XANATHAR'S ENEMIES AND ALLIES



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XANATHAR'S ENEMIES AND ALLIES

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Introduction

In the wide worlds of D&D, guards are rarely just guards, bandits rarely just bandits, and cultists never just cultists. Even if they bear the same weapons and don the same armor, each has their own stories—and quite possibly some tricks up their sleeves, in combat and in life.

Xanathar's Enemies and Allies illustrates those differences to help DMs create more interesting stories and campaigns. This supplement provides stat blocks for all of the archetypes detailed in *Xanathar's Guide to Everything*. You can now move beyond the simple knight stat block, and use the Banite conqueror or cavalier charger instead. Tired of using the bandit captain yet again? How about presenting your players with a more unique challenge, like the Luskan swashbuckler or the shadow thief mastermind?

In addition to the 60 new stat blocks to challenge and delight your players, this product presents Forgotten Realms power groups and organizations for their characters to fight, join, or puzzle over.

Using This Product

The content of this product is similar to that of the *Monster Manual*. The backgrounds of each of the NPC types can be altered to fit your campaign's needs. For example, the stormriders and stormragers of the Stormborn can just as easily hold sway along the Sword Coast or in the Moonsea as they do in the Trackless Sea, serving demon lords or elemental princes instead of Umberlee or Talos. The Blingdenstone Badgers can be used for any underground or Underdark community. Each group holds limitless potential as allies, enemies, or mysterious strangers playing a role in an ongoing campaign.

Also, the NPCs here can be altered with racial traits without changing the Challenge Rating (CR) of the creature. Some of them already have races, based on their position within the lore of their groups. This can be easily changed to fit the needs or your campaigns.

A Note on Spells and Challenge Rating

Most of the spells in the stat blocks come from the *Player's Handbook*. A few of the spells, however, come from other official sources. You can't have a cleric of the Grave domain without them using *toll the dead* as one of their cantrips! If you do not have access to these spells, simply replace them with similar spells.

One caveat with spell replacement and Challenge Ratings: CRs are calculated based on the spells that spellcasting monsters and NPCs use. Replacing *fireball* with *feign death*, for example, drastically changes the CR for a creature if *fireball* was their most potent offensive ability.

Aglarond Foresters (Monster Slayers)

To the west of Thay is the magocracy of Aglarond. The history of Aglarond is indelibly tied to that of Thay, as the former has been forced to withstand decades of Thayan attacks and aggression. The monstrous and undead incursions from Thay have led to the creation of a special branch of the Aglarond army called the Foresters. These specially trained monster slayers hide in the Yuirwood Forest and wage war against the terrible troops fielded by Thay.

Shoot First. The attacks against Aglarond by Thay have been cruel and relentless, leaving the members of the Foresters unwilling to take risks. Anyone found wandering through the Yuirwood who does not belong there—especially heavily armed or magic-wielding creatures—are attacked on sight. The Foresters know that friends are quick to back down and drop weapons, so apologies can be made later.

Ask Questions Later. While the members of the Foresters are some of the most skilled warriors in the lands, they are also students of their foes. With the Red Wizards as their main enemy, all Foresters are taught the fundamentals of the arcane. That is not to say they practice magic; however, they certainly understand its effects, how to recognize it, and how to resist it.

They also understand the abilities and tactics of the undead and demonic creatures employed by Thay against them over the years. Even the newest recruits to the Foresters knows the differences between a demon and a devil, what resistances those creatures have, and how to do the most damage. Silver and magical weapons are kept on hand to use when more powerful creatures are reported in the area.

Regimentation. The Foresters live a hard life patrolling the Yuirwood, and they rely on themselves and each other. More experienced members might be asked to patrol lesser travelled areas on their own. In regions of Aglarond where Thayan activity is most prevalent, a group of 3 scouts and 3 Forester guardians are led by a Forester slayer. They may also be accompanied by a mage if the situation is deemed necessary.

Forester Guardian

Medium humanoid (any race), neutral

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

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

Skills Arcana +3, Perception+3, Stealth +4, Survival +3
Senses passive Perception 13
Languages Common
Challenge 3 (700 XP)

Know the Foe. A weapon deals one extra die of its damage when the Forester slayer hits with it (included in the attack).

Slayer's Prey. As a bonus action, the Forester guardian can designate one creature as its prey. That prey's attacks against the Forester guardian are made with disadvantage, and saving throws against that creature are made with advantage.

Actions

Multiattack. The Forester guardian makes two melee or ranged attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 10 (2d6 + 2) piercing damage.

Forester Slayer

Medium humanoid (any race), neutral

Armor Class 16 (scale mail)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	11 (+0)	15 (+2)	11 (+0)

Skills Arcana +3, Perception+5, Stealth +6, Survival +5
Senses passive Perception 15
Languages Common
Challenge 8 (3,900 XP)

Know the Foe. A weapon deals two extra dice of its damage when the Forester slayer hits with it (included in the attack).

Slayer's Prey. As a bonus action, the Forester slayer can designate one creature as its prey. That prey's attacks against the Forester slayer are made with disadvantage, and saving throws against that creature are made with advantage.

Actions

Multiattack. The Forester slayer makes three melee or two ranged attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage.

Reactions

Counterattack. When the creature designated as the slayer's prey targets the Forester slayer with an attack, the Forester slayer can use a reaction to make a weapon attack against the creature. If the Forester slayer hits, and the original attack requires a saving throw, that saving throw automatically succeeds.

Bards of the Summer Court (College of Glamour)

Gifted bards who weave magic with their words must beware lest some "benefactors of the arts," wandering from the Feywild, might revel too deeply in the legends of our realm. Every so often a talented teller of tales disappears, stolen away to entertain the fancies of fey. They return changed.

Legendary Performers. Having studied under the tutelage of satyrs, eladrin, and other fey, the bards of the Summer Court are renowned for their otherworldly talent and charm. Their performances are said to be so spectacular they imbue any audience with inspiration and vigor.

Otherworldly Charm. The bards of the Summer Court charge their words with powerful, seductive fey magic. Those who witness a bard of the Summer Court sing, recite poetry, or even dance become enthralled with the enchanting performance.

Evil and Good. Many bards of the Summer Court channel their supernatural talent for good. However, returning among mortals, some find the temptation of power too great, and turn their hosts into thralls.



Summer Court Jester

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +4, Wis +3
Skills Acrobatics +4, Perception +5, Performance +6
Senses passive Perception 15
Languages any two languages
Challenge 2 (450 XP)

Spellcasting. The Summer Court jester is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *friends, mage hand, vicious mockery*
1st level (4 slots): *charm person, disguise self, faerie fire, healing word, thunderwave*
2nd level (3 slots): *invisibility, shatter*

Tempo Change (2/Day). The Summer Court jester can use a bonus action on its turn to target up to two creatures within 60 feet that it can see and that can see it. Each of the targets gain 5 temporary hit points and can immediately use their reactions to move up to their speed without provoking opportunity attacks.

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Enthralling Performance (Recharge 6). The Summer Court jester targets up to two humanoids within 60 feet that can hear it. Each target must succeed on a Wisdom saving throw (DC 12) or be charmed by the Summer Court jester. While charmed in this way, the target idolizes the Summer Court jester and hinders anyone who opposes it. This effect ends on a target after 1 hour or if it takes any damage.

Summer Court Maestro

Medium humanoid (any race), any alignment

Armor Class 14 (studded leather)
Hit Points 88 (16d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	17 (+3)

Saving Throws Dex +5, Wis +4
Skills Acrobatics +5, Perception +7, Performance +9
Senses passive Perception 17
Languages any two languages
Challenge 6 (2,300 XP)

Spellcasting. The Summer Court maestro is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *friends, mage hand, vicious mockery*
1st level (4 slots): *charm person, disguise self, faerie fire, healing word, thunderwave*
2nd level (3 slots): *shatter, see invisibility*
3rd level (3 slots): *dispel magic, hypnotic pattern*
4th level (3 slots): *dimension door, greater invisibility*
5th level (1 slot): *dominate person*

Tempo Change (3/Day). The Summer Court maestro can use a bonus action on its turn to target up to three creatures within 60 feet that it can see and that can see it. Each of the targets gain 8 temporary hit points and can immediately use their reactions to move up to their speed, without provoking opportunity attacks.

Commanding Coda (1/Day). The Summer Court maestro can use a bonus action to cast command, without expending a spell slot. Any creature charmed by the Summer Court maestro automatically fails its saving throw against the command cast with this feature.

Actions

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Enthralling Performance (Recharge 6). The Summer Court maestro targets up to three humanoids within 60 feet that can hear it. Each target must succeed on a Wisdom saving throw (DC 14) or be charmed by the Summer Court maestro. While charmed in this way, the target idolizes the Summer Court maestro and jester and hinders anyone who opposes it. This effect ends on a target after 1 hour or if it takes any damage.



Blades of Wonder (College of Swords)

Come one, come all, to Corvus Nightfeather's Circus of Wonders! This travelling band of entertainers and misfits roves the southern reaches of Faerûn. Among the most daring acts are the Blades, who perform stunts of weapon prowess such as sword swallowing, knife throwing and juggling, and mock combats.

Acrobatic Wonders. Blades of Wonder are attuned to every tiny movement, knowing the smallest mistake can send a performance terribly awry. The Blades move swiftly and deftly.

Elite Fighters. The Circus of Wonders is a house of laughs and entertainment, as well as an agency undertaking covert faction spying. Masters of merriment, the circus' Blades can swallow scimitars, but they are also trained to fight with them.

Always Entertaining. Even when their audience is made up of enemy combatants, the Blades seek to entertain, striking with a fanciful flourish. Their regular displays of weapon daring-do serve them well, allowing them to distract, defend, or overwhelm with a flick of their blade.



Blade of Wonder Apprentice

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)
Hit Points 44 (8d8 + 8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +4, Wis +3
Skills Acrobatics +4, Perception +3, Performance +4
Senses passive Perception 13
Languages any two languages
Challenge 2 (450 XP)

Spellcasting. The Blade of Wonder apprentice is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *friends, mage hand, vicious mockery*
1st level (4 slots): *bane, charm person, healing word, longstrider, thunderwave*
2nd level (3 slots): *cloud of daggers, invisibility*

Blade Flourish (3/Day). Whenever the Blade of Wonder apprentice hits a creature with a melee weapon attack, it can choose to deal 3 (1d6) extra damage to the target, and also deal that same amount of extra damage to another target within 5 feet of the Blade of Wonder apprentice.

Actions

Multiattack. The Blade of Wonder apprentice makes two melee attacks.

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Blade of Wonder Master

Medium humanoid (any race), any alignment

Armor Class 16 (breastplate)
Hit Points 88 (16d8 + 16)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	12 (+1)	10 (+0)	13 (+1)	17 (+3)

Saving Throws Dex +6, Wis +4
Skills Acrobatics +6, Perception +4, Performance +6
Senses passive Perception 14
Languages any two languages
Challenge 6 (2,300 XP)

Spellcasting. The Blade of Wonder master is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *friends, mage hand, vicious mockery*
1st level (4 slots): *bane, charm person, healing word, longstrider, thunderwave*
2nd level (3 slots): *cloud of daggers, see invisibility*
3rd level (3 slots): *dispel magic, hypnotic pattern*
4th level (3 slots): *dimension door, greater invisibility*
5th level (1 slot): *animate objects*

Blade Flourish. Whenever the Blade of Wonder master hits a creature with a melee weapon attack, it can choose to deal 7 (2d6) extra damage to the target, and also deal that same amount of extra damage to another target within 5 feet of the Blade of Wonder apprentice.

Actions

Multiattack. The Blade of Wonder master makes three melee attacks.

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

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Blingdenstone Badgers (Gloom Stalkers)

Blingdenstone, also known on the surface world as The City of Speaking Stones, rests in the Underdark, not far from the drow city of Menzoberranzan. As one of the few bastions of goodness in an otherwise evil-infested area, the city is a meeting place of any dedicated to keeping the Underdark safe. And none are better at that then the greatest gloom stalkers: the Blingdenstone Badgers.

First Line of Defense. The city of Blingdenstone is guarded by many defense: illusionary terrain, mechanical and magical traps, and maze-like passages to name a few. But before potential invaders ever approach these defenses, they are probably spied upon by one of the Blingdenstone Badgers. A Badger may not confront the invader, but they certainly scout and reconnoiter the situation thoroughly.

