

DROXAR VOSS

DROXAR VOSS

Medium half-elf, chaotic evil

- **Armor Class** 17 (mage armor)
- **Hit Points** 130 (20d8 + 40)
- **Speed** 30 ft.

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

- **Saving Throws** Wis +8, Cha +12
- **Skills** Arcana +11, Deception +12, Insight +8, Persuasion +12
- **Damage Resistances** Fire
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** Common, Elvish, Infernal, Draconic
- **Challenge** 17 (18,000 XP)

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

- **Cantrips (at will):** *Eldritch Blast*, *Prestidigitation*, *Minor Illusion*, *Mage Hand*
- **1st level (4 slots):** *Armor of Agathys*, *Witch Bolt*
- **2nd level (3 slots):** *Mirror Image*, *Misty Step*
- **3rd level (3 slots):** *Counterspell*, *Dispel Magic*, *Fear*
- **4th level (3 slots):** *Phantasmal Killer*, *Greater Invisibility*
- **5th level (3 slots):** *Cloudkill*, *Dominate Person*
- **6th level (1 slot):** *Wall of Fire*
- **7th level (1 slot):** *Plane Shift*
- **8th level (1 slot):** *Power Word Stun*
- **9th level (1 slot):** *Meteor Swarm*

Eldritch Invocations. Droxar has the following invocations:

- **Agonizing Blast.** He adds his Charisma modifier to the damage of his *Eldritch Blast* cantrip.
- **Devil's Sight.** He can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.
- **Eldritch Smite.** When Droxar hits a creature with a melee weapon attack, he can expend a spell slot to deal extra radiant damage.
- **Eyes of the Rune Keeper.** He can read all writing.
- **Maddening Darkness.** When he casts *Darkness*, he can spend a spell slot to deal psychic damage to creatures in the area.

Pact of the Tome. Droxar has a *Book of Shadows* that contains three cantrips of his choice from any class's spell list.

ACTIONS

Eldritch Blast. *Ranged Spell Attack:* +12 to hit, range 120 ft., one target. *Hit:* 14 (1d10 + 5) force damage.

Draconic Roar (Recharge 5–6). Droxar can channel the power of his patron. Each creature within a 30-foot cone must make a DC 20 Dexterity saving throw, taking 45 (10d8) fire damage on a failed save, or half as much damage on a successful one.

Scorching Ray. Droxar creates three rays of fire. He can make a ranged spell attack for each ray, dealing 20 (6d6) fire damage on a hit.

REACTIONS

Counterspell. When a creature within 60 feet of Droxar casts a spell, he can use his reaction to attempt to interrupt it. If the spell is of 3rd level or lower, it is automatically countered. For higher-level spells, he must make an ability check using his spellcasting ability.