



PHOENIX ANVIL, OAK TRUESTRIKE,  
BRAHMA LUTIER, AND PENDRAGON BEESTINGER

## PENDRAGON BEESTINGER

Medium humanoid (human), neutral evil

**Armor Class** 12 (15 with *mage armor*)  
**Hit Points** 27 (5d8 + 5)  
**Speed** 30 ft.

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

**Skills** Arcana +5, Investigation +5, Performance +2  
**Senses** passive Perception 10  
**Languages** Common, Draconic, Elvish, Halfling  
**Challenge** 2 (450 XP)

**Echo Spell (1/day).** Pendragon can cast the spell he cast on his last turn, whose casting time becomes 1 bonus action. This bonus casting uses a spell slot as normal.

**Spellcasting.** Pendragon is a 4th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *light*, *mage hand*, *poison spray*, *shocking grasp*  
1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *sleep*  
2nd level (3 slots): *blindness/deafness*, *cloud of daggers*, *scorching ray*

### ACTIONS

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

## PHOENIX ANVIL

Medium humanoid (human), lawful neutral

**Armor Class** 18 (chain mail and shield)  
**Hit Points** 27 (5d8 + 5)  
**Speed** 30 ft.

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

**Skills** Athletics +4, Performance +3 Persuasion +3, Religion +3  
**Senses** passive Perception 13  
**Languages** Common, Elvish  
**Challenge** 2 (450 XP)

**Divine Display (1/day).** As a bonus action, Phoenix causes his shield to flare with divine light. Each creature of his choice within 30 feet of him must succeed on a DC 13 Wisdom saving throw or be blinded for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself with a success.

**Spellcasting.** Phoenix is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *guidance*, *light*, *mending*, *sacred flame*  
1st level (4 slots): *bane*, *cure wounds*, *guiding bolt*  
2nd level (3 slots): *hold person*, *spiritual weapon*

### ACTIONS

**Multiattack.** Phoenix makes two melee attacks.

**Warhammer.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target must succeed on a DC 12 Strength saving throw or be pushed 5 feet.