10 (3d6) damage to a target if he has advantage against it, or if another enemy of the target is within 5 feet and he doesn't have disadvantage.

Second-Story Work. Climbing does not cost Orpheus extra movement.

Actions

Shortsword: *Melee Weapon Attack* +6 to hit, reach 5 ft., one target, *Hit* 6 (1d6 + 3) piercing damage.

Shortbow: *Ranged Weapon Attack* +3 to hit, range 80/320 ft., one target, *Hit* 3 (1d6) piercing damage.

Bonus Actions

Cunning Action. As a bonus action, Orpheus can Dash, Disengage, or Hide.

Reactions

Uncanny Dodge. As a reaction, when an attacker Orpheus can see hits him with an attack, halve the attack's damage against Orpheus.

Bluster

2nd-level Bard

small humanoid (lightfoot halfling), chaotic evil

Armor Class 13 (studded leather)

Hit Points 15 (2d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	16(+3)	12(+1)	11(+0)	14(+2)

Saving Throws Dex +3, Cha +4

Skills Stealth +3

Senses passive Perception 10

Languages Common

Challenge 1/4 (50 XP)

Lucky. When Bluster rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die and take the result.

Brave. Bluster has advantage on saving throws against being frightened.

Halfling Nimbleness. Bluster can move through the space of any creature at least one size larger than him.

Naturally Stealthy. Bluster can attempt to hide even when only obscured by a creature that is at least one size larger.

Spellcasting (Bard). Bluster is an 2nd-level spellcaster. His spellcasting ability is Charisma (spell save DC 12, +4 with spell attacks).

Cantrips (at will). *minor illusion, vicious mockery*

1st level (3 slots). *disguise self*

Actions

Dagger: *Melee or Ranged Weapon Attack* +3 to hit, reach 5 ft. or range 20/60 ft., one target, *Hit* 3 (1d4 + 1) piercing damage.

Vicious Mockery (1st level): *Spell* DC 12 Wisdom saving throw, range 60 ft., one target, *Hit* 2 (1d4) psychic damage and has disadvantage on the next attack roll it makes before the end of its next turn.

Bonus Actions

Bardic Inspiration (d6). (2/day) As a bonus action, Bluster can inspire a creature other than himself within 60 feet. That creature gains an inspiration die that it can add to one ability check, attack roll, or saving throw it makes. A creature can only ever have 1 inspiration die.

Reactions

Neela

2nd-level Fighter
medium humanoid (human), neutral

Armor Class 16 (ring mail, shield)
Hit Points 13 (2d10 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	10(+0)	12(+1)	10(+0)	9(-1)	11(+0)

Saving Throws Str +2, Con +3
Skills Athletics +2
Senses passive Perception 9
Languages Common
Challenge 1/4 (50 XP)

Action Surge. (1/day) Neela can take one additional action on top of her regular action and a possible bonus action.

Actions

Shortsword: *Melee Weapon Attack* +2 to hit, reach 5 ft., one target, *Hit* 3 (1d6) piercing damage.

Bonus Actions

Second Wind. (1/day) As a bonus action Neela can regain (1d10 + 2) hit points.

Sod

2nd-level Rogue
medium humanoid (half-orc), neutral

Armor Class 12 (studded leather)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	8(-1)	14(+2)	10(+0)	11(+0)	9(-1)

Saving Throws Dex +1, Int +2
Skills Stealth +1
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 1/4 (50 XP)

Relentless Endurance. (1/day) When Sod is reduced to 0 hit points, but not killed outright, he can drop to 1 hit point instead.

Sneak Attack (1d6). Once per turn, Sod can deal an additional 3 (1d6) damage to a target if he has advantage against it, or if another enemy of the target is within 5 feet and he doesn't have disadvantage.

Actions

Club: *Melee Weapon Attack* +3 to hit, reach 5 ft., one target, *Hit* 3 (1d4 + 1) bludgeoning damage.

Bonus Actions

Cunning Action. As a bonus action, Sod can Dash, Disengage, or Hide.

Priscilla

2nd-level Ranger
medium humanoid (half-elf), chaotic neutral

Armor Class 13 (chain shirt)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9(-1)	11(+0)	12(+1)	9(-1)	13(+1)	15(+2)

Saving Throws Str +1, Dex +2
Skills Acrobatics +2, Stealth +2
Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 1/4 (50 XP)

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

Spellcasting (Ranger). Priscilla is an 2nd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 11, +3 with spell attacks).

1st level (2 slots). *ensnaring strike*

Actions

Shortbow: *Ranged Weapon Attack* +2 to hit, range 80/320 ft., one target, *Hit* 3 (1d6) piercing damage.

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

LADY SCYLA'S HUNTING PARTY (CR 4)

"Vain, plow-headed, and enamored with one another almost as much as themselves, Lady Scyla and her friends leave ashes in the wake of their victories. Each triumph for them is but another tragedy for those unfortunate souls who hired them. Collapsed ruins, angered monsters, and burning forests are their hallmarks, always gone before the consequences can catch them."

—Juliet Journeywoman, *The Journeywoman's Guide*

Nobles on a Holiday. Champions of the whimsical fey, Lady Scyla and her highborn companions are determined to fight back against all that is ugly and wicked, so long as there is time for a good drink, a good bath, and a good laugh. Wealthy and spoiled, the Hunting Party is always ready to rush in where more experienced adventurers fear to tread.

LADY SCYLA (HUMAN WARLOCK)

Spoiled Countess. Raised on the legends of her famous aunt, the confident and ever dashing Scyla of Demuros fights fearlessly against evil. Often too fearlessly, leading the Hunting Party far out of their element in pursuing dragons, demons, and other creatures of immense power. So far they have been lucky but the whims of their fey protectors can change in the blink of the eye.

TRAITS

Ideal. I am a most gracious, humble, and noble woman. To suffer evil is simply not in my character.

Bond. The little people are so very important to me. I just wish they'd show a little gratitude once in awhile.

Flaw. I expect others to treat me with the respect I am due.

SIR LLANA (DWARF PALADIN)

Loyal Companion. Scyla's sworn protector is the stout Sir Llana, her bravery matched only by her good heart. Llana has abandoned the staid ways of most dwarves, preferring the beauty of pretty trinket and the sound of nature to tunnels and contracts. A feeling that is not shared by the many traders and merchants that she owes considerable amounts of money to.

TRAITS

Ideal. Other dwarves count coins and iron, but I know that life is the only truly important thing.

Bond. I'm Lady Scyla's shield, whenever she's in trouble I'll always be there.

Flaw. Gold always seem to flow through my fingers, not that I try very hard to hold onto it.

Lady Scyla

5th-level Agent of Titania the Archfey

medium humanoid (human), neutral good

Armor Class 15 (studded leather)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9(-1)	14(+2)	16(+3)	10(+0)	12(+1)	15(+2)

Saving Throws Wis +4, Cha +5

Skills Acrobatics +5

Senses passive Perception 11

Languages Common

Challenge 1 (200 XP)

Pact Magic (Warlock). Lady Scyla is an 5th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 with spell attacks).

Cantrips (at will). *eldritch blast*

3rd level (2 slots). *blink, misty step*

Pact of the Blade. Lady Scyla has a pact weapon.

Actions

Thirsting Blade. Lady Scyla can attack with her pact weapon twice, instead of once, when she takes an Attack action.

Rapier: Melee Weapon Attack +5 to hit, reach 5 ft., one target, *Hit* 6 (1d8 + 2) piercing damage.

Eldritch Blast (5th level): Ranged Spell Attack +5 to hit, range 120 ft., one target, *Hit* 5 (1d10) force damage. Lady Scyla creates two beams which can attack the same target or different one.

Fey Presence. (1/day) Lady Scyla can cause each creature within 10 feet to make a Wisdom saving throw (DC 13) or be charmed or frightened (Lady Scyla's choice) until the end of her next turn.

Bonus Actions

Misty Step.

Reactions

Lord Araven

4th-level Eldritch Knight

medium humanoid (high elf), chaotic good

Armor Class 15 (breastplate)

Hit Points 34 (4d10 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	12(+1)	16(+3)	15(+2)	9(-1)	11(+0)

Saving Throws Str +3, Con +5

Skills Acrobatics +3, Perception +1, Stealth +3

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elvish

Challenge 1/2 (100 XP)

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

Action Surge. (1/day) Lord Araven can take one additional action on top of his regular action and a possible bonus action.

Spellcasting (Eldritch Knight). Lord Araven is an 4th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 12, +4 with spell attacks).

Cantrips (at will). *minor illusion, shocking grasp*

1st level (3 slots). *ray of sickness, witch bolt*

Weapon Bond. Lord Araven has a magical bond with his weapon. He cannot be disarmed unless incapacitated and can summon it as a bonus action from anywhere on the same plane of existence.

Actions

Shocking Grasp (1st level): *Melee Spell Attack* +4 to hit, reach 5 ft., one target, *Hit* 4 (1d8) lightning damage and the target can't take reactions until the start of its next turn. Lord Araven has advantage on the attack roll if the target is wearing armor made of metal.

Shortsword: *Melee Weapon Attack* +3 to hit, reach 5 ft., one target, *Hit* 4 (1d6 + 1) piercing damage.

Longbow: *Ranged Weapon Attack* +3 to hit, range 150/600 ft., one target, *Hit* 5 (1d8 + 1) piercing damage.

Bonus Actions

Second Wind. (1/day) As a bonus action Lord Araven can regain (1d10 + 4) hit points.

Reactions

LORD ARAVEN (HIGH ELF ELDRITCH KNIGHT)

Hopeless Romantic. The seventh child of a minor elvish noble and currently the favored suitor of Lady Scyla, Araven lives in the moment, trusting his good looks and charming smile to get him out of any situation. But beneath his sunny exterior lies a heart hungry to restore the elven race to greatness only his ancestors remember.

TRAITS

Ideal Love has brought me here safely and love will continue to protect me even as I journey into the darkness.

Bond In my dreams I see my people's wooded villages transformed into great cities, part of a restored elven empire with me at the head.

Flaw It is an unpleasant truth that an elf's life is simply worth more than a human with a tenth the lifespan.

LADY ILA (HUMAN MONK)

Self-Made Pugilist. Neither the fastest or the strongest nor the wealthiest or the smartest, the quiet Lady Ila was doomed to a life of mediocrity until she decided to leave her city and join the Way of the Open Hand, where stubborn, relentless practice saw her through trials that many with less determination abandoned. She fights with friends for the everyday villagers who are so often overlooked by both villains and heroes.

TRAITS

Ideal I'll train everyday, twice as hard as others if that's what it takes for me to be useful.

Bond I'd gladly risk my life to save an innocent soul, after all isn't that what power is for?

Flaw I resent sorcerers and others who were born with talents that they never had to earn.

CALYPSO (TIEFLING CLERIC)

Righteous Devil. Quick to anger, spurred on by the ever present whisper of evil in her tiefling heart, Calypso fights for justice everywhere. The illegitimate but only child of an aging noble, she was brought up in the ways of the nobility but never expected to be a part of that world. Instead she fights at Scyla's side, though her eye often turns back toward home in search of a title and mansion of her own.

TRAITS

Ideal I don't believe in destiny or fate, I choose to be good and I slay those who choose to be evil.

Bond I see the way people look at me and I challenge them. Perhaps the next time they meet a tiefling they'll be more considerate.

Flaw If I had more power, I could help so many more people.

Sir Llana

4th-level Paladin of the Ancients

medium humanoid (hill dwarf), lawful good

Armor Class 19 (splint mail, shield)

Hit Points 42 (4d10 + 20 + 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	10(+0)	18(+4)	10(+0)	12(+1)	11(+0)

Saving Throws Wis +3, Cha +2

Skills Athletics +4

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 11

Languages Common, Dwarvish

Challenge 2 (450 XP)

Dwarven Resilience. Sir Llana has advantage on saving throws against poison, and resistance against poison damage.

Dwarven Toughness. Sir Llana's hit points increase by 1 every level.

Spellcasting (Paladin). Sir Llana is an 4th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 10, +2 with spell attacks).

1st level (3 slots). *command*

Divine Smite. When Sir Llana hits a creature with a melee attack, she can expend one spell slot to deal radiant damage equal to 2d8 + 1d8 per spell level higher than 1st. Undead and fiends take an additional 1d8 damage.

Divine Health. Sir Llana is immune to disease.

Actions

Morningstar: *Melee Weapon Attack* +4 to hit, reach 5 ft., one target, *Hit* 6 (1d8 + 2) piercing damage.

Heavy Crossbow: *Ranged Weapon Attack* +2 to hit, range 100/400 ft., one target, *Hit* 5 (1d10) piercing damage.

Lay on Hands. (20 hit point pool) Sir Llana can touch a creature and draw from her pool of healing to restore hit points. Alternatively, she can expend 5 hit points from the pool to cure disease or neutralize poison.

Divine Sense. (1/day)

Nature's Wrath. (1/day) A creature within 10 feet must make a Dexterity or Strength saving throw (its choice, DC 11) or be restrained by spectral vines. At the end of each of its turn, the creature repeats the saving throw.

Bonus Actions

Reactions

Fighting Style (Protection). When a creature Sir Llana can see attacks a target other than Sir Llana that is within 5 feet, she can use her reaction to impose disadvantage on the attack roll.

Lady Ila

5th-level Master of the Open Hand

medium humanoid (human), lawful good

Armor Class 13 (unarmored defense)

Hit Points 42 (5d8 + 20)

Speed 30 ft. + 10 ft.

STR	DEX	CON	INT	WIS	CHA
9(-1)	13(+1)	18(+4)	10(+0)	14(+2)	11(+0)

Saving Throws Str +2, Dex +4

Skills Acrobatics +4, Perception +5

Damage Resistances all but force (during empty body)

Senses passive Perception 15

Languages Common

Challenge 1/2 (100 XP)

Unarmored Defense (Wis). Lady Ila's AC can be 13.

Unarmored Movement (10). Lady Ila's speed increases by 10 feet.

Ki Abilities. (5 ki points) Lady Ila can harness the power of ki.

Stunning Strike. (1 ki) When Lady Ila hits another creature with a melee weapon strike, the target must succeed on a Constitution saving throw (DC 13) or be stunned until the end Lady Ila's next turn.

Actions

Extra Attack. Lady Ila can attack twice whenever she takes the Attack action.

Unarmed Strike (d6): *Melee Weapon Attack* +4 to hit, reach 5 ft., one target, *Hit* 4 (1d6 + 1) bludgeoning damage.

Bonus Actions

Martial Arts. As a bonus action, after attacking with an unarmed strike or monk weapon, Lady Ila can make one unarmed strike.

Open Hand Flurry. (1 ki) As a bonus action, after taking the attack action, Lady Ila can make two unarmed attacks. Any creature hit by one of these attacks must succeed on a Dexterity saving throw (DC 13) or be knocked prone.

Reactions

Deflect Missiles. As a reaction, when hit by a ranged weapon attack, Lady Ila can reduce the damage by 1d10 + 6. If this reduces the damage to 0, Lady Ila can use a ki point to throw it back (range 20/60).

Slow Fall. As a reaction, Lady Ila can reduce falling damage she would take by 25.

Calypso

4th-level Cleric of Silvanus (Nature)

medium humanoid (tiefling), lawful good

Armor Class 18 (chain mail, shield)

Hit Points 34 (4d8 + 16)

Speed 30 ft.

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

Saving Throws Wis +5, Cha +4

Skills Perception +5

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 15

Languages Common

Challenge 1/2 (100 XP)

Infernal Legacy+. Calypso's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells:

At will: *thaumaturgy*

1/day each: *hellish rebuke*.

Spellcasting (Cleric). Calypso is an 4th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 with spell attacks).

Cantrips (at will). *sacred flame*

1st level (4 slots). *cure wound, sanctuary*

2nd level (3 slots). *blindness/deafness*

Channel Divinity (1/day). Calypso can use abilities marked with Channel Divinity.

Actions

Mace: *Melee Weapon Attack* +2 to hit, reach 5 ft., one target, *Hit* 3 (1d6) bludgeoning damage.

Sacred Flame (1st level): *Spell* DC 13 Dexterity saving throw, range 60 ft., one target, *Hit* 3 (1d6) radiant damage. Targets of *sacred flame* gain no benefit from cover for their saving throw..

Channel Divinity: Turn Undead.

Channel Divinity: Charm Animals and Plants. Each beast or plant creature within 30 feet must make a Wisdom saving throw (DC 13), if it fails it is charmed for 1 minute or until it takes damage.

Bonus Actions

Reactions

Hellish Rebuke.

SALTFIRE FIENDS (CR 6)

"To call them murderers, slavers, traitors, and fiends would be an insult to men and fiends everywhere. To bring others into the bondage of goblins and underdwellers is a depth of evil known only to the black ship *Saltfire Fiend* and her soulless crew. They are the true monsters, not of form but of their own choosing."