The Last Hope of the Lost. While the Badgers' main directive is to protect the city, they are also often called upon to delve further into the Underdark for a variety of missions: rescuing lost souls, attacking drow slave caravans, slaying deadly monsters, and more. For those lost in the vast, dangerous caverns and passages of the realm below, there's no more welcome sight than a Blingdenstone Badger offering safe passage back to the city.

Stealth and Power. Most members of the Blingdenstone Badgers are deep gnomes. Many different races, however, make up the group. Even those without native darkvision learn to navigate the dark maze. They really on their stealth to remain out of danger while gathering information, and they build a resistance to the mind-controlling powers of dangerous foes like illithids and aboleths.

Badger Scout

Small humanoid (gnome), neutral good

Armor Class 15 (chain shirt)
Hit Points 33 (6d6 + 12)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	14 (+2)	10 (+0)	9 (–1)

Skills Investigation +4, Perception +2, Stealth +4, Survival +2
Senses darkvision 150 ft., passive Perception 12
Languages Gnomish, Terran, Undercommon
Challenge 1 (450 XP)

Dread Ambusher. The Badger scout has advantage on initiative checks. Any weapon attacks made to a target that has not acted in the combat deals an additional 4 (1d8) damage of the weapon's type.

Stone Camouflage. The Badger scout has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Gnome Cunning. The Badger scout has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Innate Spellcasting. The Badger scout's innate spellcasting ability is Intelligence (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *nondetection* (self only)
1/day each: *blindness/deafness, blur, disguise self*

Actions

Multiattack. The Badger scout makes two war pick attacks.

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

Poisoned Dart. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take an additional 5 (2d4) poison damage and be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Badger Veteran

Small humanoid (gnome), neutral good

Armor Class 17 (splint armor)
Hit Points 78 (12d6 + 36)
Speed 25 ft.

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

Skills Investigation +6, Perception +3, Stealth +6, Survival +3
Senses darkvision 150 ft., passive Perception 13
Languages Gnomish, Terran, Undercommon
Challenge 5 (1,800 XP)

Dread Ambusher. The Badger veteran has advantage on initiative checks. Any weapon attacks made to a target that has not acted in the combat deals an additional 18 (4d8) damage of the weapon's type.

Stone Camouflage. The Badger veteran has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Gnome Cunning. The Badger veteran has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Innate Spellcasting. The Badger veteran's innate spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *nondetection* (self only)
3/day each: *blindness/deafness, blur, disguise self,*
1/day each: *fear, greater invisibility, rope trick*

Actions

Multiattack. The Badger veteran makes two war pick attacks. If both attacks miss, reroll both attacks. This can only be done once per round.

War Pick. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Poisoned Dart. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one creature. *Hit:* 7 (2d4 + 2) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or take an additional 9 (2d8) poison damage and be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Children of Stronmaus (Storm Sorcerer)

High in the mountains, clans of goliaths pledge fealty to storm giant lords despite the storm giants' aloofness. These goliaths claim to have the blood of Stronmaus in them, and their acceptance by the storm giants lends credence to their claim. Even if their lords remain silent, the goliath clans see prophecy in the raging of storms and act based on the perceived wills of their lieges.

Tranquility and Fury. Like the storm giants that they base their culture on, the Children of Stronmaus maintain a detached tranquility in most aspects of their lives; however, their fury is quick to rise when their will is directed by the oracles.

Detached Oracles. The Children of Stronmaus who most strongly feel a call as a Storm Soul often have oracular visions. These sorcerers are ritually shunned from their tribes to take on the burden of the storm.

Storm Soul. Goliath Storm Souls are moody creatures at best and fury-driven beasts at worst. Destructive Storm Souls often set out on their own, renouncing Stronmaus to pick up reverence of Umberlee or other destructive gods.



Goliath Sorcerer

Medium humanoid (goliath), neutral

Armor Class 11
Hit Points 65 (10d8 + 20)
Speed 30 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	9 (-1)	12 (+1)	14 (+2)

Skills Athletics +5, Insight +3, Religion +1
Senses darkvision 150 ft., passive Perception 13
Languages Common, Giant, Primordial
Challenge 2 (450 XP)

Spellcasting. The Goliath Sorcerer is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +4 to hit with spell attacks). He knows the following sorcerer spells:

Cantrips (at will): *blade ward, booming blade, gust, shocking grasp*
1st level (4 slots): *catapult, thunderwave*
2nd level (2 slots): *Maximilian's earthen grasp, warding wind*

Actions

Staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage when used with two hands.

Reactions

Stone's Endurance (1/Day). When the Goliath Sorcerer takes damage, it can use a reaction to reduce the damage by 9 (d12 + 3).

Storm Oracle

Medium humanoid (goliath), neutral

Armor Class 16 (mage armor)
Hit Points 97 (15d8 + 30)
Speed 30 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	9 (-1)	12 (+1)	16 (+3)

Skills Athletics +6, Insight +4, Religion +2
Damage Resistances lightning, thunder
Senses darkvision 150 ft., passive Perception 13
Languages Common, Giant, Primordial
Challenge 7 (2,900 XP)

Heart of the Storm. All spells cast by the Storm Oracle that deal lightning or under damage deal an extra 5 (1d10) damage of the same type.

Legendary Resistance (3/Day). If the Storm Oracle fails a saving throw, it can choose to succeed instead.

Spellcasting. The Storm Oracle is an 8th-level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +6 to hit with spell attacks). It knows the following sorcerer spells:

Cantrips (at will): *blade ward, booming blade, gust, shocking grasp*
1st level (4 slots): *catapult, mage armor, thunderwave*
2nd level (3 slots): *Maximilian's earthen grasp, warding wind*
3rd level (3 slots): *elemental weapon, lightning bolt, thunder step*
4th level (2 slots): *elemental bane, storm sphere*

Actions

Staff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage when used with two hands.

Reactions

Stone's Endurance (1/Day). When the Storm Oracle takes damage, it can use a reaction to reduce the damage by 9 (d12 + 3).

Church of Bane (Oath of Conquest)

Bane the Black Hand, dead yet now returned, strengthens his cruel grip on the land. Where might rules and civilization lies lawless, the clerics of the Black Hand seize power. Temples to Bane have sprung up across the Moonsea and the magocracy of Thay, bolstering their god with sacrifice and bloodshed.

Convert or Die! Bane's doctrine demands that his subjects convert to his worship or die. There can be no other god but Bane, so his followers are zealous in undermining temples of other faiths. Banite priests don't dispute the existence of other divine powers: they just know they'll all kneel before Bane in time.

Martial Power. As god of tyranny, Bane demands that his worshippers conquer and control his domains. Banite clerics are warlords above all else, with paladins as divine shock troops. They practice shock-and-awe tactics, striking with overwhelming force to spread terror among enemy ranks. Banite warriors adorn their armor and weapons with decorations designed to strike fear into their enemies.

Dark Rites. People go missing in cities where Bane rules unopposed. Scholars disappear in the dead of night, and dissenters are dragged down blind alleys, never to be seen again. It's an open secret that most of these unfortunates end up sprawled on the altars to the Black Hand, where they're sacrificed in return for profane boons.

Banite Conqueror

Medium humanoid (any race), lawful evil

Armor Class 18 (plate)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

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

Saving Throws Wis +4, Cha +5
Skills Athletics +6, Deception +6, Intimidation +6
Senses passive Perception 11
Languages any one language
Challenge 7 (2,900 XP)

Aura of Conquest. Any frightened creature hostile to the conqueror that starts its turn within 30 feet of the conqueror has its speed reduced to 0 and takes 5 psychic damage.

Spellcasting. The conqueror is an 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *armor of Agathys, command, cure wounds, compelled duel, protection from evil and good, sanctuary, shield of faith, sleep, wrathful smite*
2nd level (3 slots): *calm emotions, hold person, spiritual weapon, zone of truth*

Actions

Multiattack. The conqueror makes three melee attacks.

Morningstar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Conquering Presence (Recharges after a Short or Long Rest). The conqueror exudes a terrifying presence. Each enemy within 30 feet of the conqueror must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. A frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Banite Tyrant

Medium humanoid (any race), lawful evil

Armor Class 18 (plate, shield)
Hit Points 255 (30d8 + 120)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	19 (+4)	11 (+0)	12 (+1)	18 (+4)

Saving Throws Wis +6, Cha +9
Skills Athletics +9, Deception +9, Intimidation +9
Senses passive Perception 11
Languages any one language
Challenge 13 (10,000 XP)

Aura of Conquest. Any frightened creature hostile to the tyrant that starts its turn within 30 feet of the conqueror has its speed reduced to 0 and takes 10 psychic damage.

Scornful Rebuke. When a creature hits the tyrant with an attack, that creature takes 5 psychic damage as long as the Banite tyrant is not incapacitated.

Spellcasting. The tyrant is a 15th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *armor of Agathys, command, cure wounds, compelled duel, protection from evil and good, sanctuary, shield of faith, sleep, wrathful smite*
2nd level (3 slots): *calm emotions, crusader's mangle, hold person, spiritual weapon, zone of truth*
3rd level (3 slots): *bestow curse, blinding smite, dispel magic, fear, revivify*
4nd level (2 slots): *banishment, death ward, dominate beast, staggering smite, stoneskin*

Actions

Multiattack. The tyrant makes three melee attacks.

Morningstar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

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

Conquering Presence (Recharges after a Short or Long Rest). The tyrant exudes a terrifying presence. Each enemy within 30 feet of the conqueror must succeed on a DC 17 Wisdom saving throw or be frightened for 1 minute. A frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Cormanthor Guard (Arcane Archers)

Among the warriors of the elven world, few are as feared and respected as the arcane archers. Continuing a tradition that began as far back as the formation of the Cormanthyr Empire, the arcane archers guard their magical secrets closely. Only the most talented and dedicated elves are taught the ways of the arcane archer, and they would rather die than reveals their secrets.

Protectors of Cormanthor. One of the largest contingents of arcane archers on Faerûn belongs to the Cormanthor Guard. This group patrols the length and breadth of the Cormanthor Forest, guarding against intrusion from monsters, hostile humanoids, and anyone else straying too close to elven communities nestled in the great forest.

Merciless and Vigilant. The first principle of the Cormanthor Guard is to make sure no harm comes to the elven communities of the large forest that gives them their name. With the history of war in the forest and the surrounding areas, the Guard does not risk being too merciful with potential enemies. The arcane archer companies of the Cormanthor Guard are specifically known for a "shoot first, ask questions to the corpses later" attitude that has served them well.



Stealth and Power. While the Cormanthor Guard has experienced scouts and powerful wizards in its ranks, few can traverse the forest and eliminate the enemies as well as the arcane archers. Their ability to shoot expertly through cover and around trees makes them formidable in guerilla warfare.

Arcane Archer Fletchling

Medium humanoid (elf), neutral

Armor Class 16 (studded leather armor)
Hit Points 71 (11d8 + 22)
Speed 35 ft.

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

Saving Throws Con +5, Dex +7, Wis +5
Skills Arcana +4, Perception +5, Stealth +7
Senses darkvision 120 ft., passive Perception 15
Languages Common, Elf
Challenge 5 (1,800 XP)

Combat Archer. The arcane archer fletchling does not attack at disadvantage when firing while within 5 feet of an enemy. The fletchling also ignores cover, except for total cover.

Fey Ancestry. The arcane archer fletchling has advantage on saving throws against being charmed, and magic can't put the fletchling to sleep.

Arcane Shot. As a bonus action, the arcane archer fletchling can infuse an arrow with a magical effect. The arrow loses its energy at the start of the fletchling's next turn. The fletchling can choose any of the effects below:

- **Energy Arrow:** The attack does an additional 18 (4d8) damage, and all of the damage done with that arrow can be acid, cold, fire, force, lightning, poison, or thunder damage.
- **Bursting Arrow:** The attack does an additional 7 (2d6) damage to the target, and all creatures within 5 feet of the target takes 7 (2d6) piercing damage.

Actions

Multiattack. The arcane archer fletchling makes two attacks with its longbow.

Longbow. *Melee Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Short Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Arcane Archer Captain

Medium humanoid (elf), neutral

Armor Class 17 (studded leather armor)
Hit Points 117 (18d8 + 36)
Speed 40 ft.

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

Saving Throws Con +6, Dex +9, Wis +8
Skills Arcana +5, Perception +8, Stealth +9
Senses darkvision 120 ft., passive Perception 18
Languages Common, Elf
Challenge 9 (5,000 XP)

Combat Archer. The arcane archer captain does not attack at disadvantage when firing while within 5 feet of an enemy. The captain also ignores cover, except for total cover.

