

DRAGONLANCE: SEEDS OF CHAOS

DUNGEONS & DRAGONS 5TH EDITION CONVERSION BY KENTTI

INTRODUCTION

You can find this chapter on page 2 of the *Seeds of Chaos* Adventure by TSR, Inc.

CLERICAL TROUBLES

See page 3 for the following information. As a cleric or paladin tries to cast a spell, roll 1d6. On a 5 or 6 the spell is cast normally, but on a 1-4 the cleric or paladin acts as if he is that many levels lower than his actual level for purposes of this spell only. For example, on a roll of 4, a 7th-level cleric casts the spell as a 3rd-level cleric.

In some cases, this means the spell can't be cast at all. In this event, the spell doesn't count as an expended spell slot. The spell can be tried to cast again after 1 minute.

PREGENERATED PLAYER CHARACTERS

These are the conversions of the pregenerated player characters.

DEFENDERS OF PALANTHAS

The defenders of Palanthas can be found from pages 6-9.

SIR BRADWICK THANEDON, KNIGHT OF THE ROSE, PALADIN OF KIRI-JOLITH 9

Sir Bradwick is the youngest heir of a proud knightly family, an elder clan among the dark-skinned people of Ergoth. His father died during the War of the Lance and both his brothers were lost, presumably killed, during the summer's campaign in Ansalon. He determined to join the garrison of the High Clerist's Tower, but his ship arrived in Palanthas on the same day as word came that the tower had fallen to the Dark Knights. Bradwick is 5'11" tall and weighs 200 lb.

Medium humanoid (human), Oath of the Crown sacred oath, lawful good

Armor Class 19 (+1 plate mail)
Hit Points 85 (Hit Dice 9d10 + 27)
Speed 30 ft.

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

Background Noble

Proficiencies (+4 proficiency bonus)

Saving Throws Wis +6, Cha +7

Skills Animal Handling +6, Athletics +8, History +6, Persuasion +7

Armor All armor, shields

Weapons Simple weapons, martial weapons

Tools Khas set

Senses Passive Perception 12

Languages Common, Ergot, Solamnic

Attacks

Multiattack. You can attack twice when you take this action, using the following:

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 2d6 + 4 slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 4 piercing damage.

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

Paladin Features

Divine Sense (3; Recharges after a Long Rest). As an action, you can open your awareness to sense strong evil and powerful good. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell.

Lay on Hands. You have a pool of healing power, with which you can restore up to 45 hit points. This pool replenishes after you finish a long rest.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on undead and constructs.

Fighting Style: Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Spellcasting. Charisma is your spellcasting ability for your paladin spells. You use your Charisma whenever a spell refers to your spellcasting ability. To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of paladin spells that are available for you to cast, choosing from the paladin spell list. When you do so, choose 6 spells. The spells must be of a level for which you have spell slots.

Spell save DC: 15

Spell attack modifier: +7

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (2)

Divine Smite. When you hit a creature with a melee weapon attack, you can expend one paladin spell slot to deal an extra 2d8 radiant damage to the target (3d8 radiant damage if it is an undead or a fiend), plus 1d8 for each spell level higher than first, to a maximum of 5d8.

Divine Health. You are immune to disease.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

Aura of Protection. Whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a +2 bonus to the saving throw. You must be conscious to grant this bonus.

SACRED OATH: OATH OF THE CROWN

Oath Spells. You know the following oath spells that are always prepared and don't count against the number of spells you can prepare each day:

1st-level: *command*, *compelled duel*

2nd-level: *warding bond*, *zone of truth*

3rd-level: *aura of vitality*, *spirit guardians*

Channel Divinity: Champion Challenge. You issue a challenge that compels other creatures to do battle with you. Each creature of your choice that you can see within 30 feet of you must make a Wisdom saving throw. On a failed save, a creature can't willingly move more than 30 feet away from you. This effect ends on the creature if you are incapacitated or die or if the creature is moved more than 30 feet away from you.

Channel Divinity: Turn the Tide. As a bonus action, you can bolster injured creatures with your Channel Divinity. Each creature of your choice that can hear you within 30 feet of you regains hit points equal to 1d6 + 3 if it has no more than half of its hit points.

Divine Allegiance. When a creature within 5 feet of you takes damage, you can use your reaction to magically substitute your own health for that of the target creature, causing that creature not to take the damage. Instead, you take the damage. This damage to you can't be reduced or prevented in any way.

Equipment

+1 *plate mail*, *greatsword*, *dagger*, *heavy crossbow*, 20 *crossbow bolts*, *crossbow bolt case*, has access to a *lesser footman's dragonlance*.

SIR KELWYN OGREBANE, KNIGHT OF THE CROWN, FIGHTER 9

Not available to join the Knightly army defending the High Clerist's Tower, Sir Kelwyn was in the city, doing something that he has kept secret from everyone else. This action causes him to bear a numbing sense of shame and a determination that he will atone for his mistake and restore his honor. You should use your own discretion to determine the nature of this shame; it should be told to the DM, but the effects on play should then be determined by roleplaying. Kelwyn is 6'2" tall and weighs 190 pounds.

Medium humanoid (human), Knight martial archetype, lawful good

Armor Class 20 (plate mail, shield)

Hit Points 76 (Hit Dice 9d10 + 18)

Speed 30 ft.

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

Background Soldier

Proficiencies (+4 proficiency bonus)

Saving Throws Str +7, Con +6

Skills Animal Handling +4, Athletics +7,

Intimidation +4, Perception +4, Persuasion +8

Feats Heavy Armor Master, Mounted Combatant

Armor All armor, shields

Weapons Simple weapons, martial weapons

Tools Khas set, vehicles (land)

Senses Passive Perception 14

Languages Camptalk, Common, Solamnric

Attacks

Multiattack. You can attack twice when you take this action, using the following:

+1 longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 1d8 + 6 slashing damage, or 1d10 + 6 slashing damage if used with two hands.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 5 piercing damage.

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

Fighter Features

Fighting Style: Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon. (This is factored into the stat block.)

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 9 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

Indomitable. You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

MARTIAL ARCHETYPE: KNIGHT

Rallying Cry. When you use your Second Wind feature, you can choose up to three creatures within 60 feet of you that are allied with you. Each one regains hit points equal to your fighter level, provided that the creature can see or hear you.

Royal Envoy. You gain proficiency in the Persuasion skill. Your proficiency bonus is doubled for any ability check you make that uses Persuasion.

Feats

Heavy Armor Master. While you are wearing heavy armor, bludgeoning, piercing, and slashing damage that you take from non-magical weapons is reduced by 3.

Mounted Combatant. You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount.

You can force an attack targeted at your mount to target you instead.

If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Equipment

Plate mail, shield, +1 longsword, dagger, heavy crossbow, 20 crossbow bolts, crossbow bolt case.

CINDRALL WISTAN, RANGER 9

Cindrall is the daughter of a knight captain and the grandniece of the commander of the knights during the War of the Lance. Her father, determined that his daughter would not experience the horrors of war, trained her well. Even at the tender age of 18, Cindrall chafes against the restrictions her father placed on her life to shelter her from most worldly experiences. He fought at the tower during the Blue Lady's War and was presumably killed; Cindrall is ready to do some fighting of her own. Cindrall is 5'2" tall and weighs 130 lb.

Medium humanoid (human), Hunter ranger archetype, chaotic good

Armor Class 19 (+1 chain mail, shield)

Hit Points 76 (Hit Dice 9d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	14 (+2)	10 (+0)	16 (+3)	15 (+2)

Background Knight of the Order

Proficiencies (+4 proficiency bonus)

Saving Throws Str +6, Dex +7

Skills Animal Handling +7, Nature +4, Persuasion +6, Stealth +7, Survival +7

Feats Heavily Armored

Armor All armor, shields

Weapons Simple weapons, martial weapons

Tools Khas set

Senses Passive Perception 13

Languages Common, Nordmaarian, Solamnic

Attacks

Multiattack. You can attack twice when you take this action, using the following:

+1 shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 1d6 + 4 piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 3 piercing damage.

Longbow. Ranged Weapon Attack: +9 to hit, range 150/600 ft., one target. *Hit:* 1d8 + 3 piercing damage.

Ranger Features

Favored Enemy. You have significant experience studying, tracking, hunting, and even talking to beasts and dragons. You have advantage on Wisdom (Survival) checks to track beasts and dragons, as well as on Intelligence checks to recall information about them.

Natural Explorer. You are particularly at home in coast and forest terrain. When you make an Intelligence or Wisdom check related to coast or forest terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in coast or forest terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's speed.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling, you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Fighting Style: Archery. You gain a +2 bonus to attack rolls you make with ranged weapons. (This is factored into the stat block.)

Spellcasting. You have the ability to cast spells. Wisdom is your spellcasting ability for your ranger spells. You use your Wisdom whenever a spell refers to your spellcasting ability. To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell Save DC: 15

Spell Attack Modifier: +7

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (2)

Spells Known: *conjure barrage, darkvision, fog cloud, hunter's mark, nondetection, pass without trace*

Primeval Awareness. You can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within 6 miles of you if you are in coast, or forest terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

Land's Stride. Moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell.