—Juliet Journeywoman, *The Journeywoman's Guide*

Feared Sea Slavers. Under the command of the ruthless sea sorcerer Captain Akri, the *Saltfire Fiend* and her crew have risen beyond mere piracy thanks to their lucrative connections with dark elves, dragons, genies and other black creature with the coin to pay. Their customers' insatiable demand for slaves has turned into a never ending stack of gold which Captain Akri has made sure to use to turn his ship is the fastest and deadliest ever to sail the ocean. No sailor is ever truly content and Akri and his crew dream of spending their devil's gold on a black fleet to rule the ocean.

AKRIN (DRAGONBORN SORCERER)

Sadistic Gentleman. Born at sea, raised at sea, and twice slain at sea only to return from the dead, the sorcerer captain Akrin loves gold and all the things it can buy. His lavish quarters on board the *Saltfire Fiend* are adorned with luxuries. Akrin can talk for hours about politics, religion, and ethics, but beneath the veneer of civility lies a blackened soul who kills without a thought.

TRAITS

Ideal. All that I have, I have earned. If I were not worthy, someone would have taken it from me.

Bond. My ship is my life, when she sinks, I will be at the helm

Flaw. I cannot be defeated, even death cannot hold me.

GNASH (HALF-ORC CLERIC)

Worshipper of Anarchy. A squat half-orcish brick of muscle, Gnash worships the Bitch Queen, Umberlee, whose uncaring eye watches over the senseless violence and chaos that the *Saltfire Fiend* inflicts on every journey. It is, in Gnash's twisted view, the ultimate expression of justice. Rich and poor, human or monster, Gnash gladly slays them all. One-seventh of everything he earns, Gnash returns to the sea, gold, goods, and prisoners. Some lucky few even wash ashore in a tide of trinkets and coin.

TRAITS

Ideal. All that live deserve death. Many that die deserve a second death.

Bond. I spared an elf slave once and I search endlessly for her, so that I can make amends to my god.

Flaw. I would make a much better captain than Akrin.

LILYTH (HUMAN SWASHBUCKLER)

Fiery Buccaneer. Fast with words and daggers, the redheaded pirate Lilyth lives for destruction. As a child, she learned the meaning of the joy the moment she saw a ship catch fire in the harbor. It burned long after sunset, the fierce light raging against the stars as the crews' distant screams slowly faded to nothing. An unrepentant arsonist, she never leaves port without setting at least one fire.

TRAITS

Ideal. When others suffer, I feel truly alive.

Bond. Captain Akrin believed in me when no one else did. I won't forget that.

Flaw. I would say or do anything to avoid certain death.

WEN (HALF-ELF BARBARIAN)

Torn between Good and Evil. Hailing from a far off land of silk and spice, the tall and graceful Wen hides a tortured, divided soul. A wanderer of the world, Wen was rescued from certain death by Captain Akri and pledged to serve the sorcerer in all things before he learned of Akrin's true nature. Bound by his word, Wen grudgingly participates in Akrin's evil. Once a good hearted man, Wen finds himself enjoying his new amoral, decadent life where he takes what he wants and kills who he pleases.

TRAITS

Ideal. My word is my bond and I have given it to Captain Akrin.

Bond. My sister searches for me, believing that there is still good in my heart.

Flaw. I love all manner of vices and cannot say no to them.

ANA (HUMAN DRUID)

Maddened Prisoner of the Deep. Years spent imprisoned beneath the sea by sahuagin has left Ana a wiry, bony frame reminiscent of a skeleton with flesh. Her heart overflows with disgust and hate for all sentient creatures that disrupt the natural quiet order of the sea, even herself and her companions. She works with Captain Akrin as a temporary measure, taking delight in ending the lives of captives while she gathers her power.

TRAITS

Ideal. There is a war between people and nature. I intend to win that war.

Bond. I preach the truth to all who will listen, at least when the die they will know why.

Flaw. Land makes me uncomfortable, I long for the sound and smell of the sea.

Akrin

8th-level Storm Mage

medium humanoid (blue dragonborn), chaotic evil

Armor Class 15 (mage armor)

Hit Points 52 (8d6 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	14(+2)	16(+3)	12(+1)	9(-1)	15(+2)

Saving Throws Con +6, Cha +5

Skills Intimidation +5

Damage Resistances lightning, thunder

Senses passive Perception 9

Languages Common, Primordial

Challenge 3 (700 XP)

Draconic Resistance (Blue). Akrin has resistance to lightning.

Spellcasting (Sorcerer). Akrin is an 8th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 with spell attacks).

Cantrips (at will). *message, ray of frost, shocking grasp*

1st level (4 slots). *chromatic orb (lightning), feather fall, mage armor*

2nd level (3 slots). *misty step, web*

3rd level (3 slots). *fly, water breathing*

4th level (2 slots). *greater invisibility*

Metamagic. (8 sorcery points) Akrin can harness metamagic. Only one metamagic option can be used per spell.

Metamagic:Heightened Spell. (3 sorcery points) A target of a spell that forces a creature to make a saving throw has disadvantage on its first saving throw against the spell.

Metamagic:Subtle Spell. (1 sorcery point) Akrin can cast a spell without its somatic or verbal components.

Heart of the Storm. Akrin has resistance to lightning and thunder. When Akrin casts a spell of 1st level or higher that deals lightning or thunder damage, any creatures of Akrin's choice within 10 feet that he can see takes 4 thunder damage.

Actions

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

Shocking Grasp (5th level): *Melee Spell Attack* +5 to hit, reach 5 ft., one target, *Hit* 9 (2d8) lightning damage and the target can't take reactions until the start of its next turn. Akrin has advantage on the attack roll if the target is wearing armor made of metal.

Breath Weapon (Blue). (1/day) Akrin can exhale destructive energy, a 5 x 30 ft. line of lightning that deals 17 (5d6) levels lightning damage. Creatures can make a (DC 14) Dexterity saving throw for half damage.

Bonus Actions

Create Spell Slots. As a bonus action, Akrin can spend (1 + the spell slots level) sorcery points to create an additional spell slot.

Tempestuous Magic. As a bonus action, immediately before or after casting a spell of 1st level or higher, Akrin can fly up to 10 feet without provoking opportunity attacks.

Storm Guide (Rain). As a bonus action, if it's raining, Akrin can stop it falling in a 20-foot radius sphere around him until he ends this effect as a bonus action.

Storm Guide (Wind). As a bonus action, if it's windy, Akrin can choose the direction of the wind in a 100-foot radius until the end of his next turn.

Reactions

Gnash

6th-level Cleric of Umberlee (Tempest)

medium humanoid (half-orc), chaotic evil

Armor Class 17 (breastplate, shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	16(+3)	10(+0)	15(+2)	13(+1)

Saving Throws Wis +5, Cha +4

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common

Challenge 2 (450 XP)

Relentless Endurance. (1/day) When Gnash is reduced to 0 hit points, but not killed outright, he can drop to 1 hit point instead.

Spellcasting (Cleric). Gnash is an 6th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 with spell attacks).

Cantrips (at will). light

1st level (4 slots). fog cloud, thunderwave

2nd level (3 slots). gust of wind, prayer of healing

3rd level (3 slots). dispel magic, sleet storm

Channel Divinity (2/day). Gnash can use abilities marked with Channel Divinity.

Channel Divinity: Destructive Wrath. When Gnash rolls lightning or thunder damage, he can deal maximum damage instead of rolling.

Thunderbolt Strike. When Gnash deals lightning damage to a Large or smaller creature, he can also push it 10 feet.

Actions

Sacred Flame (5th level): Spell DC 13 Dexterity saving throw, range 60 ft., one target, Hit 7 (2d6) radiant damage. Targets of *sacred flame* gain no benefit from cover for their saving throw..

Channel Divinity: Turn Undead.

Bonus Actions

Reactions

Wrath of the Storm. (2/day) As a reaction, when a creature within 5 feet of Gnash hits him with an attack, he can cause the creature to make a Dexterity saving throw. The creature takes 9 (2d8) thunder damage on a failed saving throw and half as much on a successful one.

Lilyth

8th-level Swashbuckler

medium humanoid (human), neutral evil

Armor Class 15 (breastplate)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	12(+1)	16(+3)	9(-1)	11(+0)	17(+3)

Saving Throws Dex +4, Int +2

Skills Acrobatics +4, Stealth +4

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

Sneak Attack (4d6). Once per turn, Lilyth can deal an additional 14 (4d6) damage to a target if she has advantage against it, or if another enemy of the target is within 5 feet and she doesn't have disadvantage.

Evasion. Lilyth takes no damage on a successful Dexterity saving throw against area effects and only half damage on a failure.

Fancy Footwork. If Lilyth makes a melee attack against a creature, that creature can't make opportunity attacks against her for the rest of her turn.

Rakish Audacity. Lilyth adds her Charisma modifier (+3) to initiative rolls. In addition, Lilyth doesn't need advantage to use Sneak Attack if no creature other than the target is within 5 feet of Lilyth.

Actions

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

Dagger: Melee or Ranged Weapon Attack +4 to hit, reach 5 ft. or range 20/60 ft., one target, Hit 3 (1d4 + 1) piercing damage.

Bonus Actions

Cunning Action. As a bonus action, Lilyth can Dash, Disengage, or Hide.

Reactions

Uncanny Dodge. As a reaction, when an attacker Lilyth can see hits her with an attack, halve the attack's damage against Lilyth.

Wen

8th-level Eagle Totem Warrior
medium humanoid (half-elf), neutral

Armor Class 15 (Unarmored Defense)
Hit Points 60 (8d12 + 8)
Speed 30 ft. + 10 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	12(+1)	13(+1)	9(-1)	14(+2)	9(-1)

Saving Throws Str +4, Con +4
Skills Acrobatics +4, Perception +5
Damage Resistances bludgeoning, piercing, and slashing damage (while raging)
Senses darkvision 60 ft., passive Perception 15
Languages Common
Challenge 2 (450 XP)

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

Unarmored Defense (Con). Wen's AC can be 12.

Reckless Attack. When Wen attacks, he can decide to attack recklessly, gaining advantage on all melee weapon attacks using Strength, but attack rolls against Wen have advantage until his next turn.

Danger Sense. Wen has advantage on Dexterity saving throws against effects that he can see such as traps and spells.

Fast Movement(10). Wen's speed is increased by 10 feet.

Feral Instinct. If Wen enters a rage at the start of battle, he has advantage on initiative rolls and can't be surprised.

Eagle Spirit (Opportunity). While raging, other creatures have disadvantage on opportunity attacks against Wen.

Aspect of the Eagle. Wen can see up to 1 mile away with no difficulty, fine details at 100 feet, and dim light doesn't impose disadvantage on Perception checks.

Actions

Extra Attack. Wen can attack twice whenever he takes the Attack action.

Greataxe: *Melee Weapon Attack* +4 to hit, reach 5 ft., one target, *Hit* 9 (1d12 + 1 + 2) slashing damage.

Handaxe: *Melee or Ranged Weapon Attack* +4 to hit, reach 5 ft. or range 20/60 ft., one target, *Hit* 6 (1d6 + 1 + 2) slashing damage.

Bonus Actions

Rage. Wen can enter a rage as a bonus action for 1 minute (or until a round passes and Wen neither makes an attack nor takes damage) and gain the following benefits:

Advantage on Strength checks and Strength saving throws.

+2 bonus to melee weapon damage rolls. (already in weapon block)

Resistance to bludgeoning, piercing, and slashing damage.

Eagle Spirit (Dash). As a bonus action while raging, Wen can use the dash action.

Ana

6th-level Druid of the Land (Coast)
medium humanoid (human), chaotic evil

Armor Class 15 (chain shirt)
Hit Points 51 (6d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	15(+2)	18(+4)	10(+0)	14(+2)	12(+1)

Saving Throws Int +3, Wis +5
Skills Survival +5
Damage Immunities poison
Senses passive Perception 12
Languages Common
Challenge 2 (450 XP)

Spellcasting (Druid). Ana is an 6th-level spellcaster, Her spellcasting ability is Wisdom (spell save DC 13, +5 with spell attacks).

Cantrips (at will). druidcraft, thorn whip

1st level (4 slots). charm person, create or destroy water

2nd level (3 slots). misty step, skywrite

3rd level (3 slots). call lightning

Actions

Thorn Whip (5th level): *Melee Spell Attack* +5 to hit, reach 30 ft., one target, *Hit* 7 (2d6) piercing damage and a Large or smaller creature is pulled up to 10 feet closer to Ana.

Javelin: *Melee or Ranged Weapon Attack* +6 to hit, reach 5 ft. or range 30/120 ft., one target, *Hit* 6 (1d6 + 3) piercing damage.

Wild Shape (CR 1/2). (2/day) Ana can assume the shape of a CR 1/2 or less beast with no flying speed.

Bonus Actions

Misty Step.

THE DESERT DIRGE (CR 8)

"A hundred contracts, a hundred fulfillments. That is how the Desert Dirge built its reputation. With a record that shines so brightly even a paladin might wince. But I must confess that these strange desert mercenaries make me uneasy yet. For trust is a currency like any other and it can be spent as well as earned. The day may well come when the Desert Dirge decides to spend their trust—and they have coin enough to buy a kingdom."

—Juliet Journeywoman, *The Journeywoman's Guide*

Exotic Sellswords. Out of the sandy southern dunes comes the Desert Dirge, mercenaries with strange garb and mannerisms but a reputation for loyalty and results. It is said that the Desert Moon has never abandoned a job, broken a contract, or turned against their employer. In battle they are eerily silent, moving like well orchestrated puppets as they cut apart their enemies. The Dirge prefer to use telepathy when they can, but this has earned them a second, more sinister reputation that accuses them of all manner of evils.

SORROW (TIEFLING CONJURER)

Exacting Tactician. The short, taciturn Tiefling Sorrow rarely gives out the name her demonic father gave her, preferring to be known the nickname she has earned as a mercenary, 'The Puppet Sorcerer'. A master tactician and a former captain in homeland, Sorrow treats adventuring as war, gathering intelligence ahead of time and then laying waste to her enemies. For her, victory in battle is its own reward.

TRAITS

Ideal. Whatever the odds, I will always find a way to win.

Bond. When I sign a contract, whether for good or ill, it will be accomplished.

Flaw. Many innocents have died because I didn't want to risk the lives of my companions.

ELMOT (HUMAN MONK)

Big-hearted Ascetic. The heavyset, unkempt monk Elmot cares little for worldly things, believing that only in the deprivation of body and soul can perfection be honed. He carries no money and wears plain burlap robes. He prefers to sleep on the ground, a habit Sorrow has forbidden more than once. Elmot is known for staging contests of luck and skill for the chance to win his share of the latest contract.

TRAITS

Ideal. In hardship, I become stronger.

Bond. I share my wealth with the poor, they need it more than I ever will.

Flaw. The only person I can trust or rely on is myself.

IXANDRA (DARK ELF WARLOCK)

Escaped Psyker. Rarely seen without her hat, veil, gloves, and robe that disguise her dark elven nature, Ixandra tells those who discover her true race that she was *reincarnated* as a dark elf. The truth is that her mother, dissatisfied with a birthmark on her neck, sold her to a cult of Zargon the Returner. Ixandra made a pact with Zargon and used her power to destroy the cult. Its remnants still search for her, believing that he has a destiny to fulfill before Zargon can return.

TRAITS

Ideal. My past will not define me, I will prove my character with my actions.

Bond. My friends are more than I deserve, I would never do anything to put them in peril.

Flaw. What if everything I do is part of Zargon's plan?

ALAN (HALFLING DRUID)

Desert-scorched Hermit. Tanned and beaten by lonely years beneath the scorching desert sun, Alan the hermit has only recently returned to civilization after years guarding the fierce and endless sands. Not by choice, he was forced out by monsters and evil genies. He hopes that by helping in one part of the world, it will improve all the world. The druid's only memento of his home is a large blue dragon egg which he has concealed from his companions but will soon be ready to hatch.

TRAITS

Ideal. Every creature deserves a home, whether it be evil or good.

Bond. One day, I will return to my desert and make it safe to live in once more.

Flaw. Sometimes it's better if my friends don't know the whole truth.

KATERA (HUMAN BATTLE MASTER)

Honorable Duelist. Tall and scarred, the former commander of an elite unit of genasi guards, Katera loves an honorable, fair fight, something she sees little of under Sorrow. To remedy this, the Battle Master has begun to sponsor a series of regulated competitions, reminiscent of the arenas in the south. Katera discusses her own past very little, hoping that it will never catch up with her.

TRAITS

Ideal. The better warrior should win, I have no time for cheap tricks.

Bond. I have made a new life for myself and I won't let anyone ruin it.

Flaw. I will not cut down a helpless enemy or a surrendering foe.