Fey Ancestry. The arcane archer captain has advantage on saving throws against being charmed, and magic can't put the captain to sleep.

Arcane Shot. As a bonus action, the arcane archer captain can infuse two arrows with a magical effect. The captain can choose any of the effects below:

- **Energy Arrow:** The attack does an additional 21 (6d6) damage, and all of the damage done with that arrow can be acid, cold, fire, force, lightning, poison, or thunder damage.
- **Bursting Arrow:** The attack does an additional 10 (3d6) damage, and all creatures within 5 feet of the target takes 10 (3d6) piercing damage.

Actions

Multiattack. The arcane archer makes three attacks with its longbow.

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

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

Reactions

Give Me Room. When an enemy moves adjacent to the arcane archer captain, the captain can make a longbow attack against that enemy. On a hit the target must make a DC 15 Strength saving throw or be pushed 10 feet and knocked prone.



Council of Dreamers (Circle of Dreams)

The High Forest boasts some of the oldest and most extensive areas of natural forested beauty in all the Realms. An area as old as time, the forest is protected by an elven population unfriendly to those lacking good intentions and pure hearts. Many druidic guardians of the High Forest belong to a loose affiliation called the Council of Dreamers, members of the Circle of Dreams.

The Council of the Wood. A wood elf known as Morgwais hopes to unite the many tribes of elves in the High Forest into an empire. The first steps in this plan involves bringing tribal leaders together for regular meetings of a group called the Council of the Wood. This congress discusses threats to the area, shares information on intruders, fights together against larger threats, and attempts to strengthen bonds. The Council of Dreamers are a subset of that larger council, consisting of School of Dreams druids from the different tribes.

The Fey Pact. In a place like the High Forest, the barriers between the mortal world and the Feywild are thin and permeable. If one considers elves a capricious and fickle lot, the fey creatures of the High Forest are a tenfold more inscrutable. The Council of Dreamers' main goal is to maintain cordial relations between the elven tribes of the High Forest, as well as the human occupants, and the fey creatures there.

Wardens of Karse. The lower-ranking members of the Council of Dreamers, known as acolyte dreamers, are also tasked with making sure that the cursed ruins of Karse, former home of the Netherese wizard Karsus, do not spew forth shadowy nightmare creatures into the forest. The leader of the Dreamers, known as the High Dreamer, makes frequent forays into the area surrounding the ruins as a show of his or her dedication to the cause.



Acolyte Dreamer

Medium humanoid (any race), neutral

Armor Class 12 (16 with barkskin)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	12 (+1)	16 (+3)	11 (+0)

Skills Medicine +5, Nature +3, Perception +5
Senses passive Perception 15
Languages Common, Druidic, Sylvan
Challenge 3 (700 XP)

Summer Balm. The acolyte dreamer can use a bonus action to heal an ally within 120 feet for 10 (3d6) hit points. The acolyte dreamer can do this 3 times before needing a long rest to recharge the ability.

Spellcasting. The acolyte dreamer is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, produce flame, shillelagh*
1st level (4 slots): *charm person, entangle, speak with animals, thunderwave*
2nd level (3 slots): *animal messenger, barkskin, spike growth*
3rd level (3 slots): *call lightning, dispel magic, speak with plants*
4th level (1 slots): *ice storm*

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+5 to hit with shillelagh), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 7 (1d8+3) bludgeoning damage with shillelagh or if wielded with two hands.

High Dreamer

Medium humanoid (any race), neutral

Armor Class 12 (16 with barkskin)
Hit Points 156 (24d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	12 (+1)	19 (+4)	15 (+2)

Saving Throws Con +6, Dex +6, Wis +8
Skills Medicine +8, Nature +5, Perception +8
Senses passive Perception 18
Languages Common, Druidic, Sylvan
Challenge 10 (5,900 XP)

Hidden Paths. The High Dreamer can use a bonus action to teleport up to 60 feet to an unoccupied space it can see. Until the end of its next turn, all attacks against the High Dreamer are made at disadvantage. The High Dreamer can do this four times before needing a long rest to recharge the ability.

Summer Balm. The High Dreamer can use a bonus action to heal an ally within 120 feet for 27 (6d8) hit points. The High Dreamer can do this four times before needing a long rest to recharge the ability.

Spellcasting. The High Dreamer is a 13th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance, produce flame, shillelagh*
1st level (4 slots): *charm person, entangle, speak with animals, thunderwave*
2nd level (3 slots): *animal messenger, barkskin, spike growth*
3rd level (3 slots): *call lightning, dispel magic, speak with plants*
4th level (3 slots): conjure woodland beings, dominate beast, ice storm
5th level (2 slots): *awaken, scrying*
6th level (1 slot): *wind walk*
7th level (1 slot): *fire storm*

Actions

Quarterstaff. *Melee Weapon Attack:* +4 to hit (+8 to hit with shillelagh), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with shillelagh or if wielded with two hands.

Change Shape (2/Day). The High Dreamer magically polymorphs into a beast or elemental with a challenge rating of 6 or less, and can remain in this form for up to 9 hours. The High Dreamer can choose whether its equipment falls to the ground, melds with its new form, or is worn by the new form. The High Dreamer reverts to its true form if it dies or falls unconscious. The High Dreamer can revert to its true form using a bonus action on its turn.

While in a new form, the High Dreamer retains its game statistics and ability to speak, but its AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and it gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that it lacks. It can cast its spells with verbal or somatic components in its new form.

The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.



Creel Demonbloods (Path of the Zealot)

Of the tribes of Nar roaming the lands of the north, few are as infamous as the Creel. Narfell's nomadic tribes' survival relied on savagery and martial prowess. The Creel went one step further: consorting with demons. Through these infernal ties, the Creel demonblood zealots draw strength and ferocity from the fiendish power channeled into them.

A Demonic Culture. The Creel's association with demons has taken many forms: binding them in service, serving them as minions, drawing upon their powers, and worshipping them. Within the last few years, demons working with the Creel have offered them a new boon: demon blood. The Creel are now using that substance to empower and transform their greatest warriors into new and terrible creatures called demonbloods.

Demon Blood Transfusions. Those selected to become one of the Creel demonbloods are put through rigorous testing to weed out the weak. When they have proven themselves, the initiates are given demon blood to drink. Almost immediately the changes begin: the skin hardens, fingernails grow into claws, and muscles bulge with abyssal power. The longer the demonblood lives, the more pronounced the changes, until the demonblood savage gains supernatural abilities like resistances to acid, cold, and fire.

Foot Soldiers and Monsters. Newly blooded initiates serve as foot soldiers in the Creel warbands, bringing death and terror to enemy tribes and travelers throughout Narfell. With the power provided to initiates by the demon blood, those warriors need no weapons, using their demon-bred claws to slay opponents. Demonblood savages are armies of one, mad zealots capable of wading into an enemy group and emerging practically unscathed.

Demonblood Initiate

Medium humanoid, chaotic evil

Armor Class 15 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	17 (+3)	9 (-1)	14 (+2)	11 (+0)

Skills Intimidation +2, Survival +4
Senses passive Perception 12
Languages Common
Challenge 3 (700 XP)

Demon Fury. While a demonblood initiate is at less than full hit points, it has advantage on saving throws.

Hellish Claws. When a demonblood initiate hits with a claw attack and rolls a 1 on any damage die, reroll that die. The reroll must be kept. (This is figured into the average damage.)

Actions

Multiattack. The demonblood initiate makes two claw attacks or two longbow attacks. If both attacks hit, the demonblood initiate gains 5 temporary hit points.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 3) slashing damage.

Longbow. *Melee Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Demonblood Savage

Medium humanoid, chaotic evil

Armor Class 17 (natural armor)
Hit Points 119 (14d8 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	19 (+4)	9 (-1)	14 (+2)	13 (+1)

Skills Intimidation +5, Survival +6
Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from non-magical weapons
Senses passive Perception 12
Languages Common
Challenge 11 (7,200 XP)

Demon Fury. While a demonblood savage is at less than full hit points, it has advantage on saving throws.

Hellish Claws. When a demonblood initiate hits with a claw attack and rolls a 1 or 2 on any damage die, reroll that die. The reroll must be kept. (This is figured into the average damage.)

Actions

Multiattack. The demonblood initiate makes three claw attacks or two longbow attacks. If any attack hits, the demonblood initiate gains 10 temporary hit points.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 4) slashing damage.

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

Reactions

Demonic Leadership. When an ally within 30 feet that the demonblood savage can see makes a melee attack roll, the demonblood savage can use a reaction to give the ally advantage on the attack roll.

Eldreth Veluuthra (Circle of the Shepherd & Scout)

Deep in the unspoiled reaches of the Chondalwood is an enclave comprised mostly of elves. This group, which has been in existence for centuries, was founded with the idea that humans were vermin that should be eradicated for the good of all other creatures of the natural world. The zealots of this group, known as the Eldreth Veluuthra, have either died off or mellowed over the years. The group, however, still uses all means necessary to keep intruders, especially human ones, out of the Chondalwood.

A Dying Breed. When the group was at its peak, the Eldreth Veluuthra had branches in most of the major forestlands of Toril. Many died when they waged war against humans and their allies, while others perished trying to face monstrous threats without the help of willing allies. The Chondalwood is the only place where the group contains enough powerful members to maintain political or military power.

Protecting the Beasts. Most of the Eldreth Veluuthra are dedicated to shepherding and protecting the beasts of the forest. This generally means avoiding confrontation with foresters and hunters, keeping the beasts and innocent fey creatures out of harm's way. The protecting shepherds comprise a bulk of the group, and they maintain small communities from which they can look after the animals: protecting the young, healing the sick and wounded, and providing safe habitats.

Avenging the Innocent. When large-scale incursions into the forest by outsiders threaten the lives of beasts and fey, an elite group of Eldreth Veluuthra are called upon to avenge the loss and damage. These avenging shepherds can summon armies of beasts and fey, marching into battle at the vanguard of countless teeth and claws. The avenging shepherds are merciless and unforgiving in the face of an enemy that threatens the beasts of the forest.

Secretive Patrons. The Eldreth Veluuthra recruit mostly from the poor, yet their finances extend deep into elven aristocracy. Their patrons privately donate gold and weapons to their cause while entertaining good relations with human allies. While the Eldreth Veluuthra are an abhorrence to polite elven society, they clearly have traction behind closed doors.

Shunned by the Gods. The Eldreth Veluuthra's genocidal agenda forced the elven gods to abandon the order. Blinded to their own evil, the rank and file view this as a test: if they prove themselves in the great slaughter, their gods shall crown them champions in the elven afterlife.

Ties of Blood. Most cells are comprised of blood relatives to ensure trust and loyalty among members. To join, one is approached in confidence by a relative. Their secretive council, the Vel'Nikeryma, once restricted membership to just five founding clans, but they've branched out over the centuries. Even so, only elves of untainted blood are accepted: drow or half-elves are judged impure.



Protecting Shepherd

Medium humanoid (any race), neutral

Armor Class 12
Hit Points 66 (12d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+2)	13 (+1)	12 (+1)	16 (+3)	11 (+0)

Skills Nature +3, Perception +5, Survival +5
Senses passive Perception 15
Languages Common, Druidic, Elven, Sylvan
Challenge 3 (700 XP)

Beast Summoner. When the protecting shepherd uses magic to summon beasts, it has advantage on Constitution saving throws to concentrate on maintaining the spell. In addition, the summoned beasts have 2 additional hit points per hit die.

Speak with Beasts. The protecting shepherd can decipher the noises and motions of beasts, and beasts can under its speech.

Will to Protect. If damage reduces the protecting shepherd to 0 hit points while it is adjacent to an allied beast, it must make a Constitution saving throw with a DC of 5 + the damage taken. On a success, the protecting shepherd drops to 1 hit point instead.

Innate Spellcasting. The protecting shepherd's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The protecting shepherd can innately cast the following spells, requiring no material components:

At will: *animal friendship, druidcraft, produce flame, thorn whip*
3/day each: *entangle, conjure animals*
1/day: *blight*

Actions

Multiattack. The protecting shepherd makes two quarterstaff attacks.

Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, or 7 (1d8+3) bludgeoning damage if wielded with two hands.

Avenging Shepherd

Medium humanoid (any race), neutral

Armor Class 10 (16 with barkskin)
Hit Points 143 (22d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	14 (+1)	19 (+4)	11 (+0)

Saving Throws Con +5, Wis +7
Skills Athletics +7, Nature +4, Perception +7, Survival +7
Senses passive Perception 17
Languages Common, Druidic, Elven, Sylvan
Challenge 7 (2,900 XP)

Beast Summoner. When the avenging shepherd uses magic to summon beasts or fey, it does not have to concentrate to maintain the spell. In addition, the summoned creatures have 2 additional hit points per hit die, and it summons 3 times the normal number of creatures.