RANGER ARCHETYPE: HUNTER

Hunter's Prey: Colossus Slayer. Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Defensive Tactics: Steel Will. You have advantage on saving throws against being frightened.

Feats

Heavily Armored. You gain proficiency with heavy armor.

Equipment

+1 chain mail, shield, +1 shortsword, dagger, longbow, 20 arrows, quiver.

HERALDRI ROSEMASTER, FIGHTER 9

Heraldri is a childhood friend of Cindrall's. She, too, has learned about battle and, with her size and strength, has been a match for most young men (who are often intimidated by her). Orphaned in infancy, she was raised under the care of the Temple of Paladine's priests. Heraldri now rebels against that orderly life and runs with a wild crowd. She knows that her father concealed a dragonlance beneath the tile floor of the family's mansion on Palanthas's Nobles Hill. Heraldri is 5'9" tall and weighs 160 lb.

Medium humanoid (human), Champion martial archetype, chaotic neutral

Armor Class 21 (plate mail, +1 shield)

Hit Points 76 (Hit Dice 9d10 + 18)

Speed 30 ft.

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

Background Acolyte
Proficiencies (+4 proficiency bonus)
Saving Throws Str +8, Con +6
Skills Animal Handling +5, Athletics +9, Insight +4, Religion +6
Feats Savage Attacker, Sentinel
Armor All armor, shields
Weapons Simple weapons, martial weapons
Tools None
Senses Passive Perception 10
Languages Camptalk, Common, Nordmaarian, Solamnic

Attacks

Multiattack. You can attack twice when you take this action, using the following:

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 1d8 + 6 slashing damage, or 1d10 + 6 slashing damage if used with two hands.

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 6 piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 1d8 piercing damage.

Fighter Features

Fighting Style: Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon. (This is factored into the stat block.)

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 9 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

Indomitable. You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

MARTIAL ARCHETYPE: CHAMPION

Improved Critical. Your weapon attacks score a critical hit on a roll of 19 or 20.

Remarkable Athlete. You can add +2 to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by 4 feet.

Feats

Savage Attacker. Once per turn when you roll damage for a melee weapon attack, you can reroll the weapon's damage dice and use either total.

Sentinel. When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.

Creatures provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.

When a creature within 5 feet of you makes an attack against a target other than you (and that target doesn't have this feat), you can use your reaction to make a melee weapon attack against the attacking creature.

Equipment

Plate mail, +1 shield, longsword, dagger, light crossbow, 20 crossbow bolts, crossbow bolt case.

BASALT FIREFORGE, FIGHTER 9

Nephew of the famed Hero of the Lance Flint Fireforge, Basalt strives to live up to the standard of courage set by his uncle. He is torn by loneliness for his beloved wife, Hildy, who maintains the family inn back in the hill dwarf country north of Thorbardin, but he feels his place is where the battle rages. Basalt is 4'1" tall and weighs 200 lb.

Medium humanoid (hill dwarf), Champion martial archetype, lawful good

Armor Class 20 (plate mail, shield)
Hit Points 103 (Hit Dice 9d10 + 44)
Speed 25 ft.

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

Background Folk Hero
Proficiencies (+4 proficiency bonus)
Saving Throws Str +8, Con +8
Skills Animal Handling +6, Athletics +8, Insight +6, Survival +6
Armor All armor, shields
Weapons Simple weapons, martial weapons
Tools Brewer's supplies, vehicles (land)
Senses Darkvision 60 ft., passive Perception 12
Languages Abanasinian, Common, Dwarvish

Attacks

Multiattack. You can attack twice when you take this action, using the following:

+1 battleaxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 1d8 + 7 slashing damage, or 1d10 + 7 slashing damage if used with two hands.

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 6 piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 1d8 + 2 piercing damage.

Hill Dwarf Features

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Dwarven Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Fighter Features

Fighting Style: Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon. (This is factored into the stat block.)

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 9 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

Indomitable. You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

MARTIAL ARCHETYPE: CHAMPION

Improved Critical. Your weapon attacks score a critical hit on a roll of 19 or 20.

Remarkable Athlete. You can add +2 to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by 4 feet.

Equipment

Plate mail, shield, +1 battleaxe, dagger, light crossbow, 20 crossbow bolts, crossbow bolt case.

DIRKAL KNIFECUTTER, ROGUE 9

Dirkal is a quick (and quick-witted) young member of the Thieves' Guild. Exceptionally stealthy and intelligent, he has worked primarily as a spy for the guild, though he also spies on behalf of some of the city's most powerful nobles and elegant ladies. He possesses a knack for disguising his appearance and knowing the right mannerisms to blend into any social setting. Dirkal is 5'6" tall and weighs 135 lb.

Medium humanoid (human), Mastermind roguish archetype, chaotic neutral

Armor Class 16 (leather armor, *ring of protection*)

Hit Points 48 (Hit Dice 9d8)

Speed 40 ft.

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

Background Charlatan

Proficiencies (+4 proficiency bonus)

Saving Throws Dex +9, Int +7

Skills Deception +7, Insight +8, Perception +8, Persuasion +11, Sleight of Hand +8, Stealth +12

Feats Mobile

Armor Light armor

Weapons Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools Disguise kit, forgery kit, khas set, playing card set, thieves' tools

Senses Passive Perception 16

Languages Common, Ergot, Kalinese, Nerakese, Solamnic, Thieves' Cant

Attacks

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

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 4 piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 1d6 + 4 piercing damage.

Rogue Features

Expertise. Your proficiency bonus is doubled for Insight, Perception, Persuasion, and Stealth skill checks.

Sneak Attack. Once per turn, you can deal an extra 5d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, Hide action.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Evasion. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

ROGUE ARCHETYPE: MASTERMIND

Master of Intrigue. You can unerringly mimic the speech patterns and accent of a creature that you hear speak for at least 1 minute, allowing you to pass yourself off as a native speaker of a particular land, provided that you know the language.

Master of Tactics. You can use the Help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than 5 feet of you, if the target can see or hear you.

Insightful Manipulator. If you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Intelligence score
- Wisdom score
- Charisma score
- Class levels (if any)

At the DM's option, you might also realize you know a piece of the creature's history or one of its personality traits, if it has any.

Feats

Mobile. Your speed increases by 10 feet. When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn. When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

Equipment

Leather armor, *ring of protection*, shortsword, dagger, hand crossbow, 20 crossbow bolts, crossbow bolt case.

WHISPER SHADOWFRIEND, ROGUE 9

Whisper hails from Hylo originally. Strongly seized by kender wanderlust, for the last ten years she has traveled from port to port in Northern Ansalon, never paying for her passage and somehow avoiding getting hanged as a stowaway. She decided that Palanthas is her favorite place and has formed attachments to several humans here. Well known and highly thought of at the city's Thieves' Guild, she recently became intrigued by a traveling hill dwarf, Basalt Fireforge. Whisper is 3'9" tall and weighs 95 lb.

Small humanoid (kender), Thief roguish archetype, chaotic neutral

Armor Class 17 (+1 leather armor)

Hit Points 57 (Hit Dice 9d8 + 9)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	12 (+1)	14 (+2)	12 (+1)	13 (+1)

Background Urchin

Proficiencies (+4 proficiency bonus)

Saving Throws Dex +9, Int +6

Skills Acrobatics +9, Athletics +4, Insight +5, Perception +9, Persuasion +5, Sleight of Hand +13, Stealth +13.

Armor Light armor

Weapons Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools Disguise set, thieves' tools.

Senses Passive Perception 19

Languages Common, Kenderspeak, Solamnic, Thieves' Cant

Attacks

+1 shortsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 1d6 + 6 piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 5 piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 1d6 + 5 piercing damage.

Kender Features

Fearless. You cannot be frightened.

Kender Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Kender Pockets. Kender constantly pick things up and pocket them, and then often forget about them. If you find yourself in need of a piece of nonmagical equipment, there is a 25 percent chance you have it. Roll a d4. If you roll a 4, you find the item in your pocket, pack, or pouch. If you roll anything else, you don't have such an item on you, and you can't search again for the same item until you've spent at least one day in a town or city. Rummaging through your pouches, pack, and pockets in this way takes 1 minute.

Taunt. You have an uncanny insight into the motivations and characteristics of other races, and you can use this insight to infuriate them. As an action you can unleash a verbal barrage of sarcasm, insults, and crude comments against a creature. Make a Charisma (Performance) check contested by the target's Wisdom (Insight) check. You fail the contest if the target can't understand you.

If you win the contest, the target must use its next action to attack only you. If you are out of range, it must Move towards you or, if not reaching you, Dash toward you. The target attacks you with disadvantage during this action.

If the target wins the contest, it is immune to your Taunt for 24 hours.