Sorrow

10th-level Conjurer

medium humanoid (tiefling), lawful neutral

Armor Class 15 (mage armor)

Hit Points 85 (10d6 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	14(+2)	20(+5)	16(+3)	11(+0)	16(+3)

Saving Throws Int +7, Wis +4

Skills Arcana +7

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 10

Languages Common, Ignan

Challenge 4 (1100 XP)

Infernal Legacy++. Sorrow's innate spellcasting ability is Charisma (spell save DC 15). She can innately cast the following spells:

At will: *thaumaturgy*

1/day each: *darkness*, *hellish rebuke*.

Spellcasting (Wizard). Sorrow is an 10th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 15, +7 with spell attacks).

Cantrips (at will). *fire bolt*

1st level (4 slots). *burning hands*, *mage armor*

2nd level (3 slots). *melf's acid arrow*, *mirror image*

3rd level (3 slots). *major image*, *sleet storm*

4th level (3 slots). *conjure minor elementals* (gargoyle), *dimension door*

5th level (2 slots). *conjure elemental*, *rary's telepathic bond*

Focused Conjunction. Sorrow's concentration can't be broken as a result of taking damage.

Actions

Fire Bolt (5th level): Ranged Spell Attack +7 to hit, range 120 ft., one target, *Hit* 11 (2d10) fire damage.

Benign Transportation. Sorrow can use her action to teleport up to 30 feet to a space she can see or to swap places with a willing small or medium creature within 30 feet. She can't use this ability again until she casts a conjunction spell.

Bonus Actions

Reactions

Hellish Rebuke.

Ixandra

10th-level Agent of Zargon the Old One

medium humanoid (dark elf), lawful evil

Armor Class 17 (studded leather)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8(-1)	20(+5)	16(+3)	10(+0)	9(-1)	20(+5)

Saving Throws Wis +3, Cha +9

Skills Acrobatics +9, Perception +3

Damage Resistances psychic

Senses darkvision 120 ft., passive Perception 13

Languages Common, Elvish, Undercommon

Challenge 3 (700 XP)

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

Sunlight Sensitivity. While in sunlight, Ixandra has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

Drow Magic++. Ixandra's innate spellcasting ability is Charisma (spell save DC 17). She can innately cast the following spells:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

Pact Magic (Warlock). Ixandra is an 10th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 with spell attacks).

Cantrips (at will). *eldritch blast*, *minor illusion*

5th level (2 slots). *dream*, *telekinesis*

Awakened Mind. Ixandra can communicate telepathically with any creature within 30 feet.

Thought Shield. Ixandra's thoughts can't be read, she has resistance to psychic damage, and whenever a creature deals psychic damage to Ixandra, it takes the same amount of damage.

Actions

Scimitar: Melee Weapon Attack +9 to hit, reach 5 ft., one target, *Hit* 8 (1d6 + 5) slashing damage.

Eldritch Blast (5th level): Ranged Spell Attack +9 to hit, range 120 ft., one target, *Hit* 5 (1d10) force damage. Ixandra creates two beams which can attack the same target or different one.

Reactions

Entropic Ward. (1/day) As a reaction, when a creature makes an attack against Ixandra, she can impose disadvantage on the attack.

Elmot

12th-level Master of the Four Elements

medium humanoid (human), lawful neutral

Armor Class 13 (unarmored defense)

Hit Points 102 (12d8 + 48)

Speed 30 ft. + 20 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	14(+2)	18(+4)	10(+0)	12(+1)	9(-1)

Saving Throws Str +4, Dex +6

Skills Acrobatics +6, Perception +5

Damage Resistances all but force (during empty body)

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 15

Languages Common

Challenge 3 (700 XP)

Unarmored Defense (Wis). Elmot's AC can be 13.

Unarmored Movement (20). Elmot's speed increases by 20 feet and he can move across liquids and along vertical surfaces during his turn.

Ki Abilities. (12 ki points) Elmot can harness the power of ki.

Stunning Strike. (1 ki) When Elmot hits another creature with a melee weapon strike, the target must succeed on a Constitution saving throw (DC 13) or be stunned until the end Elmot's next turn.

Evasion. Elmot takes no damage on a successful Dexterity saving throw against area effects and only half damage on a failure.

Purity of Body. Elmot is immune to disease and poison.

Actions

Extra Attack. Elmot can attack twice whenever he takes the Attack action.

Unarmed Strike (d8): *Melee Weapon Attack* +6 to hit, reach 5 ft., one target, *Hit* 6 (1d8 + 2) bludgeoning damage.

Stillness of Mind. Elmot can end one effect causing him to be charmed or frightened.

Fist of Unbroken Air. (2 ki) One creature within 30 feet must make a Strength saving throw (DC 13), on a failed save, the creature takes 16 (3d10) bludgeoning damage and Elmot can spend 1 ki point to knock the creature prone and push it 20 feet. On a successful save, it only takes half damage.

Clench of the North Wind. (3 ki) Elmot casts *hold person* (DC 13).

Ride the Wind. (4 ki) Elmot casts *fly* on himself.

Bonus Actions

Martial Arts. As a bonus action, after attacking with an unarmed strike or monk weapon, Elmot can make one unarmed strike.

Step of the Wind. (1 ki) As a bonus action, Elmot can take the Disengage or Dash actions and his jump distance is doubled.

Reactions

Deflect Missiles. As a reaction, when hit by a ranged weapon attack, Elmot can reduce the damage by 1d10 + 14. If this reduces the damage to 0, Elmot can use a ki point to throw it back (range 20/60).

Slow Fall. As a reaction, Elmot can reduce falling damage he would take by 60.

Alen

9th-level Druid of the Land (Desert)
small humanoid (stout halfling), neutral

Armor Class 12 (studded leather)
Hit Points 49 (9d8 + 9)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	10(+0)	12(+1)	9(-1)	12(+1)	9(-1)

Saving Throws Int +3, Wis +5

Skills

Damage Resistances poison

Damage Immunities poison

Senses passive Perception 11

Languages Common

Challenge 3 (700 XP)

Lucky. When Alen rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die and take the result.

Brave. Alen has advantage on saving throws against being frightened.

Halfling Nimbleness. Alen can move through the space of any creature at least one size larger than him.

Stout Resilience. Alen has advantage on saving throws against poison and resistance to poison damage.

Spellcasting (Druid). Alen is an 9th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 with spell attacks).

Cantrips (at will). druidcraft, thorn whip

1st level (4 slots). cure wounds, goodberry

2nd level (3 slots). gust of wind, lesser restoration

3rd level (3 slots). daylight, wind wall

4th level (3 slots). freedom of movement, stone shape

5th level (1 slot). antilife shell, wall of stone

Actions

Scimitar: *Melee Weapon Attack* +7 to hit, reach 5 ft., one target, *Hit* 6 (1d6 + 3) slashing damage.

Thorn Whip (5th level): *Melee Spell Attack* +5 to hit, reach 30 ft., one target, *Hit* 7 (2d6) piercing damage and a Large or smaller creature is pulled up to 10 feet closer to Alen.

Wild Shape (CR 1). (2/day) Alen can assume the shape of a CR 1 or less beast.

Katera

11th-level Battle Master
medium humanoid (human), lawful neutral

Armor Class 16 (breastplate)
Hit Points 71 (11d10 + 11)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	13(+1)	12(+1)	16(+3)	9(-1)	10(+0)

Saving Throws Str +5, Con +5

Skills Acrobatics +5

Senses passive Perception 9

Languages Common

Challenge 3 (700 XP)

Trip Attack. When Katera hits a creature with a weapon attack, she can expend a superiority die. She adds a superiority die to the attack's damage roll. If the target is Large or smaller, it must make a Strength saving throw (DC 13) or be knocked prone.

Action Surge. (1/day) Katera can take one additional action on top of her regular action and a possible bonus action.

Indomitable. (1/day) Katera can reroll a saving throw she fails and take the result.

Superiority Dice (d10). Katera has 5 superiority dice. Only one maneuver requiring a superiority die can be used per attack.

Actions

Extra Attack+. Katera can attack three times whenever she takes the Attack action.

Scimitar: *Melee Weapon Attack* +5 to hit, reach 5 ft., one target, *Hit* 4 (1d6 + 1) slashing damage.

Dagger: *Melee or Ranged Weapon Attack* +5 to hit, reach 5 ft. or range 20/60 ft., one target, *Hit* 3 (1d4 + 1) piercing damage.

Bonus Actions

Fighting Style (Two-Weapon Fighting). As a bonus action, when Katera takes the Attack action she can make an attack with a light weapon in her other hand.

Second Wind. (1/day) As a bonus action Katera can regain (1d10 + 11) hit points.

Reactions

Parry. As a reaction, when another creature damages Katera with a melee attack, she can use one superiority die to reduce the damage by (superiority die +1).

NEVERDROW (CR 10)

"Feared assassins and highly sought after by those who desire dark deeds, the exiled dark elves of the Neverdrow will murder anyone for the right price. Though they hail from the Underdark, they claim to have severed from everything it means to be Drow, save for the murder, scheming, torture, and betrayal. I'm not sure what that leaves to give up. Perhaps they aren't particularly fond of spiders."

—Juliet Journeywoman, *The Journeywoman's Guide*

Drow Assassins for Hire. Made up of exiles and rebels from Drow society that found their way to the surface, the Neverdrow have renounced their sisters below and the Spider Queen they worship. Hunted by their old homeland, distrusted and feared by their new, the Neverdrow sell their services as assassins. For a price, they will kill any creature, whether it be man, beast, or monster. Their favored prey is unicorns whose blood and horns sell for sizable bags of coin.

ZELIA'H (DROW CLERIC)

Spurned Priestess. Once a favored priestess of Lloth, Zelia'h carries the burns that scar her face like a badge of honor. Framed and betrayed by her own sisters, she barely escaped the flames intended to kill her. Instead it was her family that burned, a feat that pleased the trickster Goddess Tymora. She intends to return one day and see justice done on the people who betrayed her and the Spider Queen who abandoned her.

TRAITS

Ideal. I have fallen to the very rock bottom of life, now it is time to claw my way to the top.

Bond. Lloth, the Spider Queen, must pay for what she did to me. I will always oppose her and her agents.

Flaw. I am everyone's master and no one's servant.

ZZ'ASXA (DRIDER WARLOCK)

Locked inside a Monster. A promising young initiate, Zz'asxa was found unworthy in her trial and transformed into a bloated, hideous drider. Retaining some portion of her sanity, she fled to the surface, renouncing Lloth and seeking protection instead from the Archfiend Baphomet, enemy of all civilization. Zz'asxa is always in need of more subjects for her experiments. She hopes one day to reverse her monstrous transformation.

TRAITS

Ideal. I will overcome my drider madness. I will act with reason, never emotion or impulse.

Bond. One day, I will be normal again.

Flaw. I'll kill anyone who calls me a monster.

EXAN (DARK ELF PALADIN)

Lives for Revenge. One of the few living Drow to be born beneath the surface sun, Exan was raised by his adopted human parents in a small farming community. He struggled with his evil nature, but overcame it, even marrying a local girl. But Lloth's long tendrils found Exan's village, destroying all that he loved for a crime his parents committed long ago. He embraced the evil in his heart, but rather than embrace the Spider Queen, he swore vengeance on his own people.

TRAITS

Ideal. Justice can only be found on the end of my blade.

Bond. I will never turn down an honest demand for vengeance—even from a dying enemy.

Flaw. My companions deserve death, yet I turn a blind eye.

QUANTHRA (DARK ELF MONK)

Disciplined Assassin. Few who come to the shadow monasteries are as lost as Quanthra DeVir was after her house was sacked, her family slain, and her lineage given to her attackers. The monks gave her a home and a purpose, training her to be a weapon of shadow. An excellent assassin, she quickly rose through the ranks. Her current contract is well guarded and she intends to use the Neverdrow to assist her.

TRAITS

Ideal. I serve my order. If they give me a name, I give them a death.

Bond. I remember what it was like to be helpless. I show mercy on those who need help.

Flaw. No male could ever be my equal.

REXAS (DUERGAR THIEF)

Dwarf Out of Time. The dark elves were still a young race when the slave dwarf Rexas was tried and condemned for thievery in Menzoberranzan. He was tossed into the abyss so that demons might feast on his souls. And feast they did, for millennia until Rexas was by chance freed by Zelia'h. The duergar knows little of his new world which is nothing like the one he left but he is glad to be alive once more.

TRAITS

Ideal. I will indulge in every precious moment of my new life.

Bond. The duergar of today may not now loyalty, but I do. I will always stand at Zelia'h's side.

Flaw. Everything in this new world is but a pale imitation of the one I remember.

Zelia'h

11th-level Cleric of Tymora (Trickery)

medium humanoid (dark elf), neutral evil

Armor Class 20 (plate, shield)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	14(+2)	10(+0)	15(+2)	13(+1)

Saving Throws Wis +6, Cha +5

Skills Insight +6, Perception +6, Stealth +6

Senses darkvision 120 ft., passive Perception 16

Languages Common, Elvish, Undercommon

Challenge 4 (1100 XP)

Fey Ancestry. Zelia'h has advantage on saving throws against being charmed, and magic can't put her to sleep.

Sunlight Sensitivity. While in sunlight, Zelia'h has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

Drow Magic++. Zelia'h's innate spellcasting ability is Charisma (spell save DC 13). She can innately cast the following spells:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

Spellcasting (Cleric). Zelia'h is an 11th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 with spell attacks).

Cantrips (at will). *spare the dying*, *thaumaturgy*

1st level (4 slots). *charm person*, *inflict wounds*, *disguise self*

2nd level (3 slots). *hold person*, *pass without trace*

3rd level (3 slots). *bestow curse*, *dispel magic*

4th level (3 slots). *dimension door*, *polymorph*

5th level (2 slots). *contagion*, *modify memory*

6th level (1 slot). *true seeing*

Channel Divinity (2/day). Zelia'h can use abilities marked with Channel Divinity.

Divine Intervention. (1/week) Zelia'h can call on her deity to intervene on her behalf.

Divine Strike. Once a turn, Zelia'h can infuse a weapon attack with poison energy when she hits a creature with a weapon attack and deal an extra 4 (1d8) poison damage.

Actions

Whip: *Melee Weapon Attack* +6 to hit, reach 10 ft., one target, *Hit* 4 (1d4 + 2) slashing damage + 4 (1d8) poison damage.

Hand Crossbow: *Ranged Weapon Attack* +6 to hit, range 30/120 ft., one target, *Hit* 5 (1d6 + 2) piercing damage + 4 (1d8) poison damage.

Channel Divinity: Turn Undead.

Blessing of the Trickster. Zelia'h can touch a willing creature other than herself to give it advantage on Dexterity (Stealth) checks for 1 hour or until she uses this feature again.

Channel Divinity: Invoke Duplicity. Zelia'h can create a perfect illusory duplicate within 30 feet that must remain within 120 feet for 1 minute or until she loses her concentration (as if concentrating on a spell). Zelia'h can cast spells as though she were in the illusions space and when both Zelia'h and her illusion are within 5 feet of a creature, she has advantage on attack rolls against the creature.

Channel Divinity: Cloak of Shadows. Zelia'h can become invisible until the end of the next turn.

Bonus Actions

Move Duplicate. As a bonus action, Zelia'h can move her duplicate up to 30 feet to a maximum range of 120 feet.

Reactions

Zz'asxa

10th-level Agent of Baphomet the Fiend

large monstrosity (driider), chaotic evil

Armor Class 18 (natural armor)

Hit Points 95 (10d8 + 50)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	14(+2)	20(+5)	10(+0)	12(+1)	14(+2)

Saving Throws Wis +5, Cha +6

Skills Athletics +8

Senses devilvision 120 ft., passive Perception 11

Languages Common, Elvish, Undercommon

Challenge 4 (1100 XP)

Fey Ancestry. Zz'asxa has advantage on saving throws against being charmed, and magic can't put her to sleep.

Drow Magic++. Zz'asxa's innate spellcasting ability is Charisma (spell save DC 14). She can innately cast the following spells:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

Spider Climb. Zz'asxa can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, Zz'asxa has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

Web Walker. Zz'asxa ignores movement restrictions caused by webbing.

Pact Magic (Warlock). Zz'asxa is an 10th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 with spell attacks).

Cantrips (at will). *eldritch blast*, *poison spray*

5th level (2 slots). *dimension door*, *fire shield*

Pact of the Chain. Zz'asxa has an *imp* familiar.

Dark One's Own Luck. (1/day) Zz'asxa can add 1d10 to an ability check or saving throw.

Fiendish Resilience. Each day, Zz'asxa can choose one damage type to have resistance to.

Devil's Sight. Zz'asxa can see in normal and magical darkness up to 120 ft.

Actions

Greatsword: *Melee Weapon Attack* +8 to hit, reach 5 ft., one target, *Hit* 11 (2d6 + 4) slashing damage.

Eldritch Blast (5th level): *Ranged Spell Attack* +6 to hit, range 120 ft., one target, *Hit* 5 (1d10) force damage. Zz'asxa creates two beams which can attack the same target or different one.

One with Shadows. When in an area of dim light or darkness, Zz'asxa can become invisible until she moves or takes an action or reaction.

