**0Challenge Rating: 10**

Offensive CR: 9

Defensive CR: 10

Proficiency Bonus: +4

Perception and Dexterity - +12

HP: 200

AC: 13

Average Damage Per Round:

Effective Attack Bonus: +10

MS – 0 ft

Vulnerabilities: holy dmg

Resistances: slashing, piercing

Actions:

Summon hands: summon 1- <number of party members - 1> of hands (no more than <number of party members - 1> of hands in total)

1. Green hand of protection - summon defender
2. Red hand of desecration – summon rapier/dagger rogue
3. White hand of healing – summon priestess
4. Black hand of archery – summon archer
5. Blue hand of charge – summon berserk

Life steal – +6 to hit, 4d8+4 necrotic dmg, all damage dealt returns as healing

Spellcasting: 6 lvl 5 slots

Chains of pain – DC 18 Str or movement = 0 in 15 ft sphere

Counter spell

SPLIT ALL 2 x ATTACKS IN 2 ATTACKS OR TPK

**Defender**

Hp: 30

AC: 20

2 Sword attacks: +7 to hit, 2d8+4 slashing

Guard: guard an ally nearby, taking all hits instead

**Rogue**

Hp: 30

AC: 15

Lounge: after running for 20 ft rogue can lounge at an enemy in 10 ft radius and deal extra 4d6 dmg if hit

Disengage and dash as bonus action

Rapier – +7 to hit, 1d8+5

Sneak attack 4d6

If an enemy is hit it cannot use opportunity attack on rogue

**Priestess**

Hp: 30

AC: 15

Heal: 3d6+3 heal to an ally

Mass heal: 1d6+3 heal to all allies in 60ft range

Buff: buff an ally for 3 rounds, buffed ally deal addition 1d4 dmg holy dmg

**Archer**

Hp: 30

AC: 15

2 Bow attacks - +7 to hit, 2d6+8 piercing

Volley of arrows – in 10 ft circle (60ft range) each creature starting its turn in volley takes 1d6+4 piercing

Pocket pistol – 5ft range +5 to hit, deal 4d6 dmg and move 5 ft away from target without triggering opportunity attack

**Berserk**

Hp: 40

AC: 10

+10ms

2 axe swings – +7 to hit, 2d12+8 slashing

Reckless attack – gain advantage on all attacks, all attacks aimed at berserk have advantage

Shout (once per life) – 15ft around berserk, DC 15 wisdom or have disadvantages on all attacks