Speak with Beasts. The avenging shepherd can decipher the noises and motions of beasts, and beasts can understand the shepherd in return.

Will to Avenge. If damage reduces the avenging shepherd to 0 hit points while it is adjacent to an allied beast, it must make a Constitution saving throw with a DC equal to the damage taken. On a success, the avenging shepherd drops to 1 hit point instead.

Innate Spellcasting. The avenging shepherd's spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The protecting shepherd can innately cast the following spells, requiring no material components:

At will: *animal friendship, barkskin, druidcraft, produce flame, thorn whip*
3/day each: *entangle, conjure animals, blight*
1/day: *conjure fey*

Actions

Multiattack. The avenging shepherd makes three quarterstaff attacks.

Quarterstaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, or 13 (2d8+4) bludgeoning damage if wielded with two hands.

Reactions

Nature's Avenging Spirit. When a beast or fey ally adjacent to the avenging shepherd takes damage, the avenging shepherd can use its reaction to grant that allied beast or fey resistance to damage until the start of its next turn.

Eldreth Veluuthra Scout

Medium humanoid (wood elf), neutral

Armor Class 14 (leather armor)
Hit Points 33 (6d8 + 6)
Speed 35 ft.

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

Skills Nature +4, Perception +8, Stealth +7, Survival +4
Senses darkvision 60 ft., passive Perception 16
Languages Common, Elvish
Challenge 1 (200 XP)

Fey Ancestry. Magic can't put the scout to sleep.

Mask of the Wild. The scout can attempt to hide even when they are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Cunning Action. On each of its turns, the scout can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The scout deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the scout that isn't incapacitated and the scout doesn't have disadvantage on the attack roll

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

Longbow. *Ranged Weapon Attack:* +5 to hit, ranged 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Reactions

Skirmisher. If an enemy ends its turn within 5 feet of the scout, the scout can move up to half its speed. This movement doesn't provoke opportunity attacks.

Eldreth Veluuthra Infiltrator

Medium humanoid (wood elf), neutral

Armor Class 16 (studded leather armor)
Hit Points 132 (24d8 + 24)
Speed 40 ft.

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

Saving Throws Dex +8, Con +5, Wis +6
Skills Nature +4, Perception +6, Stealth +8, Survival +6
Senses darkvision 60 ft., passive Perception 16
Languages Common, Elvish
Challenge 9 (5,000 XP)

Fey Ancestry. Magic can't put the infiltrator to sleep.

Mask of the Wild. The infiltrator can attempt to hide even when they are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Pack Tactics. The infiltrator has advantage on an attack roll against a creature if at least one of the infiltrator's allies is within 5 feet of the creature and the ally isn't incapacitated.

Cunning Action. On each of its turns, the infiltrator can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The infiltrator deals an extra 24 (7d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the infiltrator that isn't incapacitated and the infiltrator doesn't have disadvantage on the attack roll

Actions

Multiattack. The infiltrator makes three melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

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

Reactions

Skirmisher. If an enemy ends its turn within 5 feet of the infiltrator, the infiltrator can move up to half its speed. This movement doesn't provoke opportunity attacks.

Hammers of Moradin (Way of the Kensei)

The dwarves of Citadel Adbar have long defended their sanctuary from armies of goblinoids, drow, and giants. Their greatest warriors join the Hammers of Moradin, a holy order trained to strike deep behind enemy lines and destroy their foes at the source.

Sworn to the Forge. The Hammers of Moradin revere the tools their god used to forge the dwarves: namely hammers and chisels. Each dwarf excels in wielding the hammer as a weapon, and is trained in the complex art of carved calligraphy.

One with the Earth. Moradin grants his holy champions magical powers that attune them to the rock and empower their weapons when fighting underground. The greatest among them can even swim through the earth as though it were water.

Ancient Vendettas. The Hammers of Moradin swear to uphold a long list of grudges and vendettas. Those who've earned the dwarves' enmity are mercilessly hunted and killed without quarter.



Runehammer of Moradin

Medium humanoid (dwarf), any lawful alignment

Armor Class 18 (plate)
Hit Points 112 (15d8 + 45)
Speed 25 ft

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

Skills Athletics +6, Intimidation +2, Perception +3
Damage Resistances poison
Senses darkvision 60 ft., tremorsense 10 ft., passive Perception 13
Languages Common, Dwarvish, Terran
Challenge 5 (1,800 XP)

Earth Walk. Moving through difficult terrain made of earth or stone costs the runehammer no extra movement.

Actions

Multiattack. The runehammer makes three melee or ranged attacks.

Warhammer. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack. If used to make a ranged attack, the warhammer magically returns to the runehammer's hand after the attack.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage. If the runehammer is wielding its warhammer when it makes this attack, it gains a +2 bonus to AC until the start of its next turn.

Arsenal of Moradin

Medium humanoid (dwarf), any alignment

Armor Class 18 (plate)
Hit Points 212 (25d8 + 100)
Speed 25 ft., burrow 25 ft.

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

Skills Athletics +5, Intimidation +1, Perception +2
Damage Resistances poison, bludgeoning
Senses darkvision 60 ft., tremorsense 10 ft., passive Perception 12
Languages Common, Dwarvish, Terran
Challenge 9 (5,000 XP)

Earth Glide. The arsenal can burrow through nonmagical, unworked earth and stone. While doing so, the arsenal doesn't disturb the material it moves through.

Stone's Empowerment (1/Turn). When the arsenal successfully hits an enemy with a weapon attack or unarmed strike, they deal an extra 24 (7d6) radiant damage.

Actions

Multiattack. The arsenal makes three melee or ranged attacks.

Warhammer. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack. If used to make a ranged attack, the warhammer magically returns to the arsenal's hand after the attack.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage. If the arsenal is wielding its warhammer when it makes this attack, it gains a +2 bonus to AC until the start of its next turn.

Kozakura Shogunate (Samurai)



Far to the east of the Sword Coast, past the rolling grassy plains of the Hordelands, past even the Kara-Turan mainland, is the archipelago nation of Kozakura. Ruled by an emperor for centuries, the samurai of Kozakura act as the law and the military on behalf of the empire.

An Obedience and a Code. When samurai pledge their service to their emperor and their land, they also pledge to follow a code of conduct. This code changes from time to time and place to place, but it generally stresses some combination of honor, bravery, compassion, thrift, and sincerity.

A samurai travels the length of their homeland, acting as the emperor's surrogate in matters of justice, law, and conflict. A samurai might see battle with bandits in the morning, act as a judge in their trial in the afternoon, and carry out a sentence in the evening, then entertain the village with news of the realm at night.

Sword and Wisdom. While a samurai must have a sharp sword, and know how to wield it with control and expertise, wielding a sharp and agile mind is just as important. The social is just as important as the martial in the life of the samurai.

Wandering Samurai. When an emperor proves to be unworthy of service, a samurai may leave the service of its homeland, becoming a ronin. These samurai may travel the world, carrying out the code they swore themselves to for others.

Samurai Novice

Medium humanoid, any lawful

Armor Class 18 (breastplate, shield)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

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

Skills Insight +4, Perception +4, Performance +3
Senses passive Perception 14
Languages Common
Challenge 2 (450 XP)

Fighting Spirit. As a bonus action, the samurai novice can give itself advantage on weapon attack rolls until the end of its current turn. It can do this twice, then must take a long rest to regain uses.

Fortifying Spirit. As a bonus action, the samurai novice can give itself 5 temporary hit points. It can do this twice, then must take a long rest to regain uses.

Actions

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Longbow. *Melee Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Samurai Ronin

Medium humanoid, any lawful

Armor Class 18 (breastplate, shield)
Hit Points 112 (15d8 + 45)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	11 (+0)	17 (+3)	15 (+2)

Saving Throws Str +7, Con +6, Wis +6
Skills Insight +6, Perception +6, Performance +5
Senses passive Perception 16
Languages Common
Challenge 6 (2,300 XP)

Fighting Spirit. As a bonus action, the samurai ronin can give itself advantage on weapon attack rolls until the end of its current turn. It can do this three times, then must take a long rest to regain uses.

Fortifying Spirit. As a bonus action, the samurai ronin can give itself 10 temporary hit points. It can do this three times, then must take a long rest to regain uses.

Actions

Multiattack. The samurai ronin makes three melee attacks or two ranged attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

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

Reactions

Strength Before Death. When damage would reduce the samurai ronin to 0 hit points, it can use a reaction to immediately take an action. At the end of that action, if the samurai ronin is still a 0 hit points, it falls unconscious.

Order of Saint Dionysus (Drunken Masters)



Saint Dionysus was Chosen of the god Ilmater, and later his patron saint of wine and spirits. A temple to his name was raised in the Damaran city of Goliad, giving rise to an order of monks known for their outlandish, drunken fighting style.

Foes of Tiamat. The order's heroic founder, Friar Dagult, invested coin stolen from Tiamat's own treasure hoard to construct the order's first temple. Since that day, the cultists of the Dragon Queen have sworn vengeance on the so-called 'drunken masters.'

Rebels with a Cause. The drunken masters oppose tyranny wherever it's found. Their brethren wander undercover, posing as inebriates and beggars. When times are dark, they step from the shadows to strike back against the oppressors. Their cover is perfect: after all, who pays heed to the slurring of drunkard?

Sworn to Temperance. The Way of the Drunken Master relies on a show of intoxication to trick their enemies. While the drunken masters celebrate on holy days, they're sworn to temperance while on the job.

Inebriate

Medium humanoid (any race), chaotic good

Armor Class 15
Hit Points 44 (8d8 + 8)
Speed 40 ft.

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

Skills Acrobatics +5, Athletics +3, Deception +4, Performance +4
Senses passive Perception 12
Languages Common
Challenge 2 (450 XP)

Unarmored Defense. While the inebriate is wearing no armor and wielding no shield, its AC includes its Wisdom modifier (included in armor class).

Unarmored Movement. While the inebriate is wearing no armor and wielding no shield, it's walking speed increases by 10 feet (included in its speed).

Actions

Drunken Flurry (Recharge 4-6). The inebriate makes three melee attacks. In addition, it can Disengage as a bonus action, and its speed increases by 10 feet until the end of its turn.

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

Drunken Master

Medium humanoid (any race), chaotic good

Armor Class 17
Hit Points 104 (16d8 + 32)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	10 (+0)	16 (+3)	14 (+2)

Saving Throws Dex +7, Wis +6
Skills Acrobatics +7, Athletics +4, Deception +5, Performance +5
Senses passive Perception 12
Languages Common
Challenge 5 (1,800 XP)

Unarmored Defense. While the drunken master is wearing no armor and wielding no shield, its AC includes its Wisdom modifier (included in armor class).

Unarmored Movement. While the drunken master is wearing no armor and wielding no shield, it's walking speed increases by 10 feet (included in its speed).

Actions

Drunken Flurry. The drunken master makes four melee attacks. In addition, it can Disengage as a bonus action, and its speed increases by 10 feet until the end of its turn.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Reactions

Redirect Attack (3/Day). When a creature misses the drunken master with a melee attack roll, as a reaction, the drunken master can cause that attack to hit one creature of his choice, other than the attacker, that he can see within 5 feet of him.

Purple Dragons (Cavaliers)

Ask a military expert what is the most formidable fighting force in the Realms, and you will get different answers. One of the most frequent answers, however, will be the Purple Dragons, the military that carries out the will of Cormyr.

The Path of a Purple Dragon. Upon joining the Purple Dragons, a recruit goes through extensive training in the basics of martial combat and warfare. Anyone showing a penchant for arcane power might be pushed to the War Wizards for training. The others are evaluated for their strengths and weaknesses.

Upon beginning active duty, assignments are made based on the skills seen during training. Most are assigned to the rank-and-file infantry service. Some might be offered further training as officers, becoming low-level commanders. Highly skilled warriors, or those who have the dedication to become a paladin might be given special duties. A less-traveled but highly coveted path takes recruits into the ranks of the Purple Dragon cavalry.

The Purple Dragon Cavalry. The cavalry of the Purple Dragons act as the vanguard of battalions, as well as skirmishers on a larger battlefield. They are also often tasked with patrolling troublesome areas within Cormyr, or guarding the border in times of war.