Bonus Actions

Reactions

Exan

10th-level Paladin of Vengeance

medium humanoid (dark elf), lawful evil

Armor Class 17 (half-plate)

Hit Points 55 (10d10 + 0)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	10(+0)	12(+1)	11(+0)	15(+2)

Saving Throws Wis +4, Cha +6

Skills Acrobatics +6, Perception +4, Stealth +6

Senses darkvision 120 ft., passive Perception 14

Languages Common, Elvish, Undercommon

Challenge 4 (1100 XP)

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

Sunlight Sensitivity. While in sunlight, Exan has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

Drow Magic++. Exan's innate spellcasting ability is Charisma (spell save DC 14). He can innately cast the following spells:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

Spellcasting (Paladin). Exan is an 10th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 with spell attacks).

1st level (4 slots). *command*, *detect evil and good*

2nd level (3 slots). *find steed (warhorse)*, *protection from poison*

3rd level (2 slots). *revivify*

Divine Smite. When Exan hits a creature with a melee attack, he can expend one spell slot to deal radiant damage equal to 2d8 + 1d8 per spell level higher than 1st. Undead and fiends take an additional 1d8 damage.

Divine Health. Exan is immune to disease.

Aura of Protection. Whenever Exan or a friendly creature within 10 feet makes saving throw, they can add Exan's Charisma bonus (+2).

Aura of Courage. Exan and friendly creatures within 10 feet can't be frightened.

Actions

Extra Attack. Exan can attack twice whenever he takes the Attack action.

Rapier: *Melee Weapon Attack* +6 to hit, reach 5 ft., one target, *Hit* 6 (1d8 + 2) piercing damage.

Heavy Crossbow: *Ranged Weapon Attack* +6 to hit, range 100/400 ft., one target, *Hit* 7 (1d10 + 2) piercing damage.

Lay on Hands. (50 hit point pool) Exan can touch a creature and draw from his pool of healing to restore hit points. Alternatively, he can expend 5 hit points from the pool to cure disease or neutralize poison.

Divine Sense. (3/day)

Bonus Actions

Vow of Enmity. (1/day) As a bonus action, Exan can choose a creature within 10 feet, he gains advantage on attack rolls against the creature for the next 1 minute.

Reactions

Relentless Avenger. When Exan hits a creature with an opportunity attack, he can immediately move up to half his speed.

Quanthra

10th-level Master of Shadow

medium humanoid (dark elf), lawful evil

Armor Class 12 (unarmored defense)

Hit Points 85 (10d8 + 40)

Speed 30 ft. + 20 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	18(+4)	10(+0)	10(+0)	12(+1)

Saving Throws Str +4, Dex +6

Skills Perception +4, Perception +4, Stealth +6

Damage Resistances poison, all but force (during empty body)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Common, Elvish, Undercommon

Challenge 4 (1100 XP)

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

Sunlight Sensitivity. While in sunlight, Quanthra has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

Drow Magic++. Quanthra's innate spellcasting ability is Charisma (spell save DC 13). She can innately cast the following spells:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

Unarmored Defense (Wis). Quanthra's AC can be 12.

Unarmored Movement (20). Quanthra's speed increases by 20 feet and she can move across liquids and along vertical surfaces during her turn.

Ki Abilities. (10 ki points) Quanthra can harness the power of ki.

Stunning Strike. (1 ki) When Quanthra hits another creature with a melee weapon strike, the target must succeed on a Constitution saving throw (DC 12) or be stunned until the end Quanthra's next turn.

Evasion. Quanthra takes no damage on a successful Dexterity saving throw against area effects and only half damage on a failure.

Purity of Body. Quanthra is immune to disease and poison.

Actions

Extra Attack. Quanthra can attack twice whenever she takes the Attack action.

Unarmed Strike (d6): *Melee Weapon Attack* +6 to hit, reach 5 ft., one target, *Hit* 5 (1d6 + 2) bludgeoning damage.

Stillness of Mind. Quanthra can end one effect causing her to be charmed or frightened.

Shadow Arts. (2 ki) Quanthra can cast *darkness*, *darkvision*, *pass without trace*, or *silence* and gains *minor illusion* as a cantrip.

Bonus Actions

Martial Arts. As a bonus action, after attacking with an unarmed strike or monk weapon, Quanthra can make one unarmed strike.

Flurry of Blows. (1 ki) As a bonus action, after taking the attack action, Quanthra can make two unarmed attacks.

Shadow Step. As a bonus action, when in dim light or darkness, Quanthra can teleport 60 feet to a space she can see that is also in dim light or darkness. Her next melee attack this turn has advantage.

Reactions

Deflect Missiles. As a reaction, when hit by a ranged weapon attack, Quanthra can reduce the damage by 1d10 + 12. If this reduces the damage to 0, Quanthra can use a ki point to throw it back (range 20/60).

Slow Fall. As a reaction, Quanthra can reduce falling damage she would take by 50.

Rexas

11th-level Thief

medium humanoid (gray dwarf), chaotic evil

Armor Class 15 (breastplate)

Hit Points 93 (11d8 + 44)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	12(+1)	18(+4)	9(-1)	8(-1)	7(-2)

Saving Throws Dex +5, Int +3

Skills Athletics +7, Stealth +5

Damage Resistances poison

Senses darkvision 60 ft., darkvision 120 ft., passive Perception 9

Languages Common, Dwarvish

Challenge 4 (1100 XP)

Dwarven Resilience. Rexas has advantage on saving throws against poison, and resistance against poison damage.

Duerger Resilience. Rexas has advantage on saving throws against illusions and against being charmed or paralyzed.

Duerger Magic (enlarge/reduce). (1/day) Rexas can cast *enlarge/reduce* on himself while not in direct sunlight.

Duerger Magic (invisibility). (1/day) Rexas can cast *invisibility* on himself while not in direct sunlight.

Sunlight Sensitivity. While in sunlight, Rexas has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

Sneak Attack (6d6). Once per turn, Rexas can deal an additional 21 (6d6) damage to a target if he has advantage against it, or if another enemy of the target is within 5 feet and he doesn't have disadvantage.

Evasion. Rexas takes no damage on a successful Dexterity saving throw against area effects and only half damage on a failure.

Reliable Talent. When Rexas makes an ability check in a skill he is proficient in, treat any roll of 1-9 as a 10.

Second-Story Work. Climbing does not cost Rexas extra movement.

Supreme Sneak. Rexas has advantage on all stealth checks if he moves no more than half his speed.

Actions

Dagger. *Melee or Ranged Weapon Attack* +7 to hit, reach 5 ft. or range 20/60 ft., one target, *Hit* 5 (1d4 + 3) piercing damage.

Bonus Actions

Cunning Action. As a bonus action, Rexas can Dash, Disengage, or Hide.

Reactions

Uncanny Dodge. As a reaction, when an attacker Rexas can see hits him with an attack, halve the attack's damage against Rexas.

COURT OF THE MEADOW-WED (CR 12)

"'Forest justice is swift and red in the Court of the Meadow-wed,' so sayeth the ancient elven books. The old saying has been revived recently along with the court itself—but I find myself wondering if they can truly be the forest protectors they claim to be or if they are merely a band of blood-soaked vigilantes."

—Juliet Journeywoman, *The Journeywoman's Guide*

Forest Vigilantes. It is the duty of all good creatures to band together and fight evil, so hold the Meadow-Wed, a band of friends formed to protect elves, dryads, and all good things that live beneath the trees. The Meadow-Wed do not tolerate evil of any kind and serve as judge, jury, and executioner for any creature they find to have evil intent. Many of the good folk have embraced the Meadow-Wed's violent methods as necessary measures to protect the forest in these dark times. But others sharpen their swords, waiting for the day when the band goes too far.

NICA (WOOD ELF BARBARIAN)

The Law in the Wilds. In the trackless wilds between civilization, people and monsters alike take what they want from those without the strength to stop them. It is here that Nica established her Court, to protect those who cannot protect themselves, to do right where no one else will. Her justice is swift and rarely certain, but little can be in the wilds. She collects and presents evidence of a creature's guilt before the Court.

TRAITS

Ideal. I will let no evil go unpunished or evil creature walk free in my forest.

Bond. My brother is my conscience, without him I know not what I would be capable of.

Flaw. If killing an innocent makes the forest a safer place, so be it.

NICO (WOOD ELF HUNTER)

Devil's Advocate. Separated from his sister as a youth, Nico found her dark and driven when they reunited years later. He sympathizes with Nica's goals and also fears what she might do to accomplish them. For now he is content serving as the advocate for the accused. Though his clients are rarely found innocent, he does the best job he can.

TRAITS

Ideal. For too long, elves have stood by as the world becomes worse and worse. I will act, even if I don't always know what to do.

Bond. Where my sister goes, I follow.

Flaw. Most people who carry swords are guilty of something, what does it matter what they hang for?

JOHN'LYN (SPRITE BARD)

Righteous Interrogator. Jonn'lyn, or Lyn as his friends call him, was always a restless sprite and when the time came to join his village's sentinels he instead set out on his own, wishing to see more the world. He looks up to Nica and Nico and longs to be like them, to be strong enough to fight evil with not just words but size. As an interrogator his *heart-sense* is invaluable, able to detect evil in the most duplicitous hearts.

TRAITS

Ideal. Those with nothing to hide have no reason to fear the Court. Those who do, should run.

Bond. Just once, I'd like to look upon a heart that was pure and good, without even a hint of evil.

Flaw. I'd do anything to become big and powerful, like an elf.

CLAREAH (CENTAUR BARBARIAN)

Savage Executioner. When a centaur grows too weak and old to keep up with a tribe they are left behind, but Clareah may be the first centaur whose tribe grew too weak to keep up with her. She enjoys her new companions far more than she ever enjoyed the sedate pace of centaur tribal life. It's obvious to her that the Court has saved many lives and made the forest a safer place. She is the Court's executioner, the final face that the guilty ever see.

TRAITS

Ideal. Let nobles and politicians squabble over laws, I care about the good I can do today.

Bond. The Court is my tribe now whatever my mother and father may say.

Flaw. I once trampled an orc child's head. It felt right.

DAPPLE (WOOD ELF SORCERER)

Laconic Judge. Occasionally mistaken for a dryad, the radiant young sorceress Dapple rarely speaks, saving her words for judgement of those brought before the Court. It pains her each time she sentences another being to death, but in the wilds there are no jails and nothing to prevent a criminal from striking again. She takes her role seriously, giving each accused a chance to prove that are innocent.

TRAITS

Ideal. My dragon blood gives me both the power and the responsibility to judge others.

Bond. I love all things related dragons and could talk about them for days.

Flaw. For a magical bauble or a dragon's secret, I would probably let an accused go free.

Nica

14th-level Wolf Totem Warrior

medium humanoid (wood elf), neutral

Armor Class 13 (unarmored defense)

Hit Points 105 (14d12 + 14)

Speed 30 ft. + 10 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	20(+5)	12(+1)	12(+1)	10(+0)	9(-1)

Saving Throws Str +5, Con +6

Skills Acrobatics +10, Perception +5, Stealth +10

Damage Resistances bludgeoning, piercing, and slashing damage (while raging)

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish

Challenge 7 (2900 XP)

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

Mask of the Wild. Nica can attempt to hide even when only lightly obscured by natural phenomena.

Unarmored Defense (Con). Nica's AC can be 16.

Reckless Attack. When Nica attacks, she can decide to attack recklessly, gaining advantage on all melee weapon attacks using Strength, but attack rolls against Nica have advantage until her next turn.

Danger Sense. Nica has advantage on Dexterity saving throws against effects that she can see such as traps and spells.

Fast Movement(10). Nica's speed is increased by 10 feet.

Feral Instinct. If Nica enters a rage at the start of battle, she has advantage on initiative rolls and can't be surprised.

Relentless Rage. While raging, Nica can make a DC 10 Constitution saving throw to avoid dropping to 0 hit points and drop to 1 instead, the DC of this check increases by 5 each time.

Wolf Spirit. While raging, Nica's allies have advantage on melee attack rolls against any hostile creature within 5 feet of Nica.

Aspect of the Wolf. Nica can track other creatures while traveling at a fast pace and move stealthily while travelling at a normal pace.

Actions

Extra Attack. Nica can attack twice whenever she takes the Attack action.

Scimitar: Melee Weapon Attack +10 to hit, reach 5 ft., one target, *Hit* 11 (1d6 + 5 + 3) slashing damage.

Bonus Actions

Rage. Nica can enter a rage as a bonus action for 1 minute (or until a round passes and Nica neither makes an attack nor takes damage) and gain the following benefits:

Advantage on Strength checks and Strength saving throws.

+3 bonus to melee weapon damage rolls. (already in weapon block)

Resistance to bludgeoning, piercing, and slashing damage.

Wolf Attunement. While raging, as a bonus action, Nica can knock a Large or smaller creature prone when she hits it with a melee attack.

Reactions

Nico

15th-level Hunter

medium humanoid (wood elf), neutral good

Armor Class 17 (studded leather)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	20(+5)	18(+4)	9(-1)	11(+0)	12(+1)

Saving Throws Str +5, Dex +10

Skills Insight +5, Perception +5, Stealth +10, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Sylvan

Challenge 7 (2900 XP)

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

Mask of the Wild. Nico can attempt to hide even when only lightly obscured by natural phenomena.

Spellcasting (Ranger). Nico is an 15th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 with spell attacks).

1st level (4 slots). hunter's mark, jump

2nd level (3 slots). lesser restoration, locate object

3rd level (3 slots). speak with plants

4th level (2 slots). locate creature

Colossus Slayer. Once per turn, Nico can deal an additional 1d8 damage to a creature below its hit point maximum.

Escape the Horde. Opportunity attacks against Nico are made with disadvantage.

Actions

Extra Attack. Nico can attack twice whenever he takes the Attack action.

Scimitar: *Melee Weapon Attack* +10 to hit, reach 5 ft., one target, *Hit* 8 (1d6 + 5) slashing damage.

Scimitar: *Melee Weapon Attack* +10 to hit, reach 5 ft., one target, *Hit* 8 (1d6 + 5) slashing damage.

Longbow: *Ranged Weapon Attack* +10 to hit, range 150/600 ft., one target, *Hit* 9 (1d8 + 5) piercing damage.

Whirlwind Attack. Nico makes a melee attack against any number of creatures within 5 feet with a separate attack roll for each target.

Bonus Actions

Vanish. As a bonus action, Nico can use the hide action.

Fighting Style (Two-Weapon Fighting). As a bonus action, when Nico takes the Attack action he can make an attack with a light weapon in his other hand.

Reactions

Stand Against the Tide. As a reaction, when a creature misses Nico with a melee attack, Nico can force that creature to repeat that attack against another creature other than itself.

Jonnylyn

8th-level Bard of Lore

tiny fey (sprite), lawful good

Armor Class 17 (studded leather)

Hit Points 68 (8d8 + 32)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3(-4)	20(+5)	18(+4)	8(-1)	8(-1)	19(+4)

Saving Throws Dex +8, Cha +7

Skills Performance +7, Stealth +8

Senses passive Perception 9

Languages Common, Elvish, Sylvan

Challenge 3 (700 XP)

Spellcasting (Bard). Jonnylyn is an 8th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 with spell attacks).

Cantrips (at will). friends, vicious mockery

1st level (4 slots). burning hands, cure wounds, speak with animals

2nd level (3 slots). blindness/deafness, hold person

3rd level (3 slots). call lightning, major image, speak with dead

4th level (2 slots). dimension door

Actions

Vicious Mockery (5th level): Spell DC 15 Wisdom saving throw, range 60 ft., one target, Hit 5 (2d4) psychic damage and has disadvantage on the next attack roll it makes before the end of its next turn.

Heart Sight. Jonnylyn touches a creature and magically knows the creature's current emotional state. If the target fails a DC 15 Charisma saving throw, the sprite also knows the creature's alignment.

Bonus Actions

Bardic Inspiration (d8). (4/day) As a bonus action, Jonnylyn can inspire a creature other than himself within 60 feet. That creature gains an inspiration die that it can add to one ability check, attack roll, or saving throw it makes. A creature can only ever have 1 inspiration die.

Reactions

Cutting Words. As a reaction, when a creature within 60 feet that Jonnylyn can see makes an attack roll, an ability check, or a damage roll, he can expend one of his uses of Bardic Inspiration to subtract from the creature's roll. If the creature can't hear you or is immune to being charmed, it is immune to this effect.

Clareah

9th-level Beast Master

large monstrosity (centaur), chaotic good

Armor Class 17 (half-plate)

Hit Points 76 (9d8 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	14(+2)	18(+4)	11(+0)	13(+1)	12(+1)

Saving Throws Str +8, Dex +6

Skills Nature +5

Senses passive Perception 11

Languages Common, Sylvan

Challenge 4 (1100 XP)

Charge. If Clareah moves at least 30 feet straight toward a target and hits it with her next attack, the target takes an extra 10 (3d6) piercing damage and must succeed on a DC 16 Strength saving throw or be knocked prone.