Rogue Features

Expertise. Your proficiency bonus is doubled for Perception, Sleight of Hand, and Stealth skill checks and for thieves' tools checks.

Sneak Attack. Once per turn, you can deal an extra 5d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, Hide, Dexterity (Sleight of Hand), or use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Evasion. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

ROGUISH ARCHETYPE: THIEF

Second-Story Work. You gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

Supreme Sneak. You have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Equipment

+1 leather armor, +1 shortsword, dagger, hand crossbow, 20 crossbow bolts, crossbow bolt case.

TERRENCE KANEGROWER, CLERIC OF PALADINE 9

A clan of farmers in a fertile valley of Caergoth raised Kanegrower. From an early age he displayed acuity for nature and philosophy, and it was only natural that he should come to Palanthis for schooling in the temple. Applying himself studiously, he mastered many spells in the name of Paladine. However, he rarely ventures beyond the walls of his temple, and he is naive and timid as regards the "real world." Terrence is 6'2" tall and weighs 170 pounds.

Medium humanoid (human), War domain, lawful good

Armor Class 20 (plate mail, shield)

Hit Points 67 (Hit Dice 9d8 + 24)

Speed 30 ft.

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

Background Acolyte

Proficiencies (+4 proficiency bonus)

Saving Throws Wis +8, Cha +6

Skills History +4, Insight +8, Medicine +8, Religion +4

Armor All armor, shields

Weapons Simple weapons, martial weapons

Tools None

Senses Passive Perception 14

Languages Abanasinian, Common, Elvish, Ergot, Solamnic

Attacks

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

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

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 1d8 + 1 piercing damage.

Cleric Features

Spellcasting Ability. You have the ability to cast spells. Wisdom is your spellcasting ability for your cleric spells. You use your Wisdom whenever a spell refers to your spellcasting ability.

You prepare the list of cleric spells that are available for you to cast. To do so, choose 13 spells. The spells must be of a level for which you have spell slots.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You can use a holy symbol as a spellcasting focus for your cleric spells. You can cast any cleric spell as a ritual if that spell has the ritual tag.

Spell Save DC: 16

Spell Attack Modifier: +8

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (3), 5th-level (1)

Cantrips (at will): *guidance, light, mending, sacred flame*

Channel Divinity. You can channel divine energy to create one of the following effects. You can do so twice between short or long rests.

Channel Divinity: Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must succeed on a DC 16 Wisdom saving throw or become turned for 1 minute or until it takes any damage. If the creature has a challenge rating of 1 or lower, it is destroyed instead.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Channel Divinity: Guided Strike. When you make an attack roll, you can use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see this roll, but before the DM says whether the attack hits or misses.

Channel Divinity: War God's Blessing. When a creature 30 feet of you makes an attack roll, you can use your reaction to grant that creature a +10 bonus to the roll, using your Channel Divinity. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

DIVINE DOMAIN: WAR

War Priest. When you use the Attack action, you can make one weapon attack as a bonus action. You can use this feature four times. You regain all expended uses when you finish a long rest.

Domain Spells. You know the following domain spells that are always prepared and don't count against the number of spells you can prepare each day:

1st-level: *divine favor, shield of faith*

2nd-level: *magic weapon, spiritual weapon*

3rd-level: *crusader's mantle, spirit guardians*

4th-level: *freedom of movement, stonewall*

5th-level: *flame strike, hold monster*

Divine Strike. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target.

Equipment

Plate mail, shield, mace, dagger, light crossbow, 20 crossbow bolts, crossbow bolt case.

DATHAS WINDKNOWER, RED-ROBED MAGE, WIZARD 9

Dathas considered herself aloof from the war for Ansalon, even scorning the efforts of the Conclave to try to organize resistance. However, she now sees that even the tower of sorcery might not be safe from the onslaught of Ariakan's army, and she belatedly accepts the necessity of resistance. Dathas is 5'1" tall and weighs 110 pounds.

Medium humanoid (human), Conjuration arcane tradition, neutral

Armor Class 14 (*bracers of defense*)

Hit Points 38 (Hit Dice 9d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	20 (+5)	13 (+1)	8 (-1)

Background Sage
Proficiencies (+4 proficiency bonus)
Saving Throws Int +9, Wis +5
Skills Arcana +9, History +9, Insight +5, Investigation +9
Feats Spell Sniper
Armor None
Weapons Daggers, darts, slings, quarterstaves, light crossbows
Tools None
Senses Passive Perception 11
Languages Common, Draconic, Magius, Nerakese, Solamnic

Attacks

Steelfriend. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 5 piercing damage.

Wizard Features

Spellcasting Ability. You have the ability to cast spells. Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability.

You prepare the list of wizard spells that are available for you to cast. To do so, choose 14 spells. The spells must be of a level for which you have spell slots.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You can use an arcane focus as a spellcasting focus for your wizard spells. You can cast any wizard spell in your spellbook as a ritual if that spell has the ritual tag.

Spell Save DC: 17

Spell Attack Modifier: +9

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (3), 5th-level (1)

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

Moon Magic. The waxing and waning of Lunitari has an effect upon your magic. When Lunitari is at High Sanction, you gain advantage on attack rolls with spells and gain a +1 bonus to their spell save DCs. When a moon is at Low Sanction, wizards of that moon's order gain disadvantage on attack rolls with spells, and incur a -1 penalty to their spell save DCs. During the waxing and waning periods around the quarter moons, wizards of that moon's order cast their spells normally.

When the moons align, it has several effects. When two moons align, all wizards of high sorcery gain a +1 bonus to their spell save DCs. When all three moons align, all wizards of high sorcery gain a +2 bonus to their spell save DCs. This bonus is cumulative with High and Low Sanction bonuses or penalties. Also, advantages negate disadvantages and vice versa.

Arcane Recovery. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level equal to or less than 5.

ARCANE TRADITION: SCHOOL OF CONJURATION

Conjuration Savant. The gold and time you must spend to copy a conjuration spell into your spellbook is halved.

Minor Conjuration. You can use your action to conjure up an inanimate object in your hand or on the ground in an unoccupied space that you can see within 10 feet of you. This object can be no larger than 3 feet on a side and weigh no more than 10 pounds, and its form must be that of a nonmagical object that you have seen. The object is visibly magical, radiating dim light out to 5 feet.

The object disappears after 1 hour, when you use this feature again, or if it takes any damage.

Benign Transportation. You can use your action to teleport up to 30 feet to an unoccupied space that you can see. Alternatively, you can choose a space within range that is occupied by a Small or Medium creature. If that creature is willing, you both teleport, swapping places.

Once you use this feature, you can't use it again until you finish a long rest or you cast a conjuration spell of 1st level or higher.

Spells in Spellbook

1st-level spells: *charm person, detect magic, identify, mage armor, magic missile, shield, sleep, unseen servant*

2nd-level spells: *continual flame, detect thoughts, hold person, mirror image*

3rd-level spells: *dispel magic, fireball, lightning bolt, tongues*

4th-level spells: *dimension door, greater invisibility, ice storm, polymorph*

5th-level spells: *conjure elemental, telekinesis*

Feats

Spell Sniper. When you cast a spell that requires you to make an attack roll, the spell's range is doubled.

Your ranged spell attacks ignore half cover and three-quarters cover.

Equipment

Bracers of defense, Steelfriend (dagger +3), spellbook.

KNIGHTS OF TAKHISIS AND ALLIEN CHARACTERS

The Knights of Takhisis and allied characters can be found on pages 9-11.

SIR FARALL SKYCUTTER, KNIGHT OF THE LILY, GUARDIAN OF THE LILY, TALON COMMANDER, FIGHTER 9

Farall is a dedicated dragonrider whose patron is Ariakan himself. The lord brought Farrall as a youth out of the slums of Flotsam, and the young warrior rewards his mentor with loyalty, ingenuity, and courage. Bearing a +1 lance, he rides the mighty blue dragon Kerrilastian. Farall is 6' tall and weighs 200 lb.

Medium humanoid (human), Dragon Rider martial archetype, lawful evil

Armor Class 19 (+1 plate mail)
Hit Points 76 (Hit Dice 9d10 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	14 (+2)	11 (+0)	13 (+1)	8 (-1)

Background Urchin

Proficiencies (+4 proficiency bonus)

Saving Throws Str +9, Con +6

Skills Animal Handling +5, Athletics +9, Insight +5, Persuasion +3, Sleight of Hand +5, Stealth +5

Feats Great Weapon Master, Heavy Armor Master, Mounted Combatant

Armor All armor, shields

Weapons Simple weapons, martial weapons

Tools Disguise kit, thieves' tools

Senses Passive Perception 11

Languages Common, Nerakese

Attacks

Multiattack. You can attack twice when you take this action, using the following:

+1 greatsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 2d6 + 6 slashing damage.

+1 lance. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 1d12 + 6 piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 5 piercing damage.

