

ALARIC BRONZEHAMMER

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Medium dwarf (hill dwarf), lawful good

- **Armor Class** 16 (mage armor, shield)
- **Hit Points** 160 (20d6 + 80)
- **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	12 (+1)	16 (+3)	20 (+5)

- **Saving Throws** Con +11, Cha +12
- **Skills** Arcana +8, Deception +12, Insight +10, Persuasion +12
- **Senses** darkvision 60 ft., passive Perception 13
- **Languages** Common, Dwarvish, Draconic, one other language
- **Challenge** 14 (11,500 XP)

Sorcery Points. Alaric has 20 sorcery points, which he can use to fuel his metamagic and convert into spell slots.

Metamagic. Alaric knows the following Metamagic options:

- **Quickened Spell.** When Alaric casts a spell with a casting time of 1 action, he can spend 2 sorcery points to change the casting time to 1 bonus action.
- **Twinned Spell.** When Alaric casts a spell that targets only one creature, he can spend 2 sorcery points to target a second creature within range with the same spell.
- **Distant Spell.** When Alaric casts a spell with a range of 5 feet or greater, he can spend 1 sorcery point to double the range of the spell.

Spellcasting. Alaric is a 20th-level spellcaster. His spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). Alaric has the following spells prepared:

- **Cantrips (at will):** *Fire Bolt, Prestidigitation, Mage Hand, Light, Minor Illusion*
- **1st level (4 slots):** *Shield, Magic Missile, Chromatic Orb, Mage Armor*
- **2nd level (3 slots):** *Mirror Image, Misty Step, Scorching Ray*
- **3rd level (3 slots):** *Counterspell, Fireball, Fly*
- **4th level (3 slots):** *Phantasmal Killer, Greater Invisibility*
- **5th level (2 slots):** *Cloudkill, Wall of Force*
- **6th level (1 slot):** *Disintegrate*
- **7th level (1 slot):** *Teleport*
- **8th level (1 slot):** *Power Word Stun*
- **9th level (1 slot):** *Meteor Swarm*

Arcane Recovery. Once per day when Alaric finishes a short rest, he can recover expended spell slots with a

combined level equal to or less than half his sorcerer level (rounded up), so up to 10 levels of spell slots.

ACTIONS

Fireball (Recharge 5–6). Alaric can cast *Fireball* as a 5th-level spell as an action, dealing 40 (8d6) fire damage in a 20-foot radius.

Magic Missile. Alaric can use a bonus action to cast *Magic Missile* at its highest level (3 missiles), dealing 14 (3d4 + 3) force damage.

REACTIONS

Absorb Elements. When Alaric takes acid, cold, fire, lightning, or thunder damage, he can use his reaction to absorb some of the energy, taking only half damage and adding the absorbed damage to his next attack.