Spellcasting (Ranger). Clareah is an 9th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 with spell attacks).

1st level (4 slots). animal friendship, longstrider

2nd level (3 slots). pass without trace, silence

3rd level (2 slots). lightning arrow

Animal Companion. Clareah always travels with a trusted beast companion.

Actions

Extra Attack. Clareah can attack twice whenever she takes the Attack action.

Halberd: Melee Weapon Attack +8 to hit, reach 10 ft., one target, Hit 9 (1d10 + 4) slashing damage.

Longbow: Ranged Weapon Attack +6 to hit, range 150/600 ft., one target, Hit 6 (1d8 + 2) piercing damage.

Bonus Actions

Reactions

Dapple

11th-level Dragon Mage

medium humanoid (wood elf), neutral

Armor Class 15 (draconic resilience)

Hit Points 93 (11d6 + 55 + 11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	18(+4)	13(+1)	10(+0)	15(+2)

Saving Throws Con +8, Cha +6

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Elvish

Challenge 4 (1100 XP)

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

Mask of the Wild. Dapple can attempt to hide even when only lightly obscured by natural phenomena.

Spellcasting (Sorcerer). Dapple is an 11th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 with spell attacks).

Cantrips (at will). *gust, shocking grasp*

1st level (4 slots). *feather fall, magic missile*

2nd level (3 slots). *scorching ray, web*

3rd level (3 slots). *fly, water walk*

4th level (3 slots). *blight, dimension door*

5th level (2 slots). *creation, telekinesis*

6th level (1 slot). *eyebite*

Metamagic. (11 sorcery points) Dapple can harness metamagic. Only one metamagic option can be used per spell.

Metamagic:Heightened Spell. (3 sorcery points) A target of a spell that forces a creature to make a saving throw has disadvantage on its first saving throw against the spell.

Metamagic:Distant Spell. (1 sorcery point) A spell with a range of touch is given a range of 30 feet or a spell with a range of 5 or more has its range doubled.

Metamagic:Subtle Spell. (1 sorcery point) Dapple can cast a spell without its somatic or verbal components.

Draconic Resilience. Dapple has an additional (11) hit points, in addition she can calculate her AC as 15.

Actions

Shocking Grasp (11th level): *Melee Spell Attack* +6 to hit, reach 5 ft., one target, *Hit* 13 (3d8) lightning damage and the target can't take reactions until the start of its next turn. Dapple has advantage on the attack roll if the target is wearing armor made of metal.

Bonus Actions

Create Spell Slots. As a bonus action, Dapple can spend (1 + the spell slots level) sorcery points to create an additional spell slot.

Reactions

WHITE FANG TRIBE (CR 14)

"Half a century past, a monk once asked me, 'if the gods exist and if they be just and good, then what explanation can there be for the White Fang Tribe?' Thankfully only five remain of this evil horde, but oh what a five. As if all the evil and cruelty of an entire race had been concentrated into just these wicked few."

—Juliet Journeywoman, *The Journeywoman's Guide*

Orcish Heroes. Orcs have heroes too. Embodying the 'best' of their savage people, the remaining five members of the White Fang Tribe each have the strength of a hundred of their lesser brethren. For orcs and other evil humanoids desperate enough to employ them, the White Fang Tribe serves as the last, best hope. Led by their brutal chieftain Krule, the Tribe is often called upon to slay troublesome adventurers or avenge fallen villains.

KRULE (ORC CHAMPION)

Oldest and Wisest of his Generation. For every one of his victories, Krule bears a scar, each a testament to the old orc's long and successful life. Already he has lived twice the years most orcs ever reach. But gray hair has not slowed Krule, he lusts still for treasure, battle, and blood. They are the simple pleasures of a simple orc. Occasionally he is offered a place of honor in another tribe, but Krule always refuses, preferring to find meaning in violence.

TRAITS

Ideal. To crush, to overcome, to break and destroy. That is my nature and I embrace it.

Bond. Where I go, I rule. Whether it be a hamlet or a keep, they will follow my commands or they will die.

Flaw. On a boring day there's nothing I love more than a good duel.

TULOK (ORC BEAST MASTER)

Human Slayer. Krule's younger brother is cautious, preferring to stay in the safety of the shadows rather than stand next to his chieftain. Tulok names all of his wolf companions 'Slink', a nickname he used to call his younger sister before she was murdered by human adventurers many years ago. The ranger has never forgotten and keeps a journal with the name of every human he has ever killed. It is on its third binding.

TRAITS

Ideal. I enjoy the hunt but I live for the kill. Any day where I kill a man or a woman is a good day.

Bond. I honor the memory of my sister with each life I take.

Flaw. Death is too easy an escape for the guilty, I like to leave them to die slowly.

LOCKE (ORC BARD)

Drummer of a Thousand Tales. Locke beats the hand drums of doom that signal the approach of the White Fang Tribe. Responsible for the many of the tales of the Tribe's exploits that have reached human lands, Locke's performances are intense, often involving wild dancing and fires enough to set a village aflame. She believes that the only fitting end to the epic saga of the White Fang Tribe is to die in a glorious battle with worthy foes.

TRAITS

Ideal. All of life is a tale and I intend to make mine exciting.

Bond. I'm a collector of stories, I'd be to glad to trade for one.

Flaw. If we are defeated, someone should be left to tell the tale. Why not me?

OG (OGRE BARBARIAN)

Smart for an Ogre. Foolish and large, the ogre Og longs for nothing more than to be accepted by his orc companions, once even offering to pluck out his eye as he had heard the great orcish berserkers did. Though he knows only how to fight, Og has been learning how to read from Locke and listening to her stories, slowly discovering that there is an entire world he never dreamed of.

TRAITS

Ideal. My job is to gnash and smash. That's what I do. And I like what I do.

Bond. I'm learning to read. Do you have anything you need read?

Flaw. I don't like it when people lie to me. First I get sad. Then I get angry.

SHARA (ORC DRUID)

Last of the Shadow Druids. Shara was born far to the north, in snow-capped mountains, beneath the sign of the rotting moon. One of three triplets, Shara and her sisters were taught the ways of nature, brought up to be as hungry as the crocodile, as uncaring as the wild lion, and as destructive as the locust. Shara believes that orcs are close to nature and that only they can return the world to its primal, perfect state.

TRAITS

Ideal. The forest roots strangle intruders as I destroy those who would expand civilization.

Bond. I belong to an ancient order of true druids, not those fakes that tromp through cities in their merchant bought robes.

Flaw. It pains me to hurt an ant or bend a blade of grass without cause.

Krule

12th-level Battle Master

medium humanoid (orc) (orc), chaotic evil

Armor Class 19 (chain mail, shield)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	10(+0)	18(+4)	16(+3)	9(-1)	15(+2)

Saving Throws Str +6, Con +8

Skills Athletics +6

Senses passive Perception 9

Languages Common, Orcish

Challenge 6 (2300 XP)

Fighting Style (Defense). While wearing armor, Krule gains +1 bonus to AC.

Menacing Attack. When Krule hits a creature with a weapon attack, he can expend a superiority die. He adds a superiority die to the attack's damage roll. The target must make a Wisdom saving throw (DC 12) or be frightened of Krule until the end of his next turn.

Action Surge. (1/day) Krule can take one additional action on top of his regular action and a possible bonus action.

Indomitable. (1/day) Krule can reroll a saving throw he fails and take the result.

Superiority Dice (d10). Krule has 5 superiority dice. Only one maneuver requiring a superiority die can be used per attack.

Actions

Extra Attack+. Krule can attack three times whenever he takes the Attack action.

Battleaxe: *Melee Weapon Attack* +6 to hit, reach 5 ft., one target, *Hit* 6 (1d8 + 2) slashing damage.

Handaxe: *Melee or Ranged Weapon Attack* +6 to hit, reach 5 ft. or range 20/60 ft., one target, *Hit* 5 (1d6 + 2) slashing damage.

Bonus Actions

Commander's Strike. As a bonus action, when Krule takes the Attack action, he can forgo one of his attacks and expend a superiority die to direct an ally who can see and hear him to strike. The ally immediately uses its reaction to make one weapon attack. Add a superiority die to the weapon's damage roll.

Aggressive. As a bonus action, Krule can move up to his speed toward a hostile creature that he can see.

Second Wind. (1/day) As a bonus action Krule can regain (1d10 + 12) hit points.

Reactions

Riposte. As a reaction, when another creature misses Krule with a melee attack, Krule can expend a superiority die to make a melee weapon attack against the creature. On a hit, he can add a superiority die to the attack's damage roll.

Tulok

14th-level Beast Master

medium humanoid (orc) (orc), neutral evil

Armor Class 16 (hide)
Hit Points 133 (14d8 + 70)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	18(+4)	20(+5)	12(+1)	14(+2)	9(-1)

Saving Throws Str +5, Dex +9
Skills Perception +7, Stealth +9, Survival +7
Senses passive Perception 17
Languages Common, Orcish
Challenge 6 (2300 XP)

Spellcasting (Ranger). Tulok is an 14th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 with spell attacks).

1st level (4 slots). alarm

2nd level (3 slots). pass without trace

3rd level (3 slots). conjure barrage, lightning arrow

4th level (1 slot). freedom of movement

Animal Companion. Tulok always travels with a trusted beast companion.

Actions

Extra Attack. Tulok can attack twice whenever he takes the Attack action.

Scimitar: Melee Weapon Attack +9 to hit, reach 5 ft., one target, *Hit* 7 (1d6 + 4) slashing damage.

Longbow: Ranged Weapon Attack +9 to hit, range 150/600 ft., one target, *Hit* 8 (1d8 + 4) piercing damage.

Bonus Actions

Aggressive. As a bonus action, Tulok can move up to his speed toward a hostile creature that he can see.

Vanish. As a bonus action, Tulok can use the hide action.

Reactions

Shara

10th-level Druid of the Moon

medium humanoid (orc) (orc), chaotic evil

Armor Class 15 (studded leather)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	16(+3)	14(+2)	9(-1)	14(+2)	9(-1)

Saving Throws Int +3, Wis +6
Skills Perception +6
Senses passive Perception 16
Languages Common, Orcish
Challenge 6 (2300 XP)

Spellcasting (Druid). Shara is an 10th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 with spell attacks).

Cantrips (at will). druidcraft, mending

1st level (4 slots). goodberry, fog cloud

2nd level (3 slots). dispel magic, hold person

3rd level (3 slots). call lightning, wind wall

4th level (3 slots). ice storm, freedom of movement

5th level (2 slots). mass cure wounds, tree stride

Actions

Scimitar: Melee Weapon Attack +7 to hit, reach 5 ft., one target, *Hit* 6 (1d6 + 3) slashing damage.

Light Crossbow: Ranged Weapon Attack +7 to hit, range 80/320 ft., one target, *Hit* 7 (1d8 + 3) piercing damage.

Bonus Actions

Aggressive. As a bonus action, Shara can move up to her speed toward a hostile creature that she can see.

Combat Wild Shape (CR 3). (2/day) As a bonus action, Shara can assume the shape of a CR 3 or less beast.

Elemental Wild Shape. Shara can use both uses of wild shape to transform into an *air*, *earth*, *fire*, or *water* elemental

Wild Shape Healing. As a bonus action, while transformed, Shara can expend one spell slot to regain 1d8 hit points per level of the spell slot expended.

Reactions

Locke

12th-level Bard of Valor

medium humanoid (orc) (orc), neutral

Armor Class 17 (breastplate)

Hit Points 114 (12d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	16(+3)	20(+5)	8(-1)	8(-1)	16(+3)

Saving Throws Dex +7, Cha +7

Skills Performance +7, Stealth +7

Senses passive Perception 9

Languages Common, Orcish

Challenge 6 (2300 XP)

Spellcasting (Bard). Locke is an 12th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +7 with spell attacks).

Cantrips (at will). *minor illusion, mage hand, vicious mockery*

1st level (4 slots). *tasha's hideous laughter, longstrider*

2nd level (3 slots). *hold person, invisibility*

3rd level (3 slots). *leomund's tiny hut, stinking cloud*

4th level (3 slots). *compulsion, dimension door*

5th level (2 slots). *geas, seeming*

6th level (1 slot). *otto's irresistible dance*

Magical Secrets(2). Locke knows two spells of any class.

Actions

Extra Attack. Locke can attack twice whenever she takes the Attack action.

Dagger: Melee or Ranged Weapon Attack +7 to hit, reach 5 ft. or range 20/60 ft., one target, *Hit* 5 (1d4 + 3) piercing damage.

Vicious Mockery (11th level): Spell DC 15 Wisdom saving throw, range 60 ft., one target, *Hit* 7 (3d4) psychic damage and has disadvantage on the next attack roll it makes before the end of its next turn.

Bonus Actions

Aggressive. As a bonus action, Locke can move up to her speed toward a hostile creature that she can see.

Bardic Inspiration (d10). (3/day) As a bonus action, Locke can inspire a creature other than herself within 60 feet. That creature gains an inspiration die that it can add to one ability check, attack roll, or saving throw it makes. A creature can only ever have 1 inspiration die.

Og

8th-level Berserker

large giant (ogre), chaotic evil

Armor Class 15 (unarmored defense)

Hit Points 92 (8d12 + 40)

Speed 40 ft. + 10 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	10(+0)	20(+5)	10(+0)	7(-2)	14(+2)

Saving Throws Str +9, Con +8

Skills Athletics +9, Insight +1

Damage Resistances bludgeoning, piercing, and slashing damage (while raging)

Senses passive Perception 8

Languages Common, Giant, Orcish

Challenge 6 (2300 XP)

Unarmored Defense (Con). Og's AC can be 15.

Reckless Attack. When Og attacks, he can decide to attack recklessly, gaining advantage on all melee weapon attacks using Strength, but attack rolls against Og have advantage until his next turn.

Danger Sense. Og has advantage on Dexterity saving throws against effects that he can see such as traps and spells.

Fast Movement(10). Og's speed is increased by 10 feet.

Feral Instinct. If Og enters a rage at the start of battle, he has advantage on initiative rolls and can't be surprised.

Mindless Rage. Og can't be charmed or frightened while raging.

Actions

Extra Attack. Og can attack twice whenever he takes the Attack action.

Greatclub: Melee Weapon Attack +9 to hit, reach 5 ft., one target, *Hit* 13 (1d8 + 6 + 3) bludgeoning damage.

Bonus Actions

Rage. Og can enter a rage as a bonus action for 1 minute (or until a round passes and Og neither makes an attack nor takes damage) and gain the following benefits:

Advantage on Strength checks and Strength saving throws.

+3 bonus to melee weapon damage rolls. (already in weapon block)

Resistance to bludgeoning, piercing, and slashing damage.

Frenzy. While raging, Og can make a single melee weapon attack as a bonus action.

THE ABYSSRIDERS (CR 16)

"There are those content merely to fight off evil for another day and return to their quiet hearth, but such cowardice is foreign to the Abyssriders, those shining knights who venture forth into the very fires beyond to slay evil where it sleeps. Take comfort, dear reader, in the knowledge that demon mothers scare their children every night with tales of the Abyssriders' noble deeds."

—Juliet Journeywoman, *The Journeywoman's Guide*

Interdimensional Bounty Hunters. Fashioning themselves in the image of the legendary Hellrider Knights, the Abyssriders were formed with a single mission: To dive into the Abyss and slay demons so that they may never do evil again. Kings and peasants alike are quick to call for the Abyssriders when fiendish activity is suspected. They keep a small safe haven in The Dreaming Gulf surrounded by the howling memories of dead gods.

WELDANE (HUMAN PALADIN)

Paranoid Demon Hunter. The leader of the Abyssriders, Weldane was deceived by an incubus into slaying his brother and now spends his life atoning for that misdeed. Weldane has little tolerance for those who will not assist him and sees the machinations of demons in many everyday encounters. But his paranoia is not without basis as the exploits of him and his companions have caught the wandering eye of more than one Demon Lord.

TRAITS

Ideal. No one else should ever have to suffer like I have suffered. I won't let that happen.

Bond. I am fighting a war. Those who are not with me have thrown their lot in with the demons.

Flaw. I can't prove it, but I know that demons are behind every murder, disappearance, and lost cat.

NUMORA (HIGH ELF BLADESINGER)

Traitor to her People. For years, Numora was an agent of the Nine Hells, her heart deadened to the suffering she was inflicting on her own people until her plot was discovered by Weldane. One of the few to ever face the paladin in single combat and live, Numora battled him to a standstill before surrendering to the guilt in her heart. Rumors fly that the elf has not truly reformed and that she still traffics in dark spells and has dalliances with demons.

TRAITS

Ideal. I've never been a good person but for the first time in my life I'm trying to be.

Bond. I marched in the ranks of demons. I know their ways and they know mine.

Flaw. My soul is damned, my deeds are unredeemable, I know I deserve to die.