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

Fighter Features

Fighting Style: Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 9 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

Indomitable. You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

MARTIAL ARCHETYPE: DRAGON RIDER

Born to the Saddle. You have advantage on saving throws made to avoid falling off your mount. If you fall off your mount, you always land on your feet if you are capable of taking actions. Mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

Combat Superiority. You have five superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

Using Superiority Dice. You can expend superiority dice to gain a number of different benefits:

- When you make a check to influence or control a creature you are riding, you can expend one superiority die to add it to the check. You apply this bonus after making the check but before learning if it was successful.
- When you make a weapon attack against a creature, you can expend one superiority die to add it to the attack roll. You can use this ability before or after making the attack roll, but before any of the effects of the attack are applied.

- When you make an attack with a lance while mounted, you can expend one superiority die to add it to your damage roll. In addition, the target of the attack must make a DC 17 Strength saving throw or be knocked prone.
- If either you or your mount is hit by an attack while you are mounted, you can expend one superiority die as a reaction, adding the number rolled to your or your mount's AC. If the attack still hits, you or your mount take half damage from it.

Ferocious Charger. You gain additional benefits when you use superiority dice to increase your damage when you attack with a lance. You can expend up to two superiority dice on the attack, adding both to the damage roll. If you spend two dice, the target has disadvantage on its Strength saving throw to avoid being knocked prone.

Feats

Great Weapon Master. On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.

Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

Heavy Armor Master. While you are wearing heavy armor, bludgeoning, piercing, and slashing damage that you take from non-magical weapons is reduced by 3.

Mounted Combatant. You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount.

You can force an attack targeted at your mount to target you instead.

If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Equipment

+1 plate mail, shield (used while riding), +1 greatsword, +1 lance, dagger, longbow, 20 arrows, quiver.

SIR JEROD ARGENTBANE, KNIGHT OF THE LILY, WARDER OF THE LILY, WING COMMANDER, FIGHTER 9

Sir Jerod entered the ranks of the Knights by serving as page to one of Ariakan's right-hand men. With the death of his sponsor in the early part of the summer's campaign, Sir Jerod devotes himself to vengeance with a single-minded determination that earns the admiration of Lord Ariakan himself. Famed for the deadly accuracy of his longbow, Sir Jerod has learned to shoot from dragonback with perfect accuracy. His favorite mount is the blue dragon Krackellix. Jerod is 5'9" tall and weighs 180 pounds.

Medium humanoid (human), Dragon Rider martial archetype, lawful evil

Armor Class 22 (+2 plate mail, shield)
Hit Points 68 (Hit Dice 9d10 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	12 (+1)	10 (+0)	14 (+2)	13 (+1)

Background Soldier

Proficiencies (+4 proficiency bonus)

Saving Throws Str +7, Con +5

Skills Animal Handling +6, Athletics +7, Insight +6, Intimidation +5, Perception +6, Persuasion +5

Feats Mounted Combatant, Sharpshooter

Armor All armor, shields

Weapons Simple weapons, martial weapons

Tools Playing card set, vehicles (land)

Senses Passive Perception 16

Languages Camptalk, Common, Nerakese

Attacks

Multiattack. You can attack twice when you take this action, using the following:

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

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 4 piercing damage.

+1 longbow. *Ranged Weapon Attack:* +11 to hit, range 150/600 ft., one target. *Hit:* 1d8 + 5 piercing damage.

Fighter Features

Fighting Style: Archery. You gain a +2 bonus to attack rolls you make with ranged weapons. (This is factored into the stat block.)

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 9 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

Indomitable. You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

MARTIAL ARCHETYPE: DRAGON RIDER

Born to the Saddle. You have advantage on saving throws made to avoid falling off your mount. If you fall off your mount, you always land on your feet if you are capable of taking actions. Mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

Combat Superiority. You have five superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

Using Superiority Dice. You can expend superiority dice to gain a number of different benefits:

- When you make a check to influence or control a creature you are riding, you can expend one superiority die to add it to the check. You apply this bonus after making the check but before learning if it was successful.
- When you make a weapon attack against a creature, you can expend one superiority die to add it to the attack roll. You can use this ability before or after making the attack roll, but before any of the effects of the attack are applied.
- When you make an attack with a lance while mounted, you can expend one superiority die to add it to your damage roll. In addition, the target of the attack must make a DC 15 Strength saving throw or be knocked prone.
- If either you or your mount is hit by an attack while you are mounted, you can expend one superiority die as a reaction, adding the number rolled to your or your mount's AC. If the attack still hits, you or your mount take half damage from it.

Ferocious Charger. You gain additional benefits when you use superiority dice to increase your damage when you attack with a lance. You can expend up to two superiority dice on the attack, adding both to the damage roll. If you spend two dice, the target has disadvantage on its Strength saving throw to avoid being knocked prone.

Feats

Mounted Combatant. You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount.

You can force an attack targeted at your mount to target you instead.

If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sharpshooter. Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.

Your ranged weapon attacks ignore half cover and three-quarters cover.

Before you make an attack with a ranged weapon that you are proficient with you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.

Equipment

+2 plate mail, shield, longsword, dagger, +1 longbow, 20 arrows, quiver.

LADY CYRINE HARRIAN- CAERGOOTHIA, KNIGHT OF THE LILY, SHIELD COMMANDER, FIGHTER 9

Cyrine, a petite and vivacious young woman with a core of steel, sports a temper she unleashes on those who balk her in the performance of her duties. Rigidly honorable, she wears a chip on her shoulder. Ariakan uses her as a spy and trusts her reports implicitly. She rides the blue dragon Lyssirix. Cyrine is 5'2" tall and weighs 110 pounds.

Medium humanoid (human), Dragon Rider martial archetype, lawful evil

Armor Class 21 (plate mail, shield, *ring of protection*)

Hit Points 58 (Hit Dice 9d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	10 (+0)	11 (+0)	15 (+2)	16 (+3)

Background Urchin

Proficiencies (+4 proficiency bonus)

Saving Throws Str +7, Con +7

Skills Animal Handling +6, Insight +6, Perception +6, Persuasion +7, Sleight of Hand +8, Stealth +8

Feats Alert, Inspiring Leader, Mounted Combatant

Armor All armor, shields

Weapons Simple weapons, martial weapons

Tools Disguise kit, thieves' tools

Senses Passive Perception 16

Languages Common, Nerakese

Attacks

Multiattack. You can attack twice when you take this action, using the following:

+2 longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 1d8 + 6 slashing damage, or 1d10 + 6 slashing if used with two hands.

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 6 piercing damage.

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

Fighter Features

Fighting Style: Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon. (This is factored into the stat block.)

Second Wind. On your turn, you can use a bonus action to regain 1d10 + 10 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Extra Attack. You can attack twice instead of once whenever you take the Attack action on your turn.

Indomitable. You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

MARTIAL ARCHETYPE: DRAGON RIDER

Born to the Saddle. You have advantage on saving throws made to avoid falling off your mount. If you fall off your mount, you always land on your feet if you are capable of taking actions. Mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

Combat Superiority. You have five superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

Using Superiority Dice. You can expend superiority dice to gain a number of different benefits:

- When you make a check to influence or control a creature you are riding, you can expend one superiority die to add it to the check. You apply this bonus after making the check but before learning if it was successful.
- When you make a weapon attack against a creature, you can expend one superiority die to add it to the attack roll. You can use this ability before or after making the attack roll, but before any of the effects of the attack are applied.
- When you make an attack with a lance while mounted, you can expend one superiority die to add it to your damage roll. In addition, the target of the attack must make a DC 14 Strength saving throw or be knocked prone.
- If either you or your mount is hit by an attack while you are mounted, you can expend one superiority die as a reaction, adding the number rolled to your or your mount's AC. If the attack still hits, you or your mount take half damage from it.

Ferocious Charger. You gain additional benefits when you use superiority dice to increase your damage when you attack with a lance. You can expend up to two superiority dice on the attack, adding both to the damage roll. If you spend two dice, the target has disadvantage on its Strength saving throw to avoid being knocked prone.

Feats

Alert. You gain a +5 bonus to initiative.

You can't be surprised while you are conscious.

Other creatures don't gain advantage on attack rolls against you as a result of being hidden from you.

Inspiring Leader. You can spend 10 minutes inspiring your companions, shoring up their resolve to fight. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature can gain temporary hit points equal to 13. A creature can't gain temporary hit points from this feat again until it has finished a short or long rest.

Mounted Combatant. You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount.

You can force an attack targeted at your mount to target you instead.

If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Equipment

Plate mail, shield, *ring of protection*, +2 longsword, dagger, longbow, 20 arrows, quiver.

MADAM DAREWIND WAVERUNNER, KNIGHT OF THE LILY, CHAMPION OF THE LILY, CAPTAIN OF THE *Wavecutter*, ROGUE 9

Darewind is a legendary mariner who has captained a number of vessels in Ariakan's fleet. Her current (and favorite) command is the *Wavecutter*, a small, fast single-masted sloop that leads the Dark Knights into the Bay of Branchala. Darewind is 5'10" tall and weighs 140 pounds.