Mounts. Most members of the Purple Dragon cavalry ride well-bred warhorses from the stables of long-practiced Cormyrian breeders. These steeds are like typical warhorses, but they have maximum hit points. They are always dependent on the rider for their attacks.

Some cavaliers may be specially trained to ride more exotic, independent mounts, from griffons to dragons. These riders are very rare and often the first target of enemies during battles.

Cavalier Initiate

Medium humanoid, any lawful

Armor Class 17 (splint armor)
Hit Points 78 (12d8 + 24)
Speed 25 ft.

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

Skills Animal Handling +4, Athletics +5, History +2
Senses passive Perception 12
Languages Common
Challenge 3 (700 XP)

Saddlemaster. The cavalier initiate has advantage on Strength and Dexterity saving throws while mounted. The initiate always lands on its feet when knocked from its mount.

Actions

Lance. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Charge. The cavalier initiate's mount moves up to its speed. If the mount moves at least 20 feet, the cavalier initiate makes a lance attack with advantage. On a hit, the attack does an additional 6 (1d12) piercing damage, and the target is knocked prone.

Reactions

Guarding Lance. When an allied creature within 5 feet of the cavalier initiate, including the mount, is targeted by a melee weapon attack, the cavalier initiate can use a reaction and roll 1d6. The allied creature can add that number to its AC against that attack.

Cavalier Charger

Medium humanoid, any lawful

Armor Class 18 (plate armor)
Hit Points 182 (28d8 + 56)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	14 (+2)	11 (+0)	17 (+3)	15 (+2)

Saving Throws Str +8, Con +6, Wis +7
Skills Animal Handling +7, Athletics +8, History +4, Perception +7
Senses passive Perception 17
Languages Common
Challenge 9 (5,000 XP)

One with the Mount. The charger's mount takes half damage from area attacks.

Saddlemaster. The cavalier charger has advantage on Strength and Dexterity saving throws while mounted. The charger also always lands on its feet when knocked from its mount.

Actions

Multiattack. The cavalier charger makes two lance attacks, and one hooves attack from the mount.

Lance. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

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

Charge. The cavalier charger's mount moves up to twice its speed, and opportunity attacks against it are made at disadvantage. If the mount moves at least 20 feet, the cavalier charger makes a lance attack with advantage. On a hit, the attack does an additional 26 (4d12) piercing damage, and the target is knocked prone.

Reactions

Guarding Lance. When an allied creature within 5 feet of the cavalier charger, including the mount, is targeted by a melee weapon attack, the cavalier charger can use a reaction and roll 2d6. The allied creature can add that number to its AC against that attack. This must be decided before the attack roll is made.

Revenant Blades (Hexblades)

In addition to her clerics, the drow goddess of undeath, Kiaransalee, offers pacts with mortals she deems worthy to wield her might. Through these pacts Revenant Blades are made, drow who serve the Revenancer as lone assassins or killers attached to a cell of her worshipers.

Enemies of Undeath. A major part of any Revenant Blade's life is fighting those who oppose their patron. Gods who oppose undeath are high on this list and include worshipers and the religious icons of Elistraee, Dumathoin, and Kelemvor.

Undead Allies. If a Blade is tied to a cult cell, they are likely accompanied by summoned undead minions supplied by clerics. Occasionally a Blade dabbles in necromancy themselves and has their own specters and other allies.

Kiaransalee's Vengeance. Revenant Blades who fail in their mission rarely rest in death. Kiaransalee often binds a Blade's soul to her body as a true revenant until their job is done.

Shadow Blade

Medium humanoid (any race), any non-good alignment

Armor Class 15 (breastplate)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

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

Saving Throws Wis +3, Cha +5
Skills Arcana +2, Deception +5, History +2, Persuasion +5, Stealth +3
Senses darkvision 120 ft., passive Perception 11
Languages any two languages
Challenge 2 (450 XP)

Devil's Sight. The shadow blade can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Hexblade's Curse. The shadow blade chooses one creature it can see within 30 feet. The target is cursed for 1 minute. The shadow blade deals 2 extra damage against the target with melee weapon attacks. If the cursed target is reduced to 0 hit points, the shadow blade gains 10 temporary hit points.

Relentless Hex. As a bonus action the revenant blade can magically teleport up to 30 feet to an unoccupied space it can see within 5 feet of the revenant assassin's cursed target that it can see.

Spellcasting. The revenant assassin is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following warlock spells prepared:

Cantrips (at will): *eldritch blast, friends, mage hand*
1st–5th level (2 3rd-level slots): *blink, blur, branding smite, elemental weapon, shield, staggering smite, wrathful smite*

Actions

Hexblade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

One with Shadows. When in an area of dim light or darkness, the shadow blade can become invisible until it moves or takes an action or reaction.

Revenant Assassin

Medium humanoid (any race), any non-good alignment

Armor Class 16 (breastplate)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	11 (+0)	12 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7
Skills Arcana +3, Deception +3, History +3, Persuasion +7, Stealth +5
Senses darkvision 120 ft., passive Perception 11
Languages any two languages
Challenge 7 (2,900 XP)

Devil's Sight. The revenant assassin can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Spellcasting. The revenant assassin is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following warlock spells prepared:

Cantrips (at will): *eldritch blast, fire bolt, friends, mage hand, minor illusion, prestidigitation, shocking grasp*

1st–5th level (4 5th-level slots): *banishing smite, blink, blur, branding smite, compulsion, cone of cold, elemental weapon, phantasmal killer, shield, staggering smite, wrathful smite*

Hexblade's Curse. The revenant assassin chooses one creature it can see within 30 feet. The target is cursed for 1 minute. The hexblade deals 5 extra damage against the target with melee weapon attacks. If the cursed target is reduced to 0 hit points, the shadow blade gains 20 temporary hit points.

Relentless Hex. As a bonus action, the revenant assassin can magically teleport up to 30 feet to an unoccupied space it can see within 5 feet of the revenant assassin's cursed target that it can see.

Armor of Hexes. When the revenant assassin's hexed target attacks the hexblade, it has disadvantage.

Actions

Hexblade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Accursed Specter. The revenant blade targets a humanoid within 10 feet of it that it killed and has been dead for no longer than 1 minute. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the revenant assassin's control. The revenant assassin can have no more than one specter under its control at one time.

One with Shadows. When in an area of dim light or darkness, the revenant assassin can become invisible until it moves or takes an action or reaction.

Saviors of Peace (Oath of Redemption)

The goddess Eldath promotes a doctrine of pacifism and serenity. Her faithful eschew violence except when threatened, only taking up arms to defend their lives. Even in combat, they favor a fighting retreat over a staunch defense. Yet the Green Goddess is no fool: to protect her groves from fiends and undead, Eldath founded a secret martial order called the Saviors of Peace. Its paladins wander the wilds, seeking to redeem the wicked and protect the innocent from evil.

Emissaries of Peace. Eldathyn redeemers seek a diplomatic solution to every conflict. They believe even the wicked can be absolved, and nobody is beyond forgiveness. They only take up arms when other peaceful avenues are exhausted.

Trusted Companions. Redeemers often join adventuring companies, as they're more likely to confront the dangers they're sworn to face. If their allies prove wicked, the redeemers usually work harder to enlighten them rather than leaving the group.

Guardians of the Weak. Redeemers show up to aid refugees fleeing war, defend remote villages from raiders, or protect citizens living under a despot. Their enemies soon learn to respect them, as they wield powerful magic that lashes back against acts of violence.

Eldathyn Redeemer

Medium humanoid (any race), lawful good

Armor Class 18 (plate)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	12 (+1)	13 (+1)	15 (+2)

Saving Throws Wis +3, Cha +4
Skills Athletics +5, Insight +3, Medicine +3
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 3 (700 XP)

Spellcasting. The redeemer is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following paladin spells prepared:

1st level (3 slots): *command, cure wounds, shield of faith, sleep*

Actions

Multiattack. The redeemer makes two melee attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

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

Reactions

Rebuke the Violent. When an enemy within 30 feet of the redeemer deals damage with an attack against a creature other than the redeemer, the enemy must make a DC 12 Wisdom saving throw. On a failed save, the enemy takes damage equal to the damage it just dealt. On a successful save, it takes half as much damage.

Eldathyn Guardian

Medium humanoid (any race), lawful good

Armor Class 20 (plate, shield)
Hit Points 75 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	12 (+1)	15 (+2)	17 (+3)

Saving Throws Wis +5, Cha +6
Skills Athletics +6, Insight +5, Medicine +5
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 7 (2,900 XP)

Spellcasting. The guardian is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command, cure wounds, sanctuary, shield of faith, sleep*
2nd level (3 slots): *calm emotions, hold person*
3rd level (2 slots): *counterspell, hypnotic pattern*

Actions

Multiattack. The guardian makes two melee attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Reactions

Aura of the Guardian. When a creature within 10 feet of the guardian takes damage, the guardian can take the damage instead.

Rebuke the Violent. When an enemy within 30 feet of the redeemer deals damage with an attack against a creature other than the redeemer, the enemy must make a DC 14 Wisdom saving throw. On a failed save, the enemy takes damage equal to the damage it just dealt. On a successful save, it takes half as much damage.

Servants of Discord (Celestial Warlock)

With equal hatred for elves and drow, the fallen solar-turned-archdevil, Malkizid, stokes the hatred within his scions no matter where it's directed. Despite his hatred for them, Malkizid regularly corrupts elves and drow, forcing or luring them into infernal pacts of power to better allow them to wreak chaos upon their foes.

Elven Subversion. Malkizid wants nothing more than the complete annihilation of all elves, including drow. He encourages his warlocks to cause strife and divisiveness where they can and occasionally has adherents on multiple sides of a conflict.

Eldreth Veluuthra. Malkizid guides the human hating elven faction called Eldreth Veluuthra subtly through his warlocks. He uses the faction to sow discord between elves and humans, further weakening the elven people.

Deep Schemers. Despite Malkizid's archdevil status, his origins as a solar grant celestial powers to his warlocks. These celestial powers allow Malkizid's schemers to hide in plain sight, using their powers for subversion.



Discordian Warlock

Medium humanoid (any race), any evil alignment

Armor Class 14 (studded leather)
Hit Points 49 (11d8)
Speed 30 ft.

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

Saving Throws Wis +3, Cha +7
Skills Arcana +3, Deception +7, Religion +3, Persuasion +7
Damage Resistances radiant
Senses passive Perception 10
Languages any two languages (usually Common and Elvish)
Challenge 5 (1,800 XP)

Healing Light (3/Day). The discordian warlock heals one creature it can see within 60 feet of it 14 (4d6) hit points.

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *disguise self, levitate* (self only), *silent image, speak with dead*

Radiant Soul. The discordian warlock has resistance to radiant damage, and when it casts a spell that deals radiant or fire damage, it deals 5 extra fire or radiant damage to the targets.

Spellcasting. The warlock is a 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *green flame blade*, friends, light, mage hand, prestidigitation, sacred flame*, vicious mockery*
1st–5th level (3 5th-level slots): *cure wounds, daylight, flame strike*, flaming sphere*, guardian of faith, greater restoration, guiding bolt, hold monster, lesser restoration, revivify, wall of fire*, wall of light**
* Indicate spells with radiant or fire damage that trigger Radiant Soul.

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.

Malkizid Discordian

Medium humanoid (any race), any evil alignment

Armor Class 15 (studded leather)
Hit Points 110 (17d8+34)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	15 (+2)	11 (+0)	10 (+0)	18 (+4)

Saving Throws Wis +4, Cha +8
Skills Arcana +4, Deception +8, Religion +4, Persuasion +8
Damage Resistances radiant
Senses passive Perception 10
Languages any two languages (usually Common and Elven)
Challenge 9 (5,000 XP)

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 16), requiring no material components:

At will: *arcane eye, disguise self, levitate* (self only), *silent image, speak with dead*
1/day: *conjure elemental, polymorph, plane shift*

Radiant Soul. The discordian warlock has resistance to radiant damage, has resistance to radiant damage, and when it casts a spell that deals radiant or fire damage, it deals 10 extra fire or radiant damage to the targets.

Searing Vengeance (1/Day). When the warlock takes damage that would drop it to 0 hit points, it instead heals half of its maximum hit points. In addition, each creature of its choice within 30 feet of it takes radiant damage equal to 13 (2d8+4) and is blinded until the end of its next turn.