BELOR (MOUNTAIN DWARF BATTLEAGER)

Berserk Wrestler. Mad with grief, mad with rage, mad with the memory of watching his clan being flayed alive by demons, Belor continues the crazed tradition of dwarven battleragers. The spikes of Belor's armor often drip with the blood of the demons and his face has an unhinged manner. The lifestyle has taken a toll on the dwarf's body and mind, but he fights on convinced that death in battle is the only end for him.

TRAITS

Ideal. If I must bear this rage and pain, I'll turn it into a weapon against my enemies.

Bond. Before I die, my dead clan will have a monument worthy of their deeds.

Flaw. Sometimes the rage boils over and I do things I don't remember.

LYZA (HUMAN MASTERMIND)

Ten Steps Ahead. Once a merchant of the planes and a master of gambling, Lyza made a rare mistake, losing her soul to a devil in a game of chance. Now she adventures with the Abyssriders hoping to earn enough to buy it back or, failing that, to steal it back. It's the kind of convenient excuse that happens often around Lyza, a woman who plans for every contingency, checks every exit, and always has a plan. The only difficult part is making it look so effortless.

TRAITS

Ideal. Life is a board and people are pawns to be protected. Weldane is their knight and I am their queen.

Bond. A demon has my soul. A minor inconvenience but one I intend to remedy.

Flaw. Life, love, and friendship all have value. A value that I am more than happy to measure in coins.

ZACHARIAH (TIEFLING CLERIC)

Outcast from a Doomed World. Zachariah was born in another world, where demon lords openly stalked the earth, ruling over what few mortals remained. Zachariah dared to fight them and as punishment found himself hurled into Limbo, doomed to an eternity of nothingness. Until he was found by Weldane, a hero not of his world, but another, one that could yet be saved. Zachariah found a new god and a new purpose but he never forgot his broken homeland.

Weldane

17th-level Paladin of the Crown

medium humanoid (human), lawful good

Armor Class 18 (plate)
Hit Points 127 (17d10 + 34)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	10(+0)	14(+2)	12(+1)	11(+0)	17(+3)

Saving Throws Wis +6, Cha +9
Skills Insight +6, Persuasion +9
Senses passive Perception 10
Languages Abyssal, Celestial, Common
Challenge 9 (5000 XP)

Spellcasting (Paladin). Weldane is an 17th-level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 with spell attacks).

1st level (4 slots). command, compelled duel

2nd level (3 slots). create food and water, zone of truth

3rd level (3 slots). daylight, revivify

4th level (2 slots). banishment

5th level (1 slot). raise dead

Divine Smite. When Weldane hits a creature with a melee attack, he can expend one spell slot to deal radiant damage equal to 2d8 + 1d8 per spell level higher than 1st. Undead and fiends take an additional 1d8 damage.

Divine Health. Weldane is immune to disease.

Aura of Protection. Whenever Weldane or a friendly creature within 10 feet makes saving throw, they can add Weldane's Charisma bonus (+3).

TRAITS

Ideal. My old world was destroyed, I'll do anything to keep that from happening to this one.

Bond. I didn't get here alone, I still remember everyone who made me who I am. One day, I'll go back and save them.

Flaw. Everything is a little different here. I'm always finding new ways to say the wrong thing.

Aura of Courage. Weldane and friendly creatures within 10 feet can't be frightened.

Improved Divine Smite. Every melee weapon attack deals an additional 4 (1d8) radiant damage.

Unyielding Spirit. Weldane has advantage on saving throws to avoid becoming paralyzed or stunned.

Actions

Extra Attack. Weldane can attack twice whenever he takes the Attack action.

Greatsword: *Melee Weapon Attack* +8 to hit, reach 5 ft., one target, *Hit* 9 (2d6 + 2) slashing damage.

Longbow: *Ranged Weapon Attack* +6 to hit, range 150/600 ft., one target, *Hit* 4 (1d8) piercing damage.

Lay on Hands. (85 hit point pool) Weldane can touch a creature and draw from his pool of healing to restore hit points. Alternatively, he can expend 5 hit points from the pool to cure disease or neutralize poison.

Divine Sense. (4/day)

Cleansing Touch. (3/day) Weldane can end one spell on himself or a creature he touches.

Champion Challenge. (1/day) All creatures of Weldane's choice he can see within 30 feet must make a Wisdom saving throw (DC 17). On a failed save, a creature can't willingly move more than 30 feet away from him until Weldane is incapacitated or dead, or until the creature is moved more than 30 feet away from him.

Bonus Actions

Reactions

Divine Allegiance. As a reaction, when a creature within 5 feet of Weldane takes damage, Weldane can take the damage instead. This damage cannot be reduced.

Numora

14th-level Bladesinger

medium humanoid (high elf), neutral

Armor Class 15 (mage armor) 18 (bladesong)

Hit Points 91 (14d6 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	14(+2)	16(+3)	16(+3)	8(-1)	17(+3)

Saving Throws Int +8, Wis +4

Skills Acrobatics +7, Athletics +9, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish

Challenge 7 (2900 XP)

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

Spellcasting (Wizard). Numora is an 14th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 16, +8 with spell attacks).

Cantrips (at will). *dancing lights, light, mage hand*

1st level (4 slots). *burning hands, feather fall, mage armor*

2nd level (3 slots). *misty step, shatter*

3rd level (3 slots). *haste, magic circle, vampiric touch*

4th level (3 slots). *dimension door, evard's black tentacles*

5th level (2 slots). *rary's telepathic bond, seeming*

6th level (1 slot). *contingency(haste), true seeing*

7th level (1 slot). *plane shift*

Song of Victory. While bladesong is active, Numora adds her Intelligence modifier (+3) to the damage of her melee weapon attacks.

Actions

Extra Attack. Numora can attack twice whenever she takes the Attack action.

Handaxe: *Melee or Ranged Weapon Attack* +9 to hit, reach 5 ft. or range 20/60 ft., one target, *Hit* 10 (1d6 + 4 + 3) slashing damage.

Bonus Actions

Misty Step.

Bladesong. (2/day) As a bonus action, Numora can activate her bladesong for 1 minute and gain the following features:

Bonus to AC equal to her Intelligence modifier (3).

Walking speed increases by 10.

Advantage on Acrobatics checks.

Bonus to any Constitution saving throws to maintain concentration equal to her Intelligence modifier (+3).

Reactions

Song of Defense. As a reaction, when Numora takes damage during bladesong, Numora can expend a spell slot to reduce the damage by (5 x spell slot's level).

Belor

14th-level Dwarven Battlerager

medium humanoid (hill dwarf), chaotic good

Armor Class 15 (Spiked Armor)

Hit Points 105 (14d12 + 14 + 14)

Speed 25 ft. + 10 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	12(+1)	10(+0)	9(-1)	9(-1)	13(+1)

Saving Throws Str +6, Con +5

Skills Athletics +6

Damage Resistances poison, bludgeoning, piercing, and slashing damage (while raging)

Senses darkvision 60 ft., passive Perception 9

Languages Common, Dwarvish

Challenge 5 (1800 XP)

Dwarven Resilience. Belor has advantage on saving throws against poison, and resistance against poison damage.

Dwarven Toughness. Belor's hit points increase by 1 every level.

Unarmored Defense (Con). Belor's AC can be 11.

Reckless Attack. When Belor attacks, he can decide to attack recklessly, gaining advantage on all melee weapon attacks using Strength, but attack rolls against Belor have advantage until his next turn.

Danger Sense. Belor has advantage on Dexterity saving throws against effects that he can see such as traps and spells.

Fast Movement(10). Belor's speed is increased by 10 feet.

Feral Instinct. If Belor enters a rage at the start of battle, he has advantage on initiative rolls and can't be surprised.

Relentless Rage. While raging, Belor can make a DC 10 Constitution saving throw to avoid dropping to 0 hit points and drop to 1 instead, the DC of this check increases by 5 each time.

Battlerager Armor Grapple. When Belor uses the Attack action to grapple a creature and succeeds, the target takes 3 piercing damage.

Spiked Retribution. When a creature within 5 feet of Belor hits him with a melee attack, the attacker takes 3 damage.

Actions

Extra Attack. Belor can attack twice whenever he takes the Attack action.

Armor Spikes: *Melee Weapon Attack* +6 to hit, reach 5 ft., one target, *Hit* 6 (1d4 + 1 + 3) piercing damage.

Bonus Actions

Rage. Belor can enter a rage as a bonus action for 1 minute (or until a round passes and Belor neither makes an attack nor takes damage) and gain the following benefits:

Advantage on Strength checks and Strength saving throws.

+3 bonus to melee weapon damage rolls. (already in weapon block)

Resistance to bludgeoning, piercing, and slashing damage.

Battlerager Charge. As a bonus action while raging, Belor can take the Dash action.

Battlerager Armor Attack. As a bonus action while raging, Belor can make one melee weapon attack with his armor spikes.

Reactions

Lyza

14th-level Mastermind

medium humanoid (human), neutral good

Armor Class 14 (chain shirt)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	13(+1)	17(+3)	15(+2)	9(-1)	13(+1)

Saving Throws Dex +6, Int +7

Skills Acrobatics +6, Stealth +6

Senses blindsight 10 ft., passive Perception 9

Languages Common

Challenge 5 (1800 XP)

Sneak Attack (7d6). Once per turn, Lyza can deal an additional 24 (7d6) damage to a target if she has advantage against it, or if another enemy of the target is within 5 feet and she doesn't have disadvantage.

Evasion. Lyza takes no damage on a successful Dexterity saving throw against area effects and only half damage on a failure.

Reliable Talent. When Lyza makes an ability check in a skill she is proficient in, treat any roll of 1-9 as a 10.

Blindsense. Lyza gains Blindsight 10 ft.

Actions

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

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

Bonus Actions

Cunning Action. As a bonus action, Lyza can Dash, Disengage, or Hide.

Master of Tactics. As a bonus action, Lyza can use the Help action to aid an ally in attacking a creature within 30 feet of her.

Reactions

Uncanny Dodge. As a reaction, when an attacker Lyza can see hits her with an attack, halve the attack's damage against Lyza.

Misdirection. As a reaction, when Lyza is targeted by an attack while a creature within 5 feet is granting cover, Lyza can have the attack target that creature instead.

Zachariah

14th-level Cleric of Mystra (Arcana)

medium humanoid (tiefling), lawful good

Armor Class 17 (breastplate, shield)

Hit Points 119 (14d8 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	13(+1)	18(+4)	9(-1)	15(+2)	15(+2)

Saving Throws Wis +7, Cha +7

Skills Arcana +4, Insight +7, Perception +7

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 17

Languages Common

Challenge 6 (2300 XP)

Infernal Legacy++. Zachariah's innate spellcasting ability is Charisma (spell save DC 15). He can innately cast the following spells:

At will: *thaumaturgy*

1/day each: *darkness*, *hellish rebuke*.

Spellcasting (Cleric). Zachariah is an 14th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 with spell attacks).

Cantrips (at will). *fire bolt*, *mending*, *minor illusion*

1st level (4 slots). *cure wounds*, *detect magic*, *magic missile*

2nd level (3 slots). *hold person*, *silence*

3rd level (3 slots). *dispel magic*, *glyph of warding*

4th level (3 slots). *arcane eye*, *Leomund's secret chest*

5th level (2 slots). *insect plague*, *teleportation circle*

6th level (1 slot). *harm*, *word of recall*

7th level (1 slot). *resurrection*

Channel Divinity (2/day). Zachariah can use abilities marked with Channel Divinity.

Divine Intervention. (1/week) Zachariah can call on his deity to intervene on his behalf.

Arcane Initiate. Zachariah knows two cantrips from the wizard spell list.

Spell Breaker. When Zachariah restores hit points to an ally with a spell of 1st level or higher, he can also end one spell on the ally equal to or lower than the level of the healing spell.

Potent Spellcasting. Zachariah adds his Wisdom modifier to damage he deals with cantrips.

Actions

Fire Bolt (11th level): *Ranged Spell Attack* +7 to hit, range 120 ft., one target, *Hit* 18 (3d10 + 2) fire damage.

Channel Divinity: Turn Undead.

Channel Divinity: Arcane Abjuration. Zachariah can turn one celestial, elemental, fey, or fiend within 30 feet that can see or hear him, if the creature fails a Wisdom saving throw it is turned for 1 minute.

Bonus Actions

Reactions

Hellish Rebuke.

THE BLOODSWORN (CR 18)

"It is said that when the Bloodsworn march, death marches half a pace behind, not with a scythe, but with a wagon. Every slight is lethal, every war is total, and every battle is to the death for the Bloodsworn, the black and crimson clad mercenaries who hold nothing sacred but their unholy bond. And what is that bond? What evil vow have these five friends made beneath the witch's moon? I fear, dear reader, not that I may never know, but that I will learn all too soon."

—Juliet Journeywoman, *The Journeywoman's Guide*

Unified Evil. Ruthless, bloody, and efficient, the Bloodsworn have cultivated the reputation that they can do the job – so long the job is killing, murder, and mayhem. They are the first choice of evil kings and the last resort of desperate ones. But their evil goes farther than many know. From their Gateless Keep, they have a dozen schemes in motion, manipulating events as though conducting an orchestra. Through gold, charm, and blackmail they exert a political influence greater than many kings. Those who oppose the Bloodsworn find themselves beset by a tempest of ill fortune as their reputations are ruined, their friends betray them, and their loved ones fall sick.

ROZA (GNOME DIVINER)

Master of Secrets and Plots. Few would guess that the quiet, bookish gnome who trails a few steps behind her friends staring at the ground is the shadowy leader of the Bloodsworn, manipulates a web of plots that spans the planes. Information is both Rosa's currency and weapon of choice. She guards her secrets as jealously as any dragon guards its hoard. For Roza, power is its own reward, the ability to shape events far more important than the result, so long as her influence continues to grow.

TRAITS

Ideal. Knowledge is my sword, information my shield. With them I will conquer make myself strong enough to conquer anyone.

Bond. I would not be the woman I am if not for my web of loyal spies. If ever one is in trouble, I will help if I can.

Flaw. I would rather lose with an elaborate plan than win with an ugly one.

CAGMAUL (HUMAN OATHBREAKER)

No Patience for the Weak. Wider than a dwarf, taller than a half-orc, and armored like a bulette, Cragmaul plays the part of the Bloodsworn's simple, brutish leader during negotiations. Beneath the black helm is a cunning, Cragmaul was once a great hero. But his victories for good brought no satisfaction, only a growing hatred of those weaklings who relied on his strength. The dark powers tempted him with promises of allies worthy of his strength and rewards worthy of his greatness. He has indeed found a new purpose and new allies, but still there is no contentment in his blackened heart.

TRAITS

Ideal. Those with power should rule, those without should stand aside before they are destroyed.

Bond. My Gateless Keep watches over a hundred leagues of roads, villages, and castles. Someday, they will all kneel to me.

Flaw. I despise trickery of any kind, I face my enemies directly.

SVARL (HOBGOBLIN NECROMANCER)

Monster Commander. The arsenal of the Bloodsworn, Svarl provides his companions with armies of both the living and the unliving. More than one ancient ruin has yielded its secrets to the Bloodfist, Svarl's force of elite hobgoblins and their undead servants. Their banner of a red fist breaking through a white field has been sighted in distant lands. Svarl himself is obsessed with building the perfect army, capable of conquest and monster slaying on an industrial scale. He often kidnaps promising young recruits without regard for what attention that might bring.

TRAITS

Ideal. With the proper numbers, organization, and tactics, I can reorder the world as I see fit.

Bond. I do not fight for a world rule by hobgoblins. I fight for a world made safer, stronger, and better by hobgoblins.

Flaw. No one person could ever prove a threat to my plans.

TORLEN (DWARF CLERIC)

Bathes in Blood. Fat and happy, Torlen is the only member of the Bloodsworn to take true pleasure in the gold he earns, often going missing for weeks at a time as he takes a hedonistic pleasure tour of the planes. But he always returns just in time for the next adventure, eager to please his god Bhaal by slaying new victims. Torlen's sadistic ways are legendary and those who have heard of him often end their own lives rather than face his torture chambers where *raise dead* can keep a captive until their spirit is so broken it no longer wants to live.

TRAITS

Ideal. I do what I want, when I want, with whom I want. No god or mortal will ever tell me what to do.

Bond. Good friends are more precious than gold, especially for a dwarf like me. I won't let the Bloodsworn down.

Flaw. One more wager and a drink to go with it never hurt anyone.

SOLA (HUMAN ARCANE TRICKSTER)

Trap Artist. There comes a time in every thieves' life when they realize that no matter how good they are, they will never be the best. For the unlucky few that moment occurs when they meet one of Sola's elaborate death traps. The smiling trapmaster loves magic, gadgetry, and any combination of the two. Sometimes she hosts competitions to see if anyone can escape one of her traps but more often she hires unsuspecting adventurers to run one of her gauntlets of death. So far, none have survived, frustrating Sola who needs failures, not successes to further improve her traps.