Medium humanoid (human), Swashbuckler roguish archetype, lawful evil

Armor Class 17 (studded leather armor, *ring of protection*)

Hit Points 57 (Hit Dice 9d8 + 9)

Speed 30 ft., swim 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	13 (+1)	14 (+2)	14 (+2)	15 (+2)

Background Sailor

Proficiencies (+4 proficiency bonus)

Saving Throws Dex +8, Int +6

Skills Acrobatics +12, *Athletics* +10, Insight +6, Perception +10, *Persuasion* +6, *Stealth* +12

Feats Defensive Duelist, Dual Wielder, Keen Mind

Armor Light armor

Weapons Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools Navigator's tools, vehicles (water)

Senses Passive Perception 20

Languages Common, Nerakese

Attacks

+2 rapier. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 1d8 + 6 piercing damage.

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

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 4 piercing damage.

Shortbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 1d6 + 4 piercing damage.

Rogue Features

Expertise. Your proficiency bonus is doubled for Acrobatics, Athletics, Perception, and Stealth skill checks.

Sneak Attack. Once per turn, you can deal an extra 5d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, and Hide.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Evasion. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

ROGUSH ARCHETYPE: SWASHBUCKLER

Fancy Footwork. You know how to land a strike and then slip away without reprisal. During your turn, if you make a melee attack against a creature, that creature can't make opportunity attacks against you for the rest of your turn.

Rakish Audacity. Your unmistakable confidence propels you into battle. You can add your Charisma modifier to your initiative rolls.

In addition, you don't need advantage on your attack roll to use your Sneak Attack if no creature other than your target is within 5 feet of you. All the other rules for the Sneak Attack class feature still apply to you.

Panache. Your charm becomes extraordinarily beguiling. As an action, you can make a Charisma (Persuasion) check contested by a creature's Wisdom (Insight) check. The creature must be able to hear you, and the two of you must share a language.

If you succeed on the check and the creature is hostile to you, it has disadvantage on attack rolls against targets other than you and can't make opportunity attacks against targets other than you. This effect lasts for 1 minute, until one of your companions attacks the target or affects it with a spell, or until you and the target are more than 60 feet apart.

If you succeed on the check and the creature isn't hostile to you, it is charmed by you for 1 minute. While charmed, it regards you as a friendly acquaintance. This effect ends immediately if you or your companions do anything harmful to it.

Feats

Defensive Duelist. When you are wielding a finesse weapon with which you are proficient and another creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you.

Dual Wielder. You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.

You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.

You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

Keen Mind. You always know which way is north.

You always know the number of hours left before the next sunrise or sunset.

You can accurately recall anything you have seen or heard within the past month.

Equipment

Studded leather armor, *ring of protection*, +2 rapier, rapier, dagger, shortbow, 20 arrows, quiver.

SIR BORAC KYRISTIAN, KNIGHT OF THE SKULL, WARDER OF THE SKULL, CLERIC OF TAKHISIS 9

Borac has been a loyal priest of Takhisis since his young days as an orphan in Sanction. He earned the trusted of the clerics at the Dark Queen's temple, finally killing a corrupt and greedy high priest in order to assume the seat himself. From there his obvious fealty allowed him acceptance into the Knighthood even though he was already an adult. Starting as a raw Knight of the Lily, he worked his way up through the ranks. Borac is 5'11" tall and weighs 170 pounds.

Medium humanoid (human), Death domain, lawful evil

Armor Class 21 (+1 plate mail, shield)

Hit Points 68 (Hit Dice 9d8 + 20)

Speed 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 12 (+1) 11 (+0) 11 (+0) 18 (+4) 14 (+2)

Background Urchin

Proficiencies (+4 proficiency bonus)

Saving Throws Wis +8, Cha +6

Skills Insight +8, Religion +4, Sleight of Hand +5, Stealth +5

Feats Heavily Armored, War Caster

Armor All armor, shields

Weapons Simple weapons, martial weapons

Tools Disguise kit, thieves' tools

Senses Passive Perception 14

Languages Abanasinian, Common

Attacks

+1 spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d6 + 3 piercing damage, or 1d8 + 3 piercing damage if used with two hands to make a melee attack.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 1d4 + 2 piercing damage.

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

Cleric Features

Spellcasting Ability. You have the ability to cast spells. Wisdom is your spellcasting ability for your cleric spells. You use your Wisdom whenever a spell refers to your spellcasting ability.

You prepare the list of cleric spells that are available for you to cast. To do so, choose 13 spells. The spells must be of a level for which you have spell slots.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You can use a holy symbol as a spellcasting focus for your cleric spells. You can cast any cleric spell as a ritual if that spell has the ritual tag.

Spell Save DC: 16

Spell Attack Modifier: +8

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (3), 5th-level (1)

Cantrips (at will): *light, mending, sacred flame, spare the dying, thaumaturgy*

Channel Divinity. You can channel divine energy to create one of the following effects. You can do so twice between short or long rests.

Channel Divinity: Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must succeed on a DC 16 Wisdom saving throw or become turned for 1 minute or until it takes any damage. If the creature has a challenge rating of 1 or lower, it is destroyed instead.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Channel Divinity: Touch of Death. When you hit a creature with a melee attack, you can use Channel Divinity to deal 23 points of extra necrotic damage to the target.

DIVINE DOMAIN: DEATH

Bonus Proficiency. You gain proficiency with martial weapons.

Reaper. You learn one necromancy cantrip (*spare the dying*) of your choice on any spell list. When you cast a necromancy cantrip that normally targets only one creature, the spell can instead target two creatures within range and within 5 feet of each other.

Domain Spells. Your clerical domain grants you certain spells that are always prepared, which do not count against the number of spells you can prepare each day. All of your domain spells count as cleric spells for you.

1st-level: *false life, ray of sickness*

2nd-level: *blindness/deafness, ray of enfeeblement*

3rd-level: *animate dead, vampiric touch*

4th-level: *blight, death ward*

5th-level: *antilife shell, cloudkill*

Inescapable Destruction. Necrotic damage dealt by your spells and Channel Divinity options ignores resistance to necrotic damage.

Divine Strike. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 necrotic damage to the target.

FEATS

Tough. Your hit point maximum increases by 20 points.

War Caster. You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage. You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.

When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

Equipment

+1 *plate mail*, shield, +1 *spear*, dagger, heavy crossbow, 20 crossbow bolts, crossbow bolt case.

MADAM SANDARYLL SMOKINGWAR, KNIGHT OF THE THORN, WARDER OF THE THORN, WIZARD 9

Sandaryll Smokingwar displays a natural affinity for magic that enabled her to make it through warrior training, even though she lacked some of the size and stamina for hand to hand combat. Now a valued power in the Thorn Knights, she performs difficult missions, sometimes for Ariakan himself. Sandaryll is 5'5" tall and weighs 160 pounds.

Medium humanoid (human), Evocation arcane tradition, lawful evil

Armor Class 17 (chain mail, *ring of protection*)

Hit Points 44 (Hit Dice 9d6 + 1d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	10 (+0)	18 (+4)	13 (+1)	7 (-2)

Background Sage

Proficiencies (+4 proficiency bonus)

Saving Throws Int +8, Wis +7

Skills Arcana +8, History +8, Investigation +8, Perception +5

Feats Spell Sniper, War Caster

Armor None

Weapons Daggers, darts, slings, quarterstaves, light crossbows

Tools Alchemist's supplies

Senses Passive Perception 15

Languages Common, Nerakese, Solamnic

Attacks

+1 **longsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1d8 + 3 slashing damage, or 1d10 + 3 slashing damage if used with two hands.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 2 piercing damage.

Wizard Features

Spellcasting Ability. You have the ability to cast spells. Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability.

You prepare the list of wizard spells that are available for you to cast. To do so, choose 13 spells. The spells must be of a level for which you have spell slots.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You can use an arcane focus as a spellcasting focus for your wizard spells. You can cast any wizard spell in your spellbook as a ritual if that spell has the ritual tag.

Spell Save DC: 16

Spell Attack Modifier: +8

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (3), 5th-level (1)

Cantrips (at-will): *acid splash, blade ward, fire bolt, light, mage hand, shocking grasp*

Arcane Recovery. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level equal to or less than 5.

ARCANE TRADITION: SCHOOL OF EVOCATION

Evocation Savant. The gold and time you must spend to copy an evocation spell into your spellbook is halved.

Sculpt Spells. You can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would take half damage on a successful save.

Potent Cantrip. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Spells in Spellbook

1st-level spells: *burning hands, charm person, comprehend languages, detect magic, identify, mage armor, magic missile, witch bolt*

2nd-level spells: *cloud of daggers, flaming sphere, mirror image, web*

3rd-level spells: *dispel magic, fireball, fly, lightning bolt*

4th-level spells: *blight, ice storm, stoneskin, wall of fire*

5th-level spells: *cloudkill, dominate person*

Feats

Spell Sniper. When you cast a spell that requires you to make an attack roll, the spell's range is doubled.