Spellcasting. The warlock is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *green flame blade*, friends, light, mage hand, prestidigitation, sacred flame*, vicious mockery*
1st–5th level (4 5th-level slots): *cure wounds, daylight, dominate monster, flame strike*, flaming sphere*, guardian of faith, greater restoration, guiding bolt, psychic scream, revivify, wall of fire*, wall of light**
* Indicate spells with radiant or fire damage that trigger Radiant Soul.

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.



Shadow Resistance (Shadow Magic)

The Netherese have long been a thorn in the side of the Dalelands and Cormyr. Even though the Netherese were buried under the sands of the Anauroch for years, what they left behind remained dangerous. Then the great flying city of Thultanthar returned from the Plane of Shadow, allowing the shadow people to travel a path toward regaining their formidable power.

Opposition to the Netherese return assembled quickly once they reared their ugly heads once again. A group of powerful sorcerers created a group who swore to face the evil Shadovar. Their mastery of shadow magic rivals that of the Netherese.

Effective Rivals. The Shadow Resistance rose to take on the returned threat of the Netherese. They used shadow to make themselves more resilient and develop traits that would help bring Netheril to its end. The Resistance have joined with other forces in the fight. Many were present when the great city of Thultanthar fell on Myth Drannor, destroying both cities.

Dedicated to the Cause. The members of the Shadow Resistance are dedicated to keeping those that would use shadow magic for ill at bay. The lower-ranking members of the group, the shadow born, keep watch over the ruins of Myth Drannor to ensure the Netherese do not rise again. They have learned to control the shadow inside of them and use it as an asset in the fight against their enemies. The shadow born follow the directives of their leader, Shadow Prime.

The Shadow Leader. Shadow Prime has a direct connection to the Shadowfell and knows the machinations of a great many of the major players in that realm. They use that information to direct the shadow born toward any oncoming trouble.



Shadow Born

Medium humanoid (any race), neutral good

Armor Class 11 (14 with mage armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	12 (+1)	11 (+0)	16 (+3)

Skills Arcana +3, Deception +5
Senses darkvision 120 ft., passive Perception 10
Languages Common, one other
Challenge 4 (1,100 XP)

Darkness (1/Day). The shadow born can cast the darkness spell. When cast in this way, the shadow born can see through the darkness.

Grave's Strength. When the shadow born takes damage that reduces it to 0 hit points, it can make a Charisma saving throw (DC 5 + damage taken). If the shadow born is successful it instead drops to 1 hit point. This cannot be used until the shadow born takes a long rest.

Heightened Spell (1/Day). When casting a spell that forces a creature to make a saving throw to resist the spell's effects, the shadow born can give that target disadvantage on its saving throw.

Spellcasting. The shadow born is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following spells:

Cantrips (at will): *blade ward, chill touch, poison, ray of frost*
1st level (4 slots): *fog cloud, mage armor*
2nd level (3 slots): *cloud of daggers, darkness, hold person, misty step*
3rd level (3 slots): *counterspell, lightning bolt*
4th level (1 slot): *greater invisibility*

Actions

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

Shadow Prime

Medium humanoid (any race), neutral good

Armor Class 12 (15 with mage armor)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	12 (+1)	11 (+0)	18 (+4)

Saving Throws Dex +6, Cha +8
Skills Arcana +5, Deception +8
Senses passive Perception 10
Languages Common, one other
Challenge 9 (5,000 XP)

Darkness (1/Day). The Shadow Prime can cast the darkness spell. When cast in this way, the Shadow Prime can see through the darkness.

Grave's Strength. When the Shadow Prime takes damage that reduces it to 0 hit points, it can make a Charisma saving throw (DC 5 + damage taken). If the Shadow Prime is successful it instead drops to 1 hit point. This cannot be used until the shadow born takes a long rest.

Heightened Spell (3/Day). When casting a spell that forces a creature to make a saving throw to resist the spell's effects, the Shadow Prime can that target disadvantage on its saving throw.

Spellcasting. The Shadow Prime is a 13th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It knows the following spells:

Cantrips (at will): *blade ward, chill touch, dancing lights, poison, ray of frost*
1st level (4 slots): *fog cloud, mage armor*
2nd level (3 slots): *cloud of daggers, darkness, hold person, misty step*
3rd level (3 slots): *counterspell, lightning bolt*
4th level (1 slot): *greater invisibility, banishment*
5th level (2 slots): *cone of cold, insect plague*
6th level (1 slot): *eyebite, mass suggestion*
7th level (1 slot): *prismatic spray*

Actions

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



Shadow Thieves (Masterminds and Inquisitives)

This conglomerate of thieves' guilds is the largest and most prosperous in all Faerûn, spanning the entirety of the Sword Coast, with tendrils extending deep into the continental interior. Headquartered in Amn, the organization exploits a highly secretive cell structure, ensuring individual agents have limited understanding of its true size or goals.

Layers of Hierarchy. The guild has a multilayered hierarchy. At its heart is the Shadow Council, led by the Grandmaster of Shadow. The Shadow Council commands the Cloakmasters, a ring of thieves who remain blind to the identities of their counterparts. Below them are the Guildmasters, each of whom runs their own independent guild. Finally, dozens of Silhouettes pose as Guildmasters to dupe the law (and even their own rank-and-file agents).

Fanatical Secrecy. Each member knows only a handful of operatives and may not even be aware of the larger organization. Due to the presence of the Silhouettes, operatives often think they serve one boss when they're receiving orders from another. The penalty for betraying the Shadow Thieves is death, with the culprit left impaled by the guild symbol: a dagger driven through a silk domino mask.

Sworn to Conquer Waterdeep. The Shadow Thieves originated in the city of Waterdeep but were driven out and forced to relocate to Athkatla in Amn. Ever since, they've sought to reinstate their power in the City of Splendors. In response, the Masked Lords have deployed "inquisitives" to infiltrate the Shadow Thieves. Each night, rival operatives fight a cloak-and-dagger war through the streets and back alleys of the Sword Coast to assert control.

Masked Inquisitive

Medium humanoid (any race), any alignment

Armor Class 12
Hit Points 54 (12d8)
Speed 30 ft.

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

Skills Deception +5, Insight +6, Investigation +4, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4
Senses passive Perception 16
Languages any one language (usually Common) plus Thieves Cant
Challenge 2 (450 XP)

Ear for Deceit. The inquisitive gains advantage on Wisdom (Insight) checks to determine if a creature is lying.

Insightful Fighting. On each of its turns, the inquisitive can use a bonus action to allow its Sneak Attack against a creature that it doesn't have advantage against, provided that the creature isn't incapacitated and the inquisitive doesn't have disadvantage for the attack.

Sneak Attack (1/Turn). The inquisitive deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the inquisitive that isn't incapacitated and the inquisitive doesn't have disadvantage on the attack roll.

Actions

Multiattack. The inquisitive makes three melee attacks, or two ranged attacks.

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

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

Shadow Thief Mastermind

Medium humanoid (any race), any non-good alignment

Armor Class 16 (studded leather)
Hit Points 121 (22d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	18 (+4)	14 (+2)	16 (+3)

Saving Throws Dex +7, Int +7, Cha +6
Skills Deception +6, Insight +5, Perception +5, Investigation +7, Persuasion +6, Sleight of Hand +7, Stealth +7
Senses passive Perception 12
Languages any two languages plus Thieves Cant
Challenge 7 (2,900 XP)

Cunning Action. On each of its turns, the mastermind can use a bonus action to take the Dash, Disengage or Hide action.

Master of Tactics. When the mastermind attacks another creature, the mastermind's allies have advantage against that target until the start of the mastermind's next turn.

Sneak Attack (1/Turn). The mastermind deals an extra 31 (9d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the mastermind that isn't incapacitated and the mastermind doesn't have disadvantage on the attack roll.

Actions

Multiattack. The mastermind makes three attacks with its rapier.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, ranged 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Reactions

Misdirection. In response to being targeted by an attack, the mastermind causes the attacker to attack another creature adjacent to the mastermind.

The Shadows of Bregan D'aerthe (College of Whispers)

Bregan D'aerthe Spy

Medium humanoid (drow), neutral evil

Armor Class 14 (leather armor)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +5, Wis +3
Skills Deception +4, Perception +3, Performance +4
Senses darkvision 120 ft., passive Perception 13
Languages Common, Elvish, Undercommon
Challenge 2 (450 XP)

Fey Ancestry. The Bregan D'aerthe spy has advantage on saving throws against being charmed, and magic can't put it to sleep.

Innate Spellcasting. The Bregan D'aerthe spy's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*
1/day each: *darkness, faerie fire, levitate* (self only)

Psychic Blades (2/Day). When the Bregan D'aerthe spy hits a creature with a weapon attack, it can choose to deal an extra 7 (2d6) psychic damage to that target.

Spellcasting. The Bregan D'aerthe spy is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *friends, mage hand, vicious mockery*
1st level (4 slots): *charm person, disguise self, dissonant whispers, healing word, thunderwave*
2nd level (3 slots): *detect thoughts, shatter*

Sunlight Sensitivity. While in sunlight, the Bregan D'aerthe spy has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Words of Terror (Recharge 5-6). The Bregan D'aerthe spy targets one humanoid within 5 feet that can hear it. The target must succeed on a Wisdom saving throw (DC 12) or be frightened of the Bregan D'aerthe spy or another creature of the spy's choice. This effect ends on a target after 1 hour or if it takes any damage.

Eschewing the matriarchal hierarchy of drow society, Bregan D'aerthe is an elite drow mercenary and mercantile group of houseless male drow, available for hire to the highest bidder.

Information for Sale. Bregan D'aerthe trades surface goods in Menzoberranzan and the Underdark. An elite group of Bregan D'aerthe agents deals solely in a more precious commodity: secrets.

Mightier than the Sword. The spies of Bregan D'aerthe know that words can be much more damaging than physical wounds. These drow have mastered the ability to twist words, manipulate their foes, and hurt others through extortion and threats.

Shadow Thieves. Bregan D'aerthe's shadowmasters have taken the art of whispers to a new level and are able to capture the personas of their fallen enemies, wearing the faces of the dead to deceive others.





Bregan D'aerthe Shadowmaster

Medium humanoid (drow), neutral evil

Armor Class 15 (studded leather)
Hit Points 88 (16d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	10 (+0)	13 (+1)	17 (+3)

Saving Throws Dex +6, Wis +4
Skills Deception +9, Perception +7, Performance +6
Senses darkvision 120 ft., passive Perception 17
Languages Common, Elvish, Undercommon
Challenge 6 (2,300 XP)

Fey Ancestry. The Bregan D'aerthe shadowmaster has advantage on saving throws against being charmed, and magic can't put it to sleep.

Innate Spellcasting. The Bregan D'aerthe shadowmaster's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*
1/day each: *darkness, faerie fire, levitate* (self only)

Psychic Blades (2/Day). When the Bregan D'aerthe shadowmaster hits a creature with a weapon attack, it can choose to deal an extra 21 (6d6) psychic damage to that target.

Shadow Thief (1/Day). When a humanoid dies within 30 feet of the Bregan D'aerthe shadowmaster, the shadowmaster can choose to retain the humanoid's shadow until the shadowmaster uses it or finishes a long rest. The shadowmaster can use the shadow as an action, causing the shadow to vanish and magically transform into a disguise of that humanoid, healthy and alive. The disguise lasts for 1 hour or until ended as a bonus action.

Spellcasting. The Bregan D'aerthe shadowmaster is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *friends, mage hand, vicious mockery*
1st level (4 slots): *charm person, disguise self, dissonant whispers, healing word, thunderwave*
2nd level (3 slots): *detect thoughts, shatter*
3rd level (3 slots): *dispel magic, speak with dead*
4th level (3 slots): *dimension door, greater invisibility*
5th level (1 slot): *dominate person*

Sunlight Sensitivity. While in sunlight, the Bregan D'aerthe shadowmaster has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The Bregan D'aerthe shadowmaster makes two melee or ranged weapon attacks.

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

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Words of Terror (Recharge 5-6). The Bregan D'aerthe shadowmaster targets one humanoid within 5 feet that can hear it. The target must succeed on a Wisdom saving throw (DC 14) or be frightened of the Bregan D'aerthe shadowmaster or another creature of the shadowmaster's choice. This effect ends on a target after 1 hour or if it takes any damage.

Sparks of Mystery (Divine Souls)

Silverymoon has been the bastion of magic in western Faerûn for many centuries. With that focus, it is natural that many in the city worship of the goddess of magic, Mystra.

Mystra has many followers among users of the arcane arts. Her Chosen are rated among the most powerful spellcasters in Faerûn. Mastering the control of the Weave is an arduous task fraught with catastrophic mistakes, but those that survive are revered for centuries.