TRAITS

Ideal. Others fight, I create art by turning the living into the dead. Each death is beautiful for a moment and then gone forever, never to be seen again.

Bond. I would like to find someone who truly appreciates my unique artform.

Flaw. I know I'm perfect but it would be nice if my friends noticed from time to time.

Roza

15th-level Diviner

small humanoid (forest gnome), neutral evil

Armor Class 17 ((mage armor) or 22 (with *shield*))
Hit Points 97 (15d6 + 45)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9(-1)	18(+4)	17(+3)	17(+3)	10(+0)	17(+3)

Saving Throws Int +8, Wis +5
Skills Deception +8, Insight +5
Senses darkvision 60 ft., passive Perception 10
Languages Common, Gnomish
Challenge 8 (3900 XP)

Gnome Cunning. Roza has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Spellcasting (Wizard). Roza is an 15th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 16, +8 with spell attacks).

Cantrips (at will). *chill touch, mage hand, ray of frost*

1st level (4 slots). *mage armor, magic missile, shield*

2nd level (3 slots). *detect thoughts, mirror image, suggestion*

3rd level (3 slots). *clairvoyance, lightning bolt, feign death*

4th level (3 slots). *arcane eye, dimension door*

5th level (2 slots). *animate objects (1 Huge), mislead, scrying*

6th level (1 slot). *circle of death, contingency (mirror image)*

7th level (1 slot). *etherealness, mirage arcane*

8th level (1 slot). *mind blank, telepathy*

Third Eye. Roza can see into the ethereal plane within 60 ft.

Greater Portent. (3/day) Roza can replace any attack roll, saving throw or ability check made by Roza or a creature she can see before it rolls. The roll becomes a 10.

Actions

Ray of Frost (11th level): *Ranged Spell Attack* +8 to hit, range 60 ft., one target, *Hit* 13 (3d8) cold damage and the target's speed is reduced by 10 feet until the start of Roza's next turn.

Bonus Actions

Reactions

Shield.

Cragmaul

16th-level Oathbreaker

medium humanoid (human), lawful evil

Armor Class 18 (plate)

Hit Points 88 (16d10 + 0)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	12(+1)	10(+0)	12(+1)	11(+0)	17(+3)

Saving Throws Wis +5, Cha +8

Skills Acrobatics +6, Athletics +9

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons.

Senses passive Perception 10

Languages Common

Challenge 8 (3900 XP)

Spellcasting (Paladin). Cragmaul is an 16th-level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 with spell attacks).

1st level (4 slots). *command, detect evil and good, inflict wounds*

2nd level (3 slots). *crown of madness, darkness*

3rd level (3 slots). *animate dead, revivify*

4th level (2 slots). *confusion*

Divine Smite. When Cragmaul hits a creature with a melee attack, he can expend one spell slot to deal radiant damage equal to 2d8 + 1d8 per spell level higher than 1st. Undead and fiends take an additional 1d8 damage.

Divine Health. Cragmaul is immune to disease.

Aura of Protection. Whenever Cragmaul or a friendly creature within 10 feet makes saving throw, they can add Cragmaul's Charisma bonus (+3).

Aura of Courage. Cragmaul and friendly creatures within 10 feet can't be frightened.

Improved Divine Smite. Every melee weapon attack deals an additional 4 (1d8) radiant damage.

Aura of Hate. Cragmaul and all fiends and undead within 10 feet gain a bonus to melee weapon damage equal to the paladin's Charisma modifier (+3).

Supernatural Resistance. Cragmaul has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Actions

Extra Attack. Cragmaul can attack twice whenever he takes the Attack action.

Warhammer: Melee Weapon Attack +9 to hit, reach 5 ft., one target, *Hit* 11 (1d8 + 4 + 3) bludgeoning damage + 4 (1d8) radiant damage.

Lay on Hands. (80 hit point pool) Cragmaul can touch a creature and draw from his pool of healing to restore hit points. Alternatively, he can expend 5 hit points from the pool to cure disease or neutralize poison.

Divine Sense. (4/day)

Cleansing Touch. (3/day) Cragmaul can end one spell on himself or a creature he touches.

Dreadful Aspect. (1/day) Each creature of Cragmaul's choice within 30 feet must make a Wisdom saving throw if it can see him (DC 16) or be frightened for 1 minute. If a frightened creature ends its turn more than 30 feet away, it can attempt another wisdom saving throw to end the effect on it.

Bonus Actions

Reactions

Svarl

16th-level Necromancer

medium humanoid (hobgoblin), lawful evil

Armor Class 16 (mage armor)

Hit Points 120 (16d6 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9(-1)	16(+3)	18(+4)	15(+2)	8(-1)	17(+3)

Saving Throws Int +7, Wis +4

Skills Intimidation +8, Stealth +8

Damage Resistances necrotic

Senses passive Perception 9

Languages Common, Goblin

Challenge 8 (3900 XP)

Spellcasting (Wizard). Svarl is an 16th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 with spell attacks).

Cantrips (at will). *chill touch, friends, minor illusion*

1st level (4 slots). *burning hands, mage armor*

2nd level (3 slots). *mirror image, misty step*

3rd level (3 slots). *animate dead, blink, fireball*

4th level (3 slots). *dimension door, phantasmal killer*

5th level (2 slots). *cloudkill, cone of cold*

6th level (1 slot). *contingency (blink), create undead, otiluke's freezing sphere*

7th level (1 slot). *prismatic spray, teleport*

8th level (1 slot). *demiplane*

Inured to Undeath. Svarl has resistance to necrotic damage.

Command Undead. Svarl has the complete loyalty of an undead creature with an intelligence less than 12.

Actions

Chill Touch (11th level): Ranged Spell Attack +8 to hit, range 120 ft., one target, *Hit* 13 (3d8) necrotic damage and the target can't regain hit points until the start of its next turn.

Bonus Actions

Misty Step.

Reactions

Torlen

15th-level Cleric of Bhaal Death

medium humanoid (hill dwarf), chaotic evil

Armor Class 20 (plate, shield)

Hit Points 157 (15d8 + 90 + 15)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	10(+0)	20(+5)	10(+0)	15(+2)	16(+3)

Saving Throws Wis +7, Cha +8

Skills Perception +7

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 17

Languages Common, Dwarvish

Challenge 8 (3900 XP)

Dwarven Resilience. Torlen has advantage on saving throws against poison, and resistance against poison damage.

Dwarven Toughness. Torlen's hit points increase by 1 every level.

Spellcasting (Cleric). Torlen is an 15th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 with spell attacks).

Cantrips (at will). *chill touch, guidance, mending*

1st level (4 slots). *cure wounds, inflict wounds*

2nd level (3 slots). *gentle repose, hold person*

3rd level (3 slots). *animate dead, speak with dead*

4th level (3 slots). *freedom of movement*

5th level (2 slots). *antilife shell, flame strike*

6th level (1 slot). *harm*

7th level (1 slot). *plane shift*

8th level (1 slot). *earthquake*

Channel Divinity (2/day). Torlen can use abilities marked with Channel Divinity.

Divine Intervention. (1/week) Torlen can call on his deity to intervene on his behalf.

Reaper. *chill touch* can target two creatures within 5 feet of each other.

Channel Divinity: Touch of Death. When Torlen hits a creature with a melee attack, he can deal an extra (5 + 2 * 15) necrotic damage to the target.

Inescapable Destruction. Necrotic damage dealt by Torlen's cleric spells and Channel Divinity ignore resistance to necrotic damage.

Divine Strike+. Once a turn, Torlen can infuse a weapon attack with energy when he hits a creature with a weapon attack and deal an extra 9 (2d8) necrotic damage.

Actions

Club: Melee Weapon Attack +8 to hit, reach 5 ft., one target, *Hit* 5 (1d4 + 3) bludgeoning damage.

Chill Touch (11th level): Ranged Spell Attack +8 to hit, range 120 ft., one target, *Hit* 13 (3d8) necrotic damage and the target can't regain hit points until the start of its next turn.

Channel Divinity: Turn Undead.

Bonus Actions

Reactions

Sola

16th-level Arcane Trickster

medium humanoid (human), neutral evil

Armor Class 17 (studded leather)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	20(+5)	16(+3)	14(+2)	11(+0)	13(+1)

Saving Throws Dex +10, Int +7, Wis +5

Skills Acrobatics +10, Stealth +10

Senses blindsight 10 ft., passive Perception 10

Languages Common

Challenge 7 (2900 XP)

Sneak Attack (8d6). Once per turn, Sola can deal an additional 28 (8d6) damage to a target if she has advantage against it, or if another enemy of the target is within 5 feet and she doesn't have disadvantage.

Evasion. Sola takes no damage on a successful Dexterity saving throw against area effects and only half damage on a failure.

Reliable Talent. When Sola makes an ability check in a skill she is proficient in, treat any roll of 1-9 as a 10.

Blindsense. Sola gains Blindsight 10 ft.

Slippery Mind. Sola gains proficiency in Wisdom saving throws.

Spellcasting (Arcane Trickster). Sola is an 16th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 15, +7 with spell attacks).

Cantrips (at will). *mage hand*, *minor illusion*

1st level (4 slots). *charm person*, *tasha's hideous laughter*

2nd level (3 slots). *hold person*, *invisibility*

3rd level (3 slots). *major image*

Magical Ambush. If Sola is hidden from a creature when she casts a spell on it, the creature has disadvantage on any saving throw it makes against the spell.

Actions

Rapier: *Melee Weapon Attack* +10 to hit, reach 5 ft., one target, *Hit* 9 (1d8 + 5) piercing damage.

Hand Crossbow: *Ranged Weapon Attack* +10 to hit, range 30/120 ft., one target, *Hit* 8 (1d6 + 5) piercing damage.

Bonus Actions

Cunning Action. As a bonus action, Sola can Dash, Disengage, or Hide.

Versatile Trickster. As a bonus action, Sola can designate a creature within 5 feet of the spectral hand created by *mage hand*. Sola has advantage on attack rolls against that creature until the end of the turn.

Reactions

Uncanny Dodge. As a reaction, when an attacker Sola can see hits her with an attack, halve the attack's damage against Sola.

CLAN ANVIL (CR 20)

"It certainly paints a pretty picture to hang over the innfire, the greatest champions of good and evil, law and chaos, putting aside their differences for a day to battle shoulder to shoulder for the very existence of this tiny shred of existence we call the prime material plane. But who can say where the fable ends and the truth, if there is any truth, begins? Not I, fair reader. If Clan Anvil ever existed they took the same road as all heroes of myth—into oblivion."

—Juliet Journeywoman, *The Journeywoman's Guide*

Shattered Heroes of Old. In millennia past, five friends fought their way from fledgling adventurers to powerful heroes while calling themselves the Band of the Anvil conquering many foes. Even death itself fled before them as the years turned to centuries. But time breaks all pure things and they grew apart, each eventually going their separate way. And that might have been the end of it were they not bound by bonds stronger than friendship.

In all the years since then, Clan Anvil has united only thrice, each time to battle an evil beyond imagination. Each member of the clan carries a ring that can summon the others, should the situation ever grow so dire.

MORLOS (HUMAN MONK)

Ancient Force for Good. At the heart of Clan Anvil is a simple, unassuming old man without magic, money, or status of any kind. None would guess that a legend lurks beneath his white beard and bent shoulders. A thousand years of toil has bowed his body and his mind, weakening a hero whose will once bent reality. Abandoned by his friends, Morlos continues the adventures of Clan Anvil alone, showing that one man can make a difference.

TRAITS

Ideal. I'm too old to do anything but the right thing.

Bond. My friends may have abandoned me, but I will never abandon them.

Flaw. I'll never stop believing in others, even if that means my death.

LAENA (ZOMBIE CLERIC)

Damned for all Eternity. The hour was dark and the fate of many races hung in the balance when a young and arrogant Laena damned her own soul so that she might have the power to save everyone else's. The years have not dulled Laena's struggle with her undead nature, as she clings relentlessly to a tiny shred of her soul. She knows that while it may not be this century or the next, the day will come when the omens grow dark once more and the world will need someone who will not let petty morality interfere with what must be done.

TRAITS

Ideal. Evil must be matched by evil, only fools think otherwise.

Bond. My soul is lost but I will get it back.

Flaw. Mercy and compassion can never stand up to true wickedness.

BALORA (HIGH ELF CHAMPION)

Lived a Thousand Lives. The being known as Balora is currently on her seventy-seventh reincarnation, her scarred spirit having been brought back again and again by a secretive druid order she founded long ago. Her incarnations include orcs, lizardfolk, and thri-keen but her basic decency and belief in her fellows has never wavered. Each life, Balora tries to leave the world better for her new people. She fights oppressors, tyrants, and any who would hide evil behind the mask of authority.

TRAITS

Ideal. Beneath our skin and scales we all fight for a better world.

Bond. I remember every life I've lived, every man or woman I've loved, and every child.

Flaw. All I have is my sword and I try to solve all my problems with it.

RUBY (DWARF ABJURER)

At War with the Gods. Can a god know fear? A proud dwarf wizard, having conquered all other foes, once gathered an army and shook the gates of Mount Celestia, determined to find out. For her sacrilege, she lost her army, her life, and all mention of her was stricken from the dwarven histories. As the first life of Ruby the Red Death came to an end, elsewhere the eyes of a clone opened for the first time, filled with mad visions. Even as she looked heavenward Ruby never lost her taste for combat wherever there is blood, fury, and a foe worth killing, she will be there.

TRAITS

Ideal. I live to fight and the worthiest enemies are the gods themselves.

Bond. I care nothing for my own well-being so long as my clones are safe.

Flaw. I get excited whenever I see someone who might be a strong foe.

LLAN (HUMAN WARLOCK)

Timeless Will. Some are good, some are evil, and some, like the Unflinching Llan know that empires yet to be rise will one day be lost beyond the memory of any living creature and that the petty joys and cruelties of today matter little in the grand scheme of the gods. For Llan, nothing matters. Once a man with everything to live for, Llan lost it all in the service of the dread lich-queen Vlaakith. Now he lives on beyond all reason, driven to find some purpose in a purposeless universe.

Morlos

20th-level Master of the Open Hand

medium humanoid (human), lawful good

Armor Class 12 (unarmored defense)

Hit Points 90 (20d8 + 0)

Speed 30 ft. + 30 ft.

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

Saving Throws Str +6, Dex +8, Con +6, Int +6, Wis +6, Cha +6

Skills Athletics +6, Perception +6, Stealth +8

Damage Resistances all but force (during empty body)

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 16

Languages Common, all spoken language

Challenge 8 (3900 XP)

Unarmored Defense (Wis). Morlos's AC can be 12.

Unarmored Movement (30). Morlos's speed increases by 30 feet and he can move across liquids and along vertical surfaces during his turn.

Ki Abilities. (20 ki points) Morlos can harness the power of ki.

Stunning Strike. (1 ki) When Morlos hits another creature with a melee weapon strike, the target must succeed on a Constitution saving throw (DC 14) or be stunned until the end Morlos's next turn.

Evasion. Morlos takes no damage on a successful Dexterity saving throw against area effects and only half damage on a failure.

Purity of Body. Morlos is immune to disease and poison.

Diamond Soul. (1 ki) When Morlos fails a saving throw, he can reroll it and take the result. Also, Morlos has proficiency in all saving throws.

Tranquility. Morlos starts each day under the effect of *sanctuary* (DC 14).

TRAITS

Ideal. Civilizations and gods may grow old and die, but I will endure.

Bond. One day I will usurp my benefactor, the lich-queen Vlaakith.

Flaw. The prime material plane no longer interests me. Let it burn for all I care.

Quivering Palm. (3 ki) When Morlos hits a creature with an unarmed strike, he can set up vibrations in their body that last for 20 days. Only one creature can be under the effect of Quivering Palm at a time.

Actions

Extra Attack. Morlos can attack twice whenever he takes the Attack action.

Unarmed Strike (d10): *Melee Weapon Attack* +8 to hit, reach 5 ft., one target, *Hit* 7 (1d10 + 2) bludgeoning damage.

Stillness of Mind. Morlos can end one effect causing him to be charmed or frightened.

Empty Body. (4 ki) Morlos is invisible for 1 minute and resistant to all damage but force damage.

Empty Body (astral projection). (8 ki) Morlos casts *astral projection* on himself.

Wholeness of Body. (1/day) Morlos can restore 60 hit points.

Quivering Palm (end). Morlos can end the vibrations in a creature's body on the same plane of existence. If the creature fails a Constitution saving throw (DC 14) it dies, otherwise it takes 10d10 necrotic damage.

Bonus Actions

Martial Arts. As a bonus action, after attacking with an unarmed strike or monk weapon, Morlos can make one unarmed strike.

Open Hand Flurry. (1 ki) As a bonus action, after taking the attack action, Morlos can make two unarmed attacks. Any creature hit by one of these attacks must succeed on a Dexterity saving throw (DC 14) or be knocked prone.