Your ranged spell attacks ignore half cover and three-quarters cover.

War Caster. You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.

You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.

When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

Equipment

Chain mail, *ring of protection*, +1 longsword, dagger.

LYSSIRIX, YOUNG FEMALE BLUE DRAGON

Lyssirix is a devoted servant of her clan, and when her nest matriarch designated her for service in Ariakan's army she felt deeply honored. During this summer's campaign she has had success carrying Knight of the Lily Lady Cyrine Harrian-Caergothia into battle. They have proven exceptionally adept at spying on and evading the Good dragons.
Large dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +4, Con +8, Wis +5, Cha +7

Skills Perception +9, Stealth +4

Damage Immunities lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic

Challenge 9 (5,000 XP)

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

At will: *minor illusion*

1/day each: *create or destroy water, dust devil*

Actions

Multiattack. Lyssirix makes three attacks: one with her bite and two with her claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 5 (1d10) lightning damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Lightning Breath (Recharge 5-6). Lyssirix exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

KERRILASTIAN, ADULT MALE BLUE DRAGON

Kerril takes on the role of mentor of Lyssirix and Krackell. He is a veteran of many campaigns, and Ariakan has instructed Kerril to use his own judgment in matters of military importance. He is the favorite mount of Farall Skycutter.

Huge dragon, lawful evil

Armor Class 19 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +5, Con +11, Wis +7, Cha +9
Skills Perception +12, Stealth +5
Damage Immunities lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Common, Draconic
Challenge 16 (15,000 XP)

Innate Spellcasting. Kerrilastian's spellcasting ability is Charisma (spell save DC 17). Kerrilastian can innately cast the following spells, requiring no material components:

At will: *minor illusion*

1/day each: *control winds, dust devil, hallucinatory terrain*

Legendary Resistance (3/Day). If Kerrilastian fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Kerrilastian can use his Frightful Presence. He then makes three attacks: one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 5 (1d10) lightning damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of Kerrilastian's choice that is within 120 feet of Kerrilastian and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Kerrilastian's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5-6). Kerrilastian exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Kerrilastian can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Kerrilastian regains spent legendary actions at the start of his turn.

Detect. Kerrilastian makes a Wisdom (Perception) check.

Tail Attack. Kerrilastian makes a tail attack.

Wing Attack (Costs 2 Actions). Kerrilastian beats his wings. Each creature within 10 feet of Kerrilastian must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. Kerrilastian can then fly up to half his flying speed.

KRACKELLIX, ADULT FEMALE BLUE DRAGON

Krackel, a mischievous wyrm, displays a penchant for cruel jokes against her enemies and embarrassing and somewhat dangerous pranks worked against her companions. However, her clear ferocity in battle earns her the right to get away with tricks that might draw punishment to dragons of lesser status.

Huge dragon, lawful evil

Armor Class 19 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +5, Con +11, Wis +7, Cha +9
Skills Perception +12, Stealth +5
Damage Immunities lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Common, Draconic
Challenge 16 (15,000 XP)

Innate Spellcasting. Krackellix's spellcasting ability is Charisma (spell save DC 17). Krackellix can innately cast the following spells, requiring no material components:

At will: *minor illusion*

1/day each: *control winds, dust devil, hallucinatory terrain*

Legendary Resistance (3/Day). Krackellix fails a saving throw, she can choose to succeed instead.

Actions

Multiattack. Krackellix can use her Frightful Presence. She then makes three attacks: one with her bite and two with her claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 5 (1d10) lightning damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of Krackellix's choice that is within 120 feet of Krackellix and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Krackellix's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5-6). Krackellix exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Krackellix can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Krackellix regains spent legendary actions at the start of her turn.

Detect. Krackellix makes a Wisdom (Perception) check.

Tail Attack. Krackellix makes a tail attack.

Wing Attack (Costs 2 Actions). Krackellix beats her wings. Each creature within 10 feet of Krackellix must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. Krackellix can then fly up to half her flying speed.

STARTING THE ADVENTURE

You can find this chapter on page 13.

INITIAL QUEST: AN AERIE OF SILVER

See page 16 for the following information. Arentian is a **young silver dragon**, Deriastyn, and Warall-Argent are **adult silver dragons** and can be found from the aerie.

Arentian has the following trait in addition to a standard young silver dragon:

1/day each: *feather fall, fog cloud, lesser restoration, tongues*

Deriastyn and Warall-Argent have the following trait in addition to a standard adult silver dragon:

1/day each: *control winds, creation, feather fall, fog cloud, greater restoration*

PART ONE: BATTLE FOR PALANTHAS

You can find this chapter on page 20.

GATEHOUSES

See page 23 for the following information. To lift the grate requires a successful DC 25 Strength check.

STORY DEVELOPMENTS AT THE GATES

See pages 24-25 for the following information. There are four **knights** (elder knights) and 20 **guards** with longswords at the gates.

The attacking force has 20 **kapak draconians**, 20 **guards** (armed footmen) with longswords, two **gray knights**, and 100 **brutes**. Each brute carries a longsword or a short sword and a missile weapon—either longbow, three throwing axes, or spear.

STORY DEVELOPMENTS AT THE DOCKS

See page 26 for the following information. Jarek Reefcutter is a **pirate captain** with breast plate and there are 20 **pirates** (buccaneers) at the docks.

PROPHET OF DOOM

See page 29 for the following information. Man-at-arms is a **thug** with chainmail and shield.

THIEVES AND SCOUNDRELS

See pages 30-31 for the following information. The four ex-guardsmen are **men-at-arms**. Giselle Slickfinger is a **spy**.

THE TEMPLE OF PALADINE

See page 33 for the following information. **Crysania** and her **white tiger** are located inside the temple.

THE TOWER OF HIGH SORCERY

See page 35 for the following information. The Shoikan Grove emanates fear as by the spell for 500 feet outward from every tree with a DC of 20. Creatures normally immune to the frightened condition are still affected. Creatures entering the Grove are attacked first by **zombies** and **skeletons** trying to grab the characters and pull them down. At the same time, the creatures are attacked by **wights** and **specters**.

To enter the Grove safely, one needs a coal-black gemstone called the *Nightjewel* or the protection of the spell *kiss of night's guardian*. **Dalamar** is located inside the Tower with a 50% chance and he is alerted if someone enters the Grove. He can command the undead to cease their attack.

THE CHAMBER OF SEEING

See page 35 for the following information. To successfully employ the use of the Chamber of Seeing, the character attempting to study the pool must make a successful DC 15 Concentration check in order to avoid distraction by the Live Ones, and then a successful DC 15 Intelligence (Arcana) check to awaken the power of the magical pool.

THE SOLAMNIC ARMORY

See page 37 for the following information. The two Knights of the Rose are **knights**.

THIEVES' GUILD

See pages 37-38 for the following information. There are 20 **thugs** (thieves) with longswords instead of maces and without heavy crossbows, 12 **thugs** (archers) with shortswords and shortbows, and an **assassin** (Guildmaster Lynched Geoffrey).

STORY DEVELOPMENTS AT THE THIEVES' GUILD

See page 38 for the following information. **Usha Majere** can be found from the thieves' guild.

TEMPLE OF ZEBOIM

See pages 38-39 for the following information. **Indigo Reefspan** can be found inside the temple.

TUNNELS OF THE OLD CITY

See page 40 for the following information. Characters who try to lift the grate must make a successful DC 15 Strength check. If the character is below the grate, the character must make a successful DC 20 Strength check.

CATACOMBS OF THE UNDEAD

See pages 40-41 for the following information. There are 16 **zombies**, 20 **skeletons**, six **wights**, and two **specters** in the catacombs.

DRACONIAN LAIR

See page 41 for the following information. There are two **aurak draconians**, six **kapak draconians**, and 10 **baaz draconians** in the draconian lair.

PIT OF THE SPIRIT NAGA

See page 42 for the following information. There is a **spirit naga** in the pit.

LORD'S PALACE AND CITY PLAZA

See pages 42-43 for the following information. The gates are guarded by four **knights** (Knights of the Crown) and 20 **guards** with longswords instead of spears.

CITY JAIL

See page 44 for the following information. The jail is guarded by four **guards** with longswords instead of spears and **Sir Ballakar the Elder**.

NOBLES' HILL

See pages 44-45 for the following information. The hill is patrolled by **guards** with longswords instead of spears and they have two **scouts** (guard runners).

PART TWO: AFTERMATH OF BATTLE

You can find this chapter on page 46.

LORD ARIAKAN'S ADDRESS

See page 50 for the following information. There are 12 **knights** (dark knights) at the address.

PRISON CAGE

See page 50 for the following information. There is a **gray knight** and two **knights** (dark knights) at the prison cage.

GARRISONS

See pages 52-53 for the following information. There is a **dark knight captain**, 10 **knights** (dark knights), **gray knight** (Knight of the Thorn), **Knight of the Skull**, 10 **brutes**, 10 **kapak draconians**, and 12 **baaz draconians** at the garrisons.