Wizards are not the only arcane casters among the citizenry of Silverymoon. Sorcerers have increased their ranks and have heard the call of Mystra as well.

Underestimated. Sorcerers are born with their power, and some consider them inferior to the learned wizard. This perception is not as prevalent as it once was, as more and more people are born gifted with innate magic ability.

Mystra's Spark. Mystra gives sorcerers she deems worthy a spark of the Weave at birth. As they grow, this spark ignites her power in these individuals. These gifted spellcasters put their faith in Mystra in hopes she will help them gain control of the power they were given.

Sparks of Mystery. The Sparks of Mystery is a group of sorcerers that turned to Mystra to guide them in discovering the limits of their power. They formed in Silverymoon because of its favor in the eyes of Mystra. They believe they are special to the goddess because they have a piece of her essence within them.

Beacons of Mystra. The bulk of the members of the Sparks of Mystra are called Mystra's Beacons. This group is charged with seeking out and destroying individuals or organizations whose primary purpose is to undermine Mystra's work in Faerûn.

Vessels of the Weave. The larger group is divided into smaller contingents which are assigned to various areas of Faerûn to protect them from Mystra's enemies. Each contingent has a leader known as Mystra's Vessel. The Vessel goes into a trance-like state to commune with Mystra and receive her directives. They then lead the contingent to fulfil her wishes.

Mystra's Beacon

Medium humanoid (any race), neutral good

Armor Class 11 (14 with mage armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	12 (+1)	11 (+0)	16 (+3)

Skills Arcana +3, Deception +5
Senses passive Perception 10
Languages Common, one other
Challenge 4 (1,100 XP)

Mystra's Protection. The beacon can use a bonus action to heal an ally within 5 feet for 10 (3d6) hit points. The beacon can do this 3 times before needing a long rest to recharge the ability.

Heightened Spell (1/Day). When casting a spell that forces a creature to make a saving throw to resist the spell's effects, the beacon can give that target disadvantage on its saving throw.

Spellcasting. The beacon is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following spells:

Cantrips (at will): *acid splash, fire bolt, light, mage hand, ray of front*
1st level (4 slots): *chromatic orb, mage armor*
2nd level (3 slots): *misty step, scorching ray, spider climb*
3rd level (3 slots): *fireball, lightning bolt*
4th level (1 slots): *greater invisibility*

Actions

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

Mystra's Vessel

Medium humanoid (any race), neutral good

Armor Class 12 (15 with mage armor)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	12 (+1)	11 (+0)	18 (+4)

Skills Arcana +5, Deception +8
Senses passive Perception 10
Languages Common, one other
Challenge 10 (5,900 XP)

Mystra's Protection. The vessel can use a bonus action to heal an ally within 5 feet for 17 (5d6) hit points. The Mystra's vessel can do this 4 times before needing a long rest to recharge the ability.

Mystra's Favor: The vessel rolls with advantage on saving throws.

Heightened Spell (3/Day). When casting a spell that forces a creature to make a saving throw to resist the spell's effects, the vessel can give that target disadvantage on its saving throw.

Spellcasting. The vessel is a 13th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It knows the following spells:

Cantrips (at will): *acid splash, fire bolt, light, mage hand, ray of front, shocking grasp*
1st level (4 slots): *chromatic orb, mage armor*
2nd level (3 slots): *misty step, scorching ray, spider climb*
3rd level (3 slots): *fireball, lightning bolt*
4th level (3 slots): *greater invisibility, dimension door*
5th level (2 slots): *cone of cold, dominate person*
6th level (1 slot): *chain lightning, mass suggestion*
7th level (1 slot): *fire storm*

Actions

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

Sun Souls (Way of the Sun Soul)



This monastic order dates back as far as the empire of Netheril, yet its monasteries are still dotted across the wild places of Faerûn. Its followers believe that the spirits of all living things harbor a spark of the sun's mystic energy. With the correct training, Sun Soul monks can unleash this power to strike down their enemies with radiant fire.

The Precepts of Incandescence. Monks of this order follow a strict code that emphasizes three pillars: physical prowess, spiritual virtue, and the annihilation of darkness using divine light.

Blessed by the Gods. The Sun Souls have historical ties to three gods: Sune, Selûne, and Lathander. Monks from the order worship one or more of these gods and are sent to aid their temples in times of need.

Guardians of the People. The Sun Soul monks are sworn to defend the poor folk of Faerûn from evil. Many leave their monasteries to wander the Realms alone, fighting evil wherever it may be found.

Sun Soul Monk

Medium humanoid (any race), any good alignment

Armor Class 17
Hit Points 60 (11d8 + 11)
Speed 40 ft.

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

Skills Acrobatics +6, Athletics +3, Perception +5
Senses passive Perception 15
Languages Common
Challenge 3 (700 XP)

Unarmored Defense. While the monk is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Unarmored Movement. While the monk is wearing no armor and wielding no shield, its walking speed increases by 10 feet (included in its speed).

Actions

Multiattack. The monk makes three melee attacks or ranged spell attacks.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Radiant Sun Bolt. *Ranged Spell Attack:* +6 to hit, range 30 ft., one target. *Hit:* 7 (1d6 + 4) radiant damage.

Sun Soul Master

Medium humanoid (any race), any good alignment

Armor Class 18
Hit Points 97 (15d8 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	13 (+2)	10 (+0)	18 (+4)	10 (+0)

Saving Throws Dex +7, Wis +7
Skills Acrobatics +7, Athletics +4, Perception +7
Senses passive Perception 17
Languages Common
Challenge 7 (2,900 XP)

Searing Arc Strike (3/Day). After attacking with unarmed strikes, the Sun Soul Master can use a bonus action to cast burning hands (DC 15 Dexterity saving throw). Each additional use in a day raises the damage by 2d6.

Unarmored Defense. While the monk is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Unarmored Movement. While the monk is wearing no armor and wielding no shield, its walking speed increases by 10 feet (included in its speed).

Actions

Multiattack. The monk makes three melee or ranged spell attacks.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Radiant Sun Bolt. *Ranged Spell Attack:* +7 to hit, range 30 ft., one target. *Hit:* 8 (1d8 + 4) radiant damage.

Searing Sunburst (1/Day). The Sun Soul Master tosses a sphere of searing radiant light within 150 feet. Each creature in a 20-foot-radius sphere must succeed on a DC 15 Constitution saving throw or take 28 (8d6) radiant damage unless they are behind total cover that is opaque.

Ships of Luskan (Swashbucklers)

The frozen port of Luskan has long waged war against its naval rivals, drawing buccaneers to its docks like galleons to the maelstrom. Once ashore, the best sailors are inducted into the five great "Ships": highly-respected gangs who live by the codes of the Northlanders.

One for All, All for One. Bonds of fellowship join each sailor to their shipmates. They fight, make merry, love, and die together. Such bonds are manifest in the clothing they wear, their tattoos, and the adornments on their shields: all of which share their Ship's heraldry.

Masterminded by Wizards. The High Captains of the Ships govern Luskan, yet the wizards of the Arcane Brotherhood control them like puppets. Few Luskars doubt the wizards' power, yet their goals remain mysterious. When pirates are sent abroad, they're often furthering the unknowable aims of the Arcane Brotherhood.

Sailors of the Armada. Each Ship encompasses many vessels. While in port, its sailors are assigned civic duties such as guard duty, excise work, or laboring. On the high seas, they form an armada of buccaneers ready to pounce on any vessel that strays into their path.

Luskan Swashbuckler

Medium humanoid (human), any non-good alignment

Armor Class 15 (chain shirt)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	11 (+0)	13 (+1)	13 (+1)

Skills Athletics +3, Intimidation +3, Perception +3, Stealth +5
Senses passive Perception 13
Languages Common, Thieves Cant
Challenge 1 (200 XP)

Fancy Footwork. If the swashbuckler makes a melee attack against a target during its turn, that target can't make opportunity attacks against the swashbuckler for the rest of the swashbuckler's turn.

Rakish Sneak Attack (1/Turn). The swashbuckler deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the swashbuckler is within 5 feet of the target and no other creatures are within 5 feet of the swashbuckler.

Actions

Multiattack. The swashbuckler makes two melee attacks.

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

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

Luskan Captain

Medium humanoid (any race), any non-lawful alignment

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2
Skills Deception +4, Stealth +5
Senses passive Perception 10
Languages Any two languages, Thieves Cant
Challenge 4 (1,100 XP)

Fancy Footwork. If the Luskan captain makes a melee attack against a target during its turn, that target can't make opportunity attacks against the Luskan captain for the rest of the Luskan captain's turn.

Panache. The Luskan captain chooses a target that can hear it and shares a language, who must succeed on a DC 12 Charisma saving throw. On a failed save, the target gains disadvantage on attack rolls that target creatures other than the Luskan captain, and it can't make opportunity attacks against targets other than the Luskan captain.

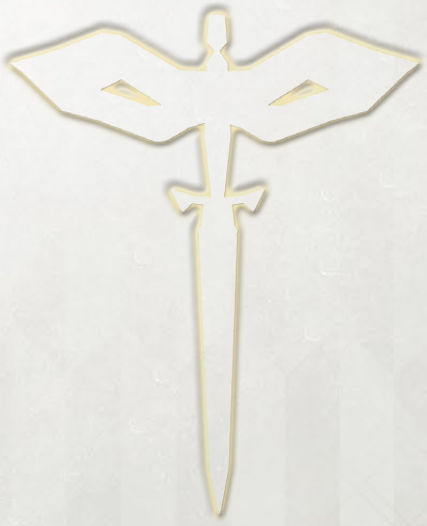
Rakish Sneak Attack (1/Turn). The Luskan captain deals an extra 21 (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the Luskan captain is within 5 feet of the target and no other creatures are within 5 feet of the Luskan captain.

Actions

Multiattack. The Luskan captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

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

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



Spirit Protectors of Ubtao (Path of the Ancestral Guardian)

Within the realm of Chult, Ubtao once help sway. He protected his people, and in return they revered him and lived to serve him. One of the tenets of the faithful of Ubtao was a reverence for the spirits of those who came before. While Ubtao has been absent for Chult, some have not lost the faith. They guard sacred places, such as burial sites, and protect the spirits that rest there, waiting for Ubtao to return and lead them to the afterlife.

A Calling. While most of the spirit protectors of Ubtao are human, any types of creatures that dedicate themselves to the protection of their ancestral lands can become protectors. These guardians vow to defend their lands with their lives, covering their bodies with tattoos and other directions to seal that covenant.

One with the Spirits. Once dedicated to the solemn duty of guarding the sacred remains of their ancestors, the spirit protectors begin to find themselves attuning more and more to the spirit world. They hear voices, feel the presence of spirits, and even see spectral evidence of those who came before.

After spending a short amount of time defending the territory, the spirit protectors learn how to draw upon these spirits to gain wisdom, increase the effectiveness of their fighting, and even defend against attacks from outsiders.

Revered Recluses. Because of their strange appearances and connections to the world of the dead, spirit protectors are often revered outcasts in their own tribes or communities. They care nothing for socializing with the living, and they have no time for the trivial tasks of life. Their communities keep them fed with gifts of food, understanding their important role but not wanting to spend any more time with them than necessary.

Spirit Talker

Medium humanoid, neutral

Armor Class 13
Hit Points 52 (8d8 +16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	9 (-1)	13 (+1)	8 (-1)

Skills Athletics +5, Perception +3, Religion +1
Senses passive Perception 13
Languages Common
Challenge 3 (700 XP)

Call Spirit (1/Day). As a bonus action, the spirit talker can summon forth an ancestral spirit for 1 minute. While the spirit is active, attacks against the spirit talker are made with disadvantage. When the spirit talker makes a melee attack, it can choose to unleash the spirit on the target. The melee attack is made with advantage and does 5 (1d10) force damage in addition to regular weapon damage, and the spirit is gone.

Actions

Multiattack. The spirit talker makes two attack with its greatclub. If the same target is hit with both attacks, the target is knocked prone.

Greatclub. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

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

Spirit Lord

Medium humanoid, neutral

Armor Class 15
Hit Points 120 (16d8 +48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	9 (-1)	15 (+2)	12 (+1)

Saving Throws Con +6, Wis +5
Senses passive Perception 15
Languages Common
Challenge 7 (2,900 XP)

Call Spirit (3/Day). As a bonus action, the spirit lord can summon forth an ancestral spirit for 1 minute. While the spirit is active, attacks against the spirit lord are made with disadvantage. When the spirit lord makes a melee attack, it can choose to unleash the spirit on the target. The melee attack is made with advantage and does 11 (2d10) force damage in addition to regular weapon damage, and the spirit is gone.