Reactions

Deflect Missiles. As a reaction, when hit by a ranged weapon attack, Morlos can reduce the damage by 1d10 + 22. If this reduces the damage to 0, Morlos can use a ki point to throw it back (range 20/60).

Slow Fall. As a reaction, Morlos can reduce falling damage he would take by 100.

Laena

20th-level Cleric of Oghma (Knowledge)

medium undead (zombie), lawful evil

Armor Class 20 (plate mail, shield)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	17(+3)	17(+3)	17(+3)	17(+3)	17(+3)

Saving Throws Wis +9, Cha +9

Skills Perception +9

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 19

Languages Common

Challenge 11 (7200 XP)

Undead Fortitude. If damage reduces Laena to 0 hit points, she must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, she drops to 1 hit point instead.

Spellcasting (Cleric). Laena is an 20th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 17, +9 with spell attacks).

Cantrips (at will). *light, sacred flame, thaumaturgy*

1st level (4 slots). *cure wounds, detect evil and good, detect magic, inflict wounds*

2nd level (3 slots). *blindness/deafness, hold person*

3rd level (3 slots). *dispel magic, tongues*

4th level (3 slots). *banishment, freedom of movement*

5th level (3 slots). *flame strike, greater restoration*

6th level (2 slots). *blade barrier, harm*

7th level (2 slots). *fire storm, regenerate*

8th level (1 slot). *antimagic field*

9th level (1 slot). *gate*

Channel Divinity (3/day). Laena can use abilities marked with Channel Divinity.

Divine Intervention. (1/week) Laena can call on her deity to intervene on her behalf.

Visions of the Past. (1/day)

Actions

Sacred Flame (17th level): *Spell* DC 17 Dexterity saving throw, range 60 ft., one target, *Hit* 17 (4d6 + 3) radiant damage. Targets of *sacred flame* gain no benefit from cover for their saving throw..

Channel Divinity: Turn Undead.

Channel Divinity: Read Thoughts. One creature within 60 feet that Laena can see must make a Wisdom saving throw (DC 17), if it fails Laena can read its thoughts and can use an action in the next 1 minute to end the effect and cast *suggestion* without expending a spell slot. The creature automatically fails its saving throw. On a successful save, a creature is immune to this effect for 24 hours.

Bonus Actions

Reactions

Balora

20th-level Champion

medium humanoid (half-elf), chaotic good

Armor Class 16 (breastplate)
Hit Points 130 (20d10 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	12(+1)	12(+1)	16(+3)	12(+1)	14(+2)

Saving Throws Str +9, Con +7
Skills Acrobatics +7, Athletics +9
Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 8 (3900 XP)

Fighting Style (Defense). While wearing armor, Balora gains +1 bonus to AC.

Fighting Style (Great Weapon Fighting). When Balora rolls a 1 or 2 on a damage die for an attack with a melee weapon that Balora is wielding with two hands, Balora can reroll the die and take the result.

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

Action Surge. (1/day) Balora can take one additional action on top of her regular action and a possible bonus action.

Indomitable+. (2/day) Balora can reroll a saving throw she fails and take the result.

Superior Critical. Balora scores a critical hit on a roll of 18-20.

Actions

Extra Attack++. Balora can attack four times whenever she takes the Attack action.

Glaive: *Melee Weapon Attack* +9 to hit, reach 10 ft., one target, *Hit* 8 (1d10 + 3) slashing damage.

Longsword: *Melee Weapon Attack* +9 to hit, reach 5 ft., one target, *Hit* 7 (1d8 + 3) slashing damage.

Longbow: *Ranged Weapon Attack* +7 to hit, range 150/600 ft., one target, *Hit* 5 (1d8 + 1) piercing damage.

Bonus Actions

Second Wind. (1/day) As a bonus action Balora can regain (1d10 + 20) hit points.

Reactions

Llan

20th-level Agent of Vlaakith the Undying

medium humanoid (human), neutral

Armor Class 16 (breastplate)
Hit Points 170 (20d8 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	14(+2)	18(+4)	10(+0)	12(+1)	15(+2)

Saving Throws Wis +7, Cha +8
Skills Acrobatics +8
Senses passive Perception 11
Languages Common
Challenge 8 (3900 XP)

Agonizing Blast. Llan adds his Charisma modifier (+2) to the damage of *eldritch blast*.

Pact Magic (Warlock). Llan is an 20th-level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 with spell attacks).

Cantrips (at will). *eldritch blast*, *spare the dying*

5th level (4 slots). *blight*, *dimension door*, *hypnotic pattern*

Mystic Arcanum (6th). (1/day) *true seeing*

Mystic Arcanum (7th). (1/day) *finger of death*

Mystic Arcanum (8th). (1/day) *power word stun*

Mystic Arcanum (9th). (1/day) *astral projection*

Among the Dead. Llan knows *spare the dying*, has advantage on saving throws against disease, and undead must make a Wisdom saving throw (DC 16) to attack Llan. On a failure, the creature must choose a new target. On a successful save, the creature is immune to this effect for 24 hours.

Undying Nature. Llan can hold his breath indefinitely, doesn't require food, water, or sleep, and ages only 1 year for every 10 years that pass.

Actions

Eldritch Blast (17th level): *Ranged Spell Attack* +8 to hit, range 120 ft., one target, *Hit* 7 (1d10 + 2) force damage. Llan creates four beams which can attack the same target or different one.

Bonus Actions

Indestructible Life. (1/day) Llan regains (1d8 + 20) hit points and can reattach a severed limb to himself.

Reactions

Ruby

20th-level Abjurer

medium humanoid (mountain dwarf), chaotic evil

Armor Class 16 (mage armor)

Hit Points 90 (20d6 + 20)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8(-1)	16(+3)	12(+1)	17(+3)	12(+1)	17(+3)

Saving Throws Int +9, Wis +7

Skills Arcana +9

Damage Resistances poison, spells

Senses darkvision 60 ft., passive Perception 11

Languages Common, Dwarvish

Challenge 10 (5900 XP)

Dwarven Resilience. Ruby has advantage on saving throws against poison, and resistance against poison damage.

Spellcasting (Wizard). Ruby is an 20th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 17, +9 with spell attacks).

Cantrips (at will). *chill touch, light, mage hand, prestidigitation*

1st level (4 slots). *detect magic, mage armor, magic missile*

2nd level (3 slots). *mirror image, misty step*

3rd level (3 slots). *counterspell, dispel magic, lightning bolt*

4th level (3 slots). *dimension door*

5th level (3 slots). *cone of cold, scrying*

6th level (2 slots). *disintegrate, flesh to stone*

7th level (2 slots). *teleport*

8th level (1 slot). *clone, demiplane*

9th level (1 slot). *weird*

Arcane Ward. Ruby has an arcane ward that can absorb damage dealt to her equal to 43 hit points. When Ruby casts an abjuration spell, the ward regains hit points equal to twice the spell's level.

Improved Abjuration. Ruby can add her proficiency bonus (+6) to her ability check when she casts *counterspell* and *dispel magic*.

Spell Resistance. Ruby has advantage on saving throws against spells and gains resistance against damage from spells.

Actions

Chill Touch (17th level): Ranged Spell Attack +9 to hit, range 120 ft., one target, Hit 18 (4d8) necrotic damage and the target can't regain hit points until the start of its next turn.

Bonus Actions

Misty Step.

Reactions

Counterspell.

Projected Ward. As a reaction, Ruby can use her ward to absorb damage to a creature within 30 feet.

APPENDIX A: SPELLS BY OFFENSIVE CR

Name	CR	Notes	Level	Class
CR 1				
Arms of Hadar	1	7 (2d6) aoe damage + darkness	1st	warlock
Chromatic Orb	1	13 (3d8) damage	1st	sorcerer, wizard
Cordon of Arrows	1	14 (1d6 x 4) damage	2nd	ranger
Dissonant Whispers	1	10 (3d6) damage + lose movement	1st	bard
Guiding Bolt	1	13 (4d6) damage	1st	cleric
Magic Missile	1	9 (3d4 + 3) damage	1st	sorcerer, wizard
Ray of Sickness	1	9 (2d8) + poisoned	1st	sorcerer, wizard
Vampiric Touch	1	10 (3d6) damage	3rd	warlock, wizard
Entangle	1	<i>Dryad (MM121)</i>	1st	druid
Suggestion	1	<i>Yuan-ti Pureblood (MM310)</i>	2nd	bard, sorcerer, warlock, wizard
CR 2				
Bigby's Hand	2	18 (4d8) or 9 (2d8) + restrained	5th	wizard
Flaming Sphere	2	7 (2d6) damage/turn	2nd	druid, wizard
Heat Metal	2	9 (2d8) damage/turn	2nd	bard, druid
Inflict Wounds	2	16 (3d10) damage	1st	cleric
Melf's Acid Arrow	2	15 (6d4) damage	2nd	wizard
Thunderwave	2	9 (2d8) aoe damage	1st	bard, sorcerer, warlock, wizard
Command	2	<i>Cult Fanatic (MM345)</i>	1st	cleric, paladin
Compelled Duel	2	similar to <i>Command</i>	1st	paladin
Crown of Madness	2	similar to <i>Hold Person</i>	2nd	bard, sorcerer, warlock, wizard
Hold Monster	2	similar to <i>Hold Person</i>	5th	bard, sorcerer, warlock, wizard
Hold Person	2	<i>Sahuagin Priestess (MM264)</i>	2nd	bard, cleric, druid, sorcerer, warlock, wizard
Sleet Storm	2	<i>Crushing Wave Priest (EE51)</i>	3rd	druid, sorcerer, wizard
Tasha's Hideous Laughter	2	similar to <i>Hold Person</i>	1st	bard, wizard
Telekinesis	2	similar to <i>Bigby's Hand</i>	5th	sorcerer, wizard
CR 3				
Bestow Curse	3	better <i>Hold Person</i>	3rd	bard, cleric, wizard
Burning Hands	3	10 (3d6) aoe damage	1st	sorcerer, wizard
Slow	3	<i>Black Earth Priest (EE48)</i>	3rd	sorcerer, wizard
Wind Wall	3	13 (3d8) aoe damage	3rd	druid, ranger
CR 4				
Conjure Barrage	4	13 (3d8) aoe damage	3rd	ranger
Hunger of Hadar	4	7 (2d6) + 7 (2d6)/turn aoe damage	3rd	warlock
Shatter	4	13 (3d8) aoe damage	2nd	bard, sorcerer, warlock, wizard
Geas	4	<i>Lamia (MM201)</i>	5th	bard, cleric, druid, paladin, wizard

APPENDIX A: SPELLS BY OFFENSIVE CR

Name	CR	Notes	Level	Class
CR 5				
Blight	5	36 (8d8) damage	4th	druid, sorcerer, warlock, wizard
Call Lightning	5	16 (3d10) aoe damage	3rd	druid
Mordenkainen's Sword	5	16 (3d10) damage/turn	7th	bard, wizard
CR 6				
Insect Plague	6	22 (4d10) aoe damage	5th	cleric, druid, sorcerer
Mass Cure Wounds	6	<i>Kuo-toa Archpriest (MM200)</i>	5th	bard, cleric, druid
Spirit Guardians	6	<i>Kuo-toa Archpriest (MM200)</i>	3rd	cleric
CR 7				
Cloudkill	7	22 (5d8)/turn	5th	sorcerer, wizard
Harm	7	49 (14d6) damage	6th	cleric
Ice Storm	7	23 (2d8 + 4d6) aoe damage	4th	druid, sorcerer, wizard
Wall of Fire	7	22 (5d8) aoe damage	4th	druid, sorcerer, wizard
Fear	7	<i>Yuan-ti Abomination (MM308)</i>	3rd	bard, sorcerer, warlock, wizard
CR 8				
Circle of Death	8	28 (8d6) aoe damage	6th	sorcerer, warlock, wizard
Fireball	8	28 (8d6) aoe damage	3rd	sorcerer, wizard
Flame Strike	8	28 (8d6) aoe damage	5th	cleric
Lightning Bolt	8	28 (8d6) aoe damage	3rd	sorcerer, wizard
Sunbeam	8	27 (6d8) aoe damage + aoe blinded	6th	druid, sorcerer, wizard
Compulsion	8	similar to <i>confusion</i>	4th	bard
Confusion	8	<i>Mind Flayer Arcanist (MM222)</i>	4th	bard, druid, sorcerer, wizard
Dominate Monster	8	similar to <i>dominate person</i>	8th	bard, sorcerer, warlock, wizard
Dominate Person	8	<i>Spirit Naga (MM234)</i>	5th	bard, sorcerer, wizard
Evard's Black Tentacles	8	<i>Drow Mage (MM129)</i>	4th	wizard
Eyebite	8	<i>Hag Coven (MM176)</i>	6th	bard, sorcerer, warlock, wizard
Hypnotic Pattern	8	Similar to <i>Confusion</i>	3rd	bard, sorcerer, warlock, wizard
Phantasmal Killer	8	<i>Hag Coven (MM176)</i>	4th	wizard
Polymorph	8	<i>Hag Coven (MM176)</i>	4th	bard, druid, sorcerer, wizard
Stinking Cloud	8	similar to <i>confusion</i>	3rd	bard, sorcerer, wizard
CR 9				
Disintegrate	9	75 (10d6 + 40) damage (save for no damage)	6th	sorcerer, wizard
Finger of Death	9	62 (7d8 + 30) damage	7th	sorcerer, warlock, wizard
Guardian of Faith	9	60 damage	4th	cleric
Power Word Stun	9	<i>Glabrezu (MM58)</i>	8th	bard, sorcerer, warlock, wizard
Weird	6	22 (4d10)/turn aoe damage + aoe feared	9th	wizard
CR10				
Banishment	10	<i>Guardian Naga (MM234)</i>	4th	cleric, paladin, sorcerer, warlock, wizard
Otiluke's Resilient Sphere	10	similar to <i>banishment</i>	3rd	bard, sorcerer, warlock, wizard
Otto's Irresistible Dance	10	similar to <i>banishment</i>	6th	bard, wizard

APPENDIX A: SPELLS BY OFFENSIVE CR

Name	CR	Notes	Level	Class
CR 11				
Cone of Cold	11	36 (8d8) aoe damage	5th	sorcerer, wizard
Conjure Volley	11	36 (8d8) aoe damage	5th	ranger
Destructive Wave	11	35 (10d6) aoe damage	5th	paladin
Otiluke's Freezing Sphere	11	35 (10d6) aoe damage	6th	wizard
Prismatic Spray	11	35 (10d6) aoe damage	7th	sorcerer, wizard
Wall of Force	11	<i>Archmage (MM342)</i>	5th	wizard
CR 12				
Fire Storm	12	38 (7d10) aoe damage	7th	cleric, druid, sorcerer
CR 13				
Delayed Blast Fireball	13	42 (12d6) aoe damage	7th	sorcerer, wizard
Sunburst	13	42 (12d6) aoe damage + aoe blinded	8th	druid, sorcerer, wizard
Mass Suggestion	13	<i>Ultroloth (MM314)</i>	6th	bard, sorcerer, warlock, wizard
CR 14				
Blade Barrier	14	similar to <i>wall of ice</i>	6th	cleric
Chain Lightning	14	45 (10d8) aoe damage	6th	sorcerer, wizard
Incendiary Cloud	14	45 (10d8) aoe damage	8th	sorcerer, wizard
Wall of Ice	14	<i>Ice Devil (MM75)</i>	6th	wizard
CR > 14				
Prismatic Wall	16	better than Wall of Ice	9th	wizard
Reverse Gravity	20	70 (20d6) aoe damage (or less)	7th	druid, sorcerer, wizard
Maze	21	similar to <i>power word stun</i> at DC 20	8th	wizard
Power Word Kill	21	<i>Lich (MM202)</i>	9th	bard, sorcerer, warlock, wizard
Meteor Swarm	28	140 (40d6) aoe damage	9th	sorcerer, wizard

APPENDIX B: DEFENSIVE SPELL ADJUSTMENTS

Name	Effect
Aid	+5 hit points
Barkskin	16 AC
Bless	+1 CR
Blink	+25% to effective hit points
Blur	+2 AC
Counterspell	For each casting (up to 3) increase effective hit points based on the expected challenge rating 1-4, 15 hp ; 5-10, 30 hp ; 11 or higher, 45 hp.
Fire Shield	+2d8 damage per round
Foresight	+2 CR
Greater Invisibility	+2 AC
Haste	+2 AC and the damage from an additional weapon attack each round.
Hellish Rebuke	for each casting (up to 3) +4 damage.
Hex	+1d6 damage per attack
Hunter's Mark	+1d6 damage per attack
Invisibility	--
Mage Armor	13 AC
Mirror Image	Increase effective hit points based on the expected challenge rating 1-4, 14 hp ; 5-10, 28 hp ; 11-16, 42 hp ; 17 or higher, 56 hp.
Shield	+5 AC
Stoneskin	calculate effective hit points as if creature has resistance to nonmagical weapons
Time Stop	Apply the effect of three other buffs