MAP OF ZEBOIM

See page 57 for the following information. Any character from Palanthas, or a sailor familiar with the port may attempt a DC 15 Intelligence (Investigation) check to recognize the shorelines just northwest of the city. Other characters must make a successful DC 20 Intelligence (Investigation) check to successfully place the locale.

The spiraling object to the left of the map can be identified with another DC 15 Intelligence (Investigation) check.

WELL OF THE SEA DRAGON

See page 58 for the following information. There is a **sea dragon** lurking in the depths.

SHELF OF DRY LAND

See page 58 for the following information. To notice the footprints requires a DC 15 Wisdom (Perception) check.

INTERSECTION

See page 58 for the following information. To detect the singing requires a successful DC 10 Wisdom (Perception) check.

CAVERN OF SONG

See page 59 for the following information. To jump over the pit requires a successful DC 10 Strength (Athletics) check.

CAVERN OF FIREBIRTH

See page 59 for the following information. There are seven **chaos sentinels** in the cavern.

CHAMBER OF THE GARGOYLES

See page 60 for the following information. There are 12 **gargoyles** in the chamber.

CHAOS LAIR

See pages 60-61 for the following information. Shou-Chak is a **daemon warrior**. If the characters have been making it through the adventure quite easily, there might be one additional **daemon warrior**.

EPILOGUE

See page 62 for the following information. All weapons blessed by Zeboim are considered +1 magical against creatures of Chaos if they are not magical already.

APPENDIX: MONSTER/NPC STATISTICS

AURAK DRACONIAN

Medium dragon (draconian), lawful evil

Armor Class 14 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

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

Saving Throws Int +5, Cha +5

Skills Arcana +5, Perception +3, Persuasion +4

Senses darkvision 120 ft., passive Perception 13

Languages Common, Draconic

Challenge 5 (1,800 XP)

Death Throes. When the aurak dies, it explodes and each creature within 5 feet of it must make a DC 13 Dexterity saving throw, taking 14 (4d6) force damage, or half as much damage on a successful one. The explosion destroys the aurak's equipment carried.

Innate Spellcasting. The aurak's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no components:

At will: *greater invisibility*

1/day: *dominate person, suggestion*

Magic Resistance. The aurak has advantage on saving throws against spells and other magical effects.

Spellcasting. The aurak is an 8th-level spellcaster. Its spellcasting ability is Charisma (save DC 13, +5 to hit with spell attacks). The aurak has the following sorcerer spells prepared:

Cantrips (at will): *dancing lights, light, mage hand, prestidigitation, shocking grasp*

1st level (4 slots): *magic missile, shield, sleep*

2nd level (3 slots): *blindness/deafness, mirror image, scorching ray*

3rd level (3 slots): *blink, lightning bolt*

4th level (2 slots): *wall of fire*

Actions

Multiattack. The aurak makes two attacks.

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

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

Energy Ray. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 11 (2d8 + 2) force damage.

Poison Breath (Recharge 5-6). The aurak exhales poisonous gas in a 5-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Dimensional Step (Recharge 5-6). The aurak can dimension door up to 60 feet. It can only transport itself and items it carries.

Alternate Form (Recharge 5-6). The male aurak can polymorph into any animal form of Medium or Small size. The aurak can remain in its animal form until it chooses to assume a new one or returns to its natural form.

Disguise Self (Recharge 5-6). The aurak can disguise self to resemble and perfectly imitate the voice of an individual humanoid it has seen.

BAAZ DRACONIAN

Medium dragon (draconian), chaotic evil

Armor Class 13 (chain shirt)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	13 (+1)	8 (-1)	8 (-1)	10 (+0)

Senses darkvision 120 ft., passive Perception 11

Languages Common, Draconic

Challenge 1/2 (100 XP)

Glide. The baaz can use its wings to glide, negating any damage from a fall of any height. It can also travel horizontally up to four times the vertical distance it descends.

Death Throes. When the baaz dies, it turns to stone instantly. If the killing blow was dealt with a slashing or piercing melee weapon, the creature dealing the killing blow must make a DC 10 Dexterity saving throw. If it fails, its weapon is stuck in the petrified draconian and cannot be removed. The baaz crumbles to dust 1 minute after death. Items in the baaz's possession are unaffected by the petrification and subsequent dissolution.

Actions

Longsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) slashing damage, or 5 (1d10) slashing damage if used with two hands.

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

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

BRUTE

Medium humanoid (human), lawful evil

Armor Class 15 (Tarmak war paint)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	13 (+1)	9 (-1)	10 (+0)	8 (-1)

Senses passive Perception 10

Languages Common, Tarmakian

Challenge 1/2 (100 XP)

Tarmak War Paint. Painted on the body, this war paint grants the brute AC 15 and it regains 5 hit points at the start of its turn. When the paint has healed a total of 20 points of damage, it loses its effectiveness.

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

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

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d6 + 2) piercing damage if used with two hands to make a melee attack.

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

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

CHAOS SENTINEL

Medium elemental, chaotic evil

Armor Class 16 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	3 (-4)	10 (+0)	7 (-2)

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 1 (200 XP)

Heated Body. A creature that touches the chaos sentinel or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Illumination. The chaos sentinel sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the start of each of its turns.

CRYSANIA

Medium humanoid (human), lawful good

Armor Class 11 (*ring of protection*)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	16 (+3)	13 (+1)	20 (+5)	16 (+3)

Saving Throws Wis +10, Cha +8

Skills History +5, Insight +9, Medicine +9, Persuasion +7, Religion +5

Senses passive Perception 15

Languages Abanasinian, Common, Elven, Solamnic

Challenge 12 (8,400 XP)

Spellcasting. Crysania is an 18th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 17; +9 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance, light, mending, sacred flame, spare the dying, thaumaturgy*

1st Level (4 slots): *bless, burning hands, cure wounds, detect magic, faerie fire, protection from evil*

2nd Level (3 slots): *calm emotions, flaming sphere, hold person, scorching ray, zone of truth*

3rd Level (3 slots): *daylight, dispel magic, fireball, remove curse, revivify*

4th Level (3 slots): *death ward, divination, guardian of faith, locate creature, wall of fire*

5th Level (3 slots): *dispel evil, flame strike, greater restoration, mass cure wounds, scrying*

6th Level (2 slots): *heal, true seeing*

7th Level (1 slot): *resurrection*

8th Level (1 slot): *antimagical field*

9th Level (1 slots): *mass heal*

•These spells are Crysania's domain spells.

Actions

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

Corona of Light. Crysania can use her action to activate an aura of sunlight that lasts for 1 minute or until she dismisses it using another action. She emits bright light in a 60-foot radius and dim light 30 feet beyond that. Her enemies in the bright light have disadvantage on saving throws against any spell that deals fire or radiant damage.

Channel Divinity (3; Recharges at Long Rest). Crysania uses one of the following channel divinity actions.

Radiance of the Dawn. As an action, any magical darkness within 30 feet of her is dispelled. Additionally, each hostile creature within 30 feet of her must make a Constitution saving throw. A creature takes 29 (2d10 + 18) points of radiant damage on a failed saving throw and half as much on a successful one.

Turn Undead. Crysania may turn undead that are within 30 feet of her. The undead makes a Wisdom saving throw and is turned for 1 minute if it fails the saving throw or takes any damage. If the undead's challenge rating is 4 or lower, it is destroyed instead.

Reactions

Warding Flare. When Crysania or any creature within 30 feet of her is attacked by a creature within 30 feet of her that she can see, she can use her reaction to impose disadvantage on the attack roll, causing light to flare before the attacker before it hits or misses. Crysania can use this feature 5 times (1/Turn). She regains all expended uses when she finishes a long rest.

DAEMON WARRIOR

Medium undead, chaotic evil

Armor Class 18 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	13 (+1)	13 (+1)	15 (+2)

Damage Vulnerabilities radiant

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Infernal

Challenge 4 (1,100 XP)

Death Throes. When the daemon warrior dies, it explodes, and each creature within 5 feet of it must make a DC 13 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried, and it destroys the daemon warrior's weapons.

Fear Aura. Any creature hostile to the daemon warrior that starts its turn within 30 feet of the daemon warrior must make a DC 12 Wisdom saving throw, unless the daemon warrior is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the daemon warrior's Fear Aura for the next 24 hours.

Daemon Warrior Weaknesses. The daemon warrior has the following flaws:

Medallion of Faith. A character with channel divinity feature that strikes the daemon warrior using the *medallion of faith* as a melee weapon, deals 1d6 radiant damage for every cleric or paladin level the character has. The *medallion of faith* is destroyed if the attack is a hit. Daemon warriors who are destroyed this way do not explode in flames; they simply become a pile of ash.

Raise Dead. A *raise dead* spell cast on the daemon warrior acts as a *power word kill* spell on the daemon warrior. Daemon warriors who are destroyed in this way do not explode in flames; they simply become a pile of ash.