Actions

Multiattack. The spirit lord makes three attacks with its greatclub. If the same target is hit with all three attacks, the target is stunned until the end of the spirit lord's next turn.

Greatclub. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Javelin. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Reactions

Shielding Spirit. When the spirit lord suffers a critical hit on an attack roll against it, it can use a reaction to summon a spirit to shield it. The spirit lord gains resistance to all damage until the end of the current turn. In addition, the attacker must succeed on a DC 14 Constitution saving throw or take damage equal to the damage taken by the spirit lord on that attack.

Stormborn of Ruathym (Path of the Storm Herald)

The Moonshae Isles are known for their combination of beauty and savagery. No part of the isles exemplifies that dichotomy than the northernmost extension of the Moonshaes: the island of Ruathym.

Home of the Northlanders. At 200 miles north of the main islands of the Moonshaes, Ruathym is the ancestral home of the hearty seafaring people known as the Northlanders. Over the centuries these sailors, pirates, and barbarians have integrated into the society of the Moonshaes, but there is still clans of Northlanders who call Ruathym their home.

Worshippers of Tempus and Umberlee. The inhabitants of Ruathym eke out an existence hunting, fishing, and raiding the civilized areas in the northern Moonseas. To help them survive, they call upon the blessings of the gods Tempus and Umberlee, neither known for peace and compassion. Priests, shamans, and witches dedicated to these storm-gods often lead the clans here. The true martial power of the Ruathym Northlanders, however, rests with the Stormborn.

Barbarians of the Sea. As raiders using the Trackless Sea as their means of transport, the Stormborn give themselves over to the savagery of their gods, as exemplified by crashing waves, lightning-filled storms, and relentless water. In their training, they learn to swim with the skill of a merfolk, as well as stand up to the terrible power of lightning, learning to harness it as they gain more experience.

In addition, their wild ferocity makes them hard to tame or frighten, whether through pretty words, forceful acts, or magic. When they do get behind a leader, however, they show a dedication and obedience that borders on mania.

Northlander Stormrider

Medium humanoid, any chaotic

Armor Class 14
Hit Points 60 (8d8 +24)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	10 (+0)	8 (-1)

Skills Athletics +5
Damage Resistances lightning
Senses passive Perception 10
Languages Common
Challenge 2 (450 XP)

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage plus 3 (1d6) lightning damage.

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

Reactions

Bite of the Storm. If there are three or more hostile creatures within 5 ft. of the Northlander stormrider, it can use a reaction to make a greataxe attack against one of them.

Northlander Stormrager

Medium humanoid, any chaotic

Armor Class 14
Hit Points 60 (8d8 +24)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+1)	19 (+4)	9 (-1)	10 (+0)	11 (+0)

Saving Throws Dex +5, Con +7
Skills Athletics +8
Damage Immunities lightning
Condition Immunities charmed, frightened, prone
Senses passive Perception 10
Languages Common
Challenge 9 (5,000 XP)

Sea Legs. The Northlander stormrager cannot be knocked prone.

Actions

Multiattack. The Northlander stormrager makes two greataxe attacks or two javelin attacks.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage plus 7 (2d6) lightning damage.

Javelin. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) lightning damage.

Reactions

Eye of the Storm (Recharge 5-6). If there are three or more hostile creatures within 5 ft. of the Northlander stormrager, it can use a reaction to release a burst of lightning. All hostile creatures within 5 ft. of the Northlander stormrager must succeed on a DC 16 Dexterity saving throw or take 36 (8d8) lightning damage and be stunned until the end of their next turns. Those succeeding on the saving throw take half damage and are not stunned.v

Tel'Teukiira Horizon Walker (Horizon Walkers)

The Tel'Teukiira, as they're known among the elves, have a storied history. They lurk in the shadows, appearing when need for them is greatest. Originally formed by the Blackstaff as an organization that acted more directly than the Harpers, this new group called itself the Moonstars (among the non-elf population) and rose to prevent threats that the Blackstaff and his allies deemed worthy.

Prophesied of Amagal. As written in Amagal's tome, the Tel'Teukiira are protectors. However recent readings of Amagal's Prophecy have redirected the group's interests away from the Material Plane.

Threats who Wait in Darkness. The Tel'Teukiira strive to protect the world against threats from other planes, guarding against forces that use otherworldly magic. They also keep watch over known planar portals, remaining vigilant against the opening of other portals.

Dwell and Strike in Shadow. To better battle their otherworldly enemies, the Moonstars remain hidden and attack using secret rites that augment their strikes, which are capable of wounding the most resistant outworlder. They use the knowledge of secret ways through the multiverse to traverse short and long distances in the pursuit of their quarry.



Tel'Teukiira Walker

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor, 16 with barkskin)
Hit Points 49 (9d8 + 9)
Speed 30 ft.

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

Skills Nature +4, Perception +4, Stealth +4, Survival +4
Senses passive Perception 14
Languages Any one language (usually Common)
Challenge 2 (450 XP)

Ethereal Step. The Tel'Teukiira walker can step through the Ethereal Plane. As a bonus action, they can cast the etherealness spell with this feature, without expending a spell slot, but the spell ends at the end of their turn.

Planar Strike. As a bonus action, the Tel'Teukiira walker chooses one creature they can see within 30 feet. The next time they hit that creature on this turn with a weapon attack, all damage dealt by the attack becomes force damage, and the creature takes an extra 4 (1d8) force damage from the attack.

Spellcasting. The Tel'Teukiira walker is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The Tel'Teukiira walker has the following ranger spells prepared:

1st level (4 slots): *cure wounds, jump, protection from evil and good*
2nd level (3 slots): *barkskin, misty step, spike growth*
3rd level (2 slots): *haste, plant growth*

Actions

Multiattack. The Tel'Teukiira walker makes two melee attacks or two ranged attacks.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Tel'Teukiira Ranger

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor, 16 with barkskin)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	15 (+2)	11 (+0)	16 (+3)	11 (+0)

Skills Nature +3, Perception +6, Stealth +6, Survival +6
Senses passive Perception 16
Languages Any one language (usually Common)
Challenge 6 (2,300 XP)

Distant Strike. The Tel'Teukiira ranger can pass between the planes in the blink of an eye. When they take the Attack action, they can teleport up to 10 feet before each attack to an unoccupied space they can see. If they attack at least two different creatures with the action, they can make one additional attack against a third creature.

Ethereal Step. The Tel'Teukiira ranger can step through the Ethereal Plane. As a bonus action, they can cast the etherealness spell with this feature, without expending a spell slot, but the spell ends at but the spell ends at the start of their next turn.

Planar Strike. As a bonus action, the Tel'Teukiira ranger chooses one creature they can see within 30 feet. Each time the ranger hits that creature on this turn with a weapon attack, all damage dealt by the attack becomes force damage, and the creature takes an extra 9 (2d8) force damage from the attack.

Spellcasting. The Tel'Teukiira ranger is a 13th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The Tel'Teukiira ranger has the following ranger spells prepared:

1st level (4 slots): *cure wounds, jump, protection from evil and good*
2nd level (3 slots): *barkskin, misty step, spike growth*
3rd level (2 slots): *haste, plant growth*
4th level (1 slot): *banishment, greater invisibility*

Actions

Multiattack. The Tel'Teukiira ranger makes three melee attacks or two ranged attacks.

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

Longbow. *Ranged Weapon Attack:* +6 to hit, ranged 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.



War Wizards of Cormyr (War Magic)

Cormyr is well known for its Purple Dragon army and their War Wizards. An elite group of defenders of Cormyr, the War Wizards perform multiple tasks in their duties to protect the Land of the Purple Dragon and the royal house of Obarskyr.

Purple Dragons. While most War Wizards are brought into the organization after studying at the College of War for 5 years, some come through the ranks of the Purple Dragon army to take their place as a battle-mage.

Sworn Defenders. The title of War Wizard is not bestowed upon a recruit until the recruit swears complete fealty to the Crown of Cormyr. Upon doing so, the newly titled War Wizard is expected to serve by taking on the roles of soldier, bodyguard, advisor, and spy.

Spies and Alarphons. War Wizards are known to maintain magical security both inside and outside of Cormyr, leading many to consider them spies. A secret department of War Wizards, known as Alarphons, even spy among the battle-mages themselves.

Battle-Mage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)
Hit Points 52 (8d8+16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	17 (+3)	10 (+0)	10 (+0)

Saving Throws Int +5, Wis +2
Skills Arcana +6, History +6
Senses Passive Perception 10
Languages Any four languages
Challenge 4 (1,100 XP)

Spellcasting. The battle-mage is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The battle-mage has the following wizard spells prepared:

Cantrips (at will): *chill touch, fire bolt, mage hand, shocking grasp*
1st level (4 slots): *ice knife, mage armor, magic missile, shield*
2nd level (3 slots): *acid arrow, blur*
3rd level (3 slots): *counterspell, fireball, sleet storm*

Tactical Wit. The battle-mage gains a +3 bonus to initiative rolls.

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.

Reactions

Arcane Deflection. When the battle-mage is hit by an attack or fails a saving throw, they can use their reaction to gain a +2 bonus to your AC against that attack or a +4 bonus to that saving throw. When the battle-mage uses this feature, they can't cast spells other than cantrips until the end of their next turn.

Alarphon

Medium humanoid (any race), any alignment

Armor Class 13 (16 with mage armor)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	18 (+4)	10 (+0)	11 (+0)

Saving Throws Int +8, Wis +4
Skills Stealth +7, Insight +4
Senses Passive Perception 10
Languages any four languages
Challenge 9 (5,000 XP)

Power Surge (3/Day). Once per turn, when the Alarphon deals damage to a creature or object with a wizard spell, they can deal 6 extra force damage to that target.

Spellcasting. The Alarphon is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The Alarphon has the following wizard spells prepared:

Cantrips (at will): *chill touch, fire bolt, mage hand, shocking grasp*
1st level (4 slots): *charm person, mage armor, magic missile, shield*
2nd level (3 slots): *acid arrow, blur*
3rd level (3 slots): *counterspell, dispel magic, fireball*
4th level (3 slots): *ice storm, stoneskin*
5th level (2 slots): *dominate person, scrying*
6th level (1 slot): *chain lightning, true seeing*

Tactical Wit. The Alarphon gains a +4 bonus to initiative rolls.

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.

Reactions

Arcane Deflection. When the Alarphon is hit by an attack or fails a saving throw, they can use their reaction to gain a +2 bonus to your AC against that attack or a +4 bonus to that saving throw. When the Alarphon uses this feature, they can't cast spells other than cantrips until the end of their next turn.



Creatures by CR

Name	CR
Badger Scout	1
Eldreth Veluuthra Scout	1
Luskan Swashbuckler	1
Blade of Wonder Apprentice	2
Bregan D'aerthe Spy	2
Goliath Sorcerer	2
Inebriate	2
Masked Inquisitive	2
Samurai Novice	2
Shadow Blade	2
Summer Court Jester	2
Tel'Teukiira Walker	2
Acolyte Dreamer	3
Cavalier Initiate	3
Demonblood Initiate	3
Eldathyn Redeemer	3
Forester Guardian	3
Might Bellows	3
Northlander Stormrider	3
Protecting Shepherd	3
Spirit Talker	3
Sun Soul Monk	3
Battle Mage	4
Luskan Captain	4
Mystra's Beacon	4
Shadow Born	4
Arcane Archer Fletchling	5
Badger Veteran	5
Discordian Warlock	5
Drunken Master	5
Runehammer of Moradin	5
Scribe of Jergal	5
Blade of Wonder Master	6
Bregan D'aerthe Shadowmaster	6
Samurai Novice	6
Summer Court Maestro	6
Tel'Teukiira Ranger	6
Avenging Shepherd	7
Banite Conqueror	7
Eldathyn Guardian	7
Revenant Assassin	7
Shadow Thief Mastermind	7
Storm Oracle	7
Cavalier Charger	8
Forester Slayer	8
Sun Soul Master	8
Alarphon	9
Arcane Archer Captain	9
Arsenal of Moradin	9
Eldreth Veluuthra Infiltrator	9
Malkizid Discordian	9
Shadow Prime	9
Spirit Lord	9
Fiery Axe	10
High Dreamer	10
Mystra's Vessel	10
Demonblood Savage	11
Northlander Stormrager	11
Scythe of Jergal	11
Banite Tyrant	13