Actions

Multiattack. The daemon warrior makes two attacks.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 3) slashing damage.

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Unholy Smite (Recharge 6). When the daemon warrior hits a creature with a melee weapon attack, it can deal an extra 9 (2d8) necrotic damage.

DALAMAR

Medium humanoid (elf), chaotic evil

Armor Class 15 (*bracers of defense*)
Hit Points 99 (18d8 + 18)
Speed 30 ft.

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

Saving Throws Int +9, Wis +7; advantage on saves against being charmed, spells and other magical effects

Skills Arcana +13, History +13, Insight +7, Perception +7, Persuasion +6

Damage Resistances damage from spells; nonmagical bludgeoning, piercing, and slashing (from stonewood)

Senses darkvision 60 ft., passive Perception 17

Languages Common, Draconic, Elven, Magius, Nerakese, Nestari, Solamnic

Challenge 12 (8,400 XP)

Fey Ancestry. Dalamar has advantage on saving throws against being charmed, and magic can't put him to sleep.

Magic Resistance. Dalamar has advantage on saving throws against spells and other magical effects.

Spellcasting. Dalamar is an 18th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17; +9 to hit with spell attacks). Dalamar can cast disguise self and invisibility at will and has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st Level (4 slots): *charm person*, *detect magic*, *identify*, *magic missile* 2nd Level (3 slots): *detect thoughts*, *mirror image*, *misty step*

3rd Level (3 slots): *counterspell*, *fly*, *lightning bolt*

4th Level (3 slots): *banishment*, *fire shield*, *stonewood*

5th Level (3 slots): *cone of cold*, *scrying*, *wall of force*

6th Level (1 slot): *globe of invulnerability*

7th Level (1 slot): *teleport*

8th Level (1 slot): *mind blank*

9th Level (1 slot): *time stop*

• Dalamar casts these spells on himself before combat.

Actions

+2 dagger. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

DARK KNIGHT CAPTAIN

Medium humanoid (human), lawful evil

Armor Class 20 (plate mail)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

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

Saving Throws Con +4, Wis +4

Senses passive Perception 10

Languages Common, Nerakese

Challenge 3 (700 XP)

Brave. The dark knight captain has advantage on saving throws against being frightened.

Actions

Multiattack. The dark knight captain makes two melee attacks.

+1 greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Reactions

Parry. The dark knight captain adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

GRAY KNIGHT

Medium humanoid (human), lawful evil

Armor Class 15 (leather, shield or *mage armor*)
Hit Points 40 (9d8)
Speed 30 ft.

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

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages Common, Draconic, Nerakese, Solamnic

Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots): *mage armor, magic missile, sleep*

2nd level (3 slots): *darkness, invisibility, web*

3rd level (3 slots): *fireball, lightning bolt, slow*

4th level (3 slots): *polymorph, wall of fire*

5th level (1 slot): *transmute rock*

Actions

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

INDIGO REEFSPAN

Medium humanoid (human), chaotic evil

Armor Class 16 (chain mail)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	14 (+2)	17 (+3)	10 (+0)

Saving Throws Wis +6, Cha +3

Skills History +5, Insight +6, Medicine +6, Religion +5

Senses passive Perception 13

Languages Common, Solamnic

Challenge 6 (2,300 XP)

Divine Eminence. As a bonus action, Indigo Reefspan can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) necrotic damage to a target on a hit. This benefit lasts until the end of the turn. If he expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. Indigo is a 9th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14; +6 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *guidance, light, mending, sacred flame, spare the dying, thaumaturgy*

1st Level (4 slots): *cure wounds, fog cloud, inflict wounds, protection from evil and good, sanctuary, thunderwave*

2nd Level (3 slots): *blindness/deafness, gust of wind, hold person, shatter, spiritual weapon*

3rd Level (3 slots): *call lightning, dispel magic, sleet storm, water breathing, water walk*

4th Level (3 slots): **control water, freedom of movement, guardian of faith, ice storm*

5th Level (1 slot): *destructive wave, flame strike, insect plague*

•These spells are Indigo's domain spells.

Actions

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Change Shape. Indigo can magically polymorph into a fish, or back into his true form upon immersion in salt water. He reverts to his true form if he dies. Any equipment he is wearing or carrying is absorbed or borne by the new form (Indigo's choice).

In a new form, Indigo retains his alignment, hit points, Hit Dice, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action. His statistics and capabilities are otherwise replaced by those of the new form, except any class features of that form.

KAPAK DRAGONIAN

Medium dragon (draconian), lawful evil

Armor Class 13 (studded leather armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	13 (+1)	8 (-1)	8 (-1)	11 (+0)

Skills Perception +1, Stealth +5

Senses darkvision 120 ft., passive Perception 11

Languages Common, Draconic

Challenge 1/2 (100 XP)

Glide. The kapak can use its wings to glide, negating any damage from a fall of any height. It can also travel horizontally up to four times the vertical distance it descends.

Death Throes. When the kapak dies, its body instantly dissolves into a 5-foot radius pool of acid. All creatures within this area suffer 4 (1d8) points of acid damage each round they remain in the pool. The acid evaporates in 1 minute. All armor, weapons, an items carried by the kapak suffer damage from the acid as well.

Poison. The kapak's poison doesn't affect other kapaks.

Sneak Attack (1/Turn). The kapak 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 kapak that isn't incapacitated and the kapak doesn't have disadvantage on the roll.

Actions

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage and the target must make a DC 11 Constitution saving throw, becoming poisoned and paralyzed on a failed save for 10 minutes.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage and the target must make a DC 11 Constitution saving throw, becoming poisoned and paralyzed on a failed save for 10 minutes.

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

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

KNIGHT OF THE SKULL

Medium humanoid (human), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Saving Throws Wis +5, Cha +2

Skills History +3, Medicine +5, Persuasion +3, Religion +3

Senses passive Perception 13

Languages Common, Nerakese, Solamnic

Challenge 3 (700 XP)

Spellcasting. The Knight of the Skull is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The Knight of the Skull has the following cleric spells prepared:

Cantrips (at will): *light, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bless, command, cure wounds, false life, inflict wounds, ray of sickness*

2nd level (3 slots): *blindness/deafness, enhance ability, hold person, ray of enfeeblement, spiritual weapon*

3rd level (3 slots): *animate dead, bestow curse, dispel magic, revivify, vampiric touch*

4th level (2 slots): *blight, death ward, guardian of faith, stone shape*

Actions

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

MAN-AT-ARMS

Medium humanoid (human), lawful neutral

Armor Class 18 (chain mail, shield)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages Common, Solamnic

Challenge 1/2 (100 XP)

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

Actions

Multiattack. The man-at-arms makes two melee attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

SEA DRAGON

Huge dragon, chaotic evil

Armor Class 20 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	8 (-1)	12 (+1)	12 (+1)

Saving Throws Dex +5, Con +10, Wis +6
Damage Resistances fire
Senses darkvision 120 ft., passive Perception 11
Languages Aquan, Common, Draconic
Challenge 9 (5,000 XP)

Amphibious. The sea dragon can breathe air and water.

Actions

Multiattack. The sea dragon makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Steam Breath (Recharge 5-6). The sea dragon exhales scalding steam in a 50-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

SIR BALLAKAR THE ELDER, KNIGHT OF THE SWORD

Medium humanoid (human), lawful good

Armor Class 18 (plate mail)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

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

Saving Throws Con +4, Wis +4
Senses passive Perception 10
Languages Common, Solamnic
Challenge 4 (1,100 XP)

Brave. Sir Ballakar has advantage on saving throws against being frightened.

Actions

Multiattack. Sir Ballakar makes three melee attacks.

+1 greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, Sir Ballakar can utter a special command or warning whenever a nonhostile creature that he can see within 30 feet of him makes an attack roll or a saving throw. The creature can add d4 to its roll provided it can hear and understand Sir Ballakar. A creature can benefit from only one Leadership die at a time. This effect ends if Sir Ballakar is incapacitated.

Reactions

Parry. Sir Ballakar adds 2 to his AC against one melee attack that would hit it. To do so, he must see the attacker and be wielding a melee weapon.

USHA MAJERE

Medium humanoid (human), neutral good

Armor Class 13
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	14 (+2)	10 (+0)	17 (+3)

Skills Perception +2, Stealth +5
Senses passive Perception 12
Languages Abanasinian, Common, Solamnic
Challenge 1/4 (50 XP)

Sneak Attack (1/Turn). Usha deals an extra 3 (1d6) damage when she 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 Usha that isn't incapacitated and Usha doesn't have disadvantage on the roll.

Actions

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.

WHITE TIGER

Large beast, lawful good

Armor Class 12

Hit Points 37 (5d10 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	15 (+2)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages Common, Solamnic (can't speak)

Challenge 1 (200 XP)

Keen Smell. The tiger has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the tiger moves at least 20 feet straight toward a creature right before hitting it with a claw attack, the target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the tiger can take a bonus action to make one bite attack against it.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

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