

WARLOCK

19



MASTERS OF THE ARCANES

WARLOCK

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THAERN

Ghost on the Shadow Road

by Jon Sawatsky

Thaern at a Glance

Thaern is an elfmarked bard, traveling the shadow roads, offering help to the lost, and always spying for their patron, Ulorian the River King.

Background

Child of the Procession. Thaern spent their childhood at their mother's side while she served in the Procession of the Imperatrix as it wandered Dornig. The young elfmarked child learned the rules and etiquette of court in their early days—eventually joining their mother as a servant to the nobles. Even then, Thaern's considerable powers of persuasion and natural charisma gave them advantage over the other servants and eventually drew the attention of a member of the Lords Arcane.

Natural Spy. Taken as an apprentice into the Lords Arcane of Dornig, Thaern spent their late childhood and early teen years learning magic inside the semi-secret organization. Their instructors noted Thaern's affinity for persuading others and moving among crowds unnoticed. Thaern learned much from them, including several songs from the Summerland, whose lyrics

had not been heard in Midgard for an age, and was steered toward the information-gathering branch of the Lords Arcane where the young spy first met Somorin of the River Court on a mission in Bad Solitz.

Love Gained and Lost. The regal envoy of the River King, Somorin Fantharas, caught the eye of young Thaern, and the two quickly fell in love. For several years, the two maintained a relationship over distance, engaging in a competition to see who might send the most elaborately delivered letter. One day, after a drought of letters from their love, Thaern received a summons from the Court of the River King.

Audience with Ulorian. In their audience with King Ulorian, Thaern learned that Somorin had been assassinated in an ambush while traveling the shadow road to Corremel. In the watery court of the River King, a shadow grew over Thaern's heart. Capitalizing on Thaern's despair and anger, Ulorian wasted no time in offering the young bard a position as a spy against the Black Prince, who Ulorian suspected was the organizer of the ambush. The River King gave to Thaern some of his power through a handful of enchanted river stones.

Upon the Shadow Road. Today, Thaern wanders the shadow roads in hopes of uncovering the plans and ambitions of the Black Prince. Their magical power is bolstered by the River King but also by the rage and sadness the young bard keeps prisoner in their heart. Ulorian knows that the spy works to further their own goals as much as his own, but this is of no concern to the king who is more than happy to receive Thaern's reports from Corremel.

Current Goal

Thaern seeks to gather information about the Black Prince and ultimately learn why Somorin was slain. The young bard trades in information and has the means to hire and negotiate with adventurers to work against the Black Prince.

Roleplaying Tips

Courtly. Thaern's speech is elevated, and they rarely curse. Despite their manner of speaking, Thaern is not shocked or offended by coarse and crude talk.

Conflicted. Thaern struggles to maintain their mood. Their past in the Court of the Imperatrix is at odds with the burning



hatred and sadness they hold in their heart. These darker emotions rise unexpectedly, making Thaern an inconstant companion.

Spirited. Thaern is far from a mourning shade. They are quite lively and charming in most interactions. A wry smile or sarcastic remark is no stranger to the bard.

Plot Hooks (Midgard)

Here are some ways to incorporate Thaern into your campaign:

- The party becomes lost while traveling one of the shadow roads. Thaern appears and offers to guide them to their destination but only if they agree to carry one of the magical river stones for several days. During this time, the party are attacked by shadow fey who see an opportunity to destroy one of the River King's scrying stones.
- Thaern seeks out the party based on reputation and offers them coin to expunge shadow fey from a crumbled tower on a shadow road to Nuria. Confronted, the shadow fey make a counteroffer for the party to take Thaern prisoner. In truth, a vril artifact lies in the ruined dungeon beneath the tower, and both Thaern and the agents of the Black Prince are looking to obtain it.

Adapting for Other Settings

Rather than the River King, Thaern is a mercenary spy available for hire to the highest bidder. They might work as an entertainer to cover their missions. Thaern's revenge-fueled motives make them unpredictable, possibly even working as a double agent.

THAERN

Thaern wears a voluminous black traveler's cloak lined with soft fur and trimmed in slate silk. The bard's rusty-brown hair is

long and tied back with a leather thong. Their features are sharp, leaning heavily toward their elven heritage. Thaern's frame is slight, and their hazel eyes absorb the light in an unsettling manner.

Deceitful. Thaern is a trained liar. From their childhood navigating the social complexities of imperial courts to their current occupation as a spy, the bard knows how to manipulate others through deception and guile.

Rising Power. Thaern's arcane power has been increased through the magic of Ulorian and their knowledge of ancient elven songs. Thaern's magic has not yet reached its peak, and the young bard is always looking for opportunities to test their limits.

Master of the Shadow Roads. Thaern spends most of their time spying on the officials of Corremel. They know the secrets of the roads and are an excellent guide for those attempting to cross them. Rather than coin, Thaern trades information for safe passage on the shadow roads—whatever the bard knows, Ulorian knows as well.

THAERN

Medium human (elfmarked), neutral

Armor Class 15 (chain shirt)

Hit Points 56 (7d8)

Speed 30 ft.

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

Skills Deception +5, Performance +5

Senses darkvision 60 ft., passive Perception 11

Languages Common, Dwarvish, Elvish, Goblin, Halfling

Challenge 2

Grace of the River King (1/Day). As a bonus action, Thaern evokes the magic of the River King. For 1 hour, Thaern gains advantage on Dexterity saving throws. While this ability is active, Thaern does not take damage when falling from a height of thirty feet or less.

River Stones of Ulorian. Thaern is attuned to the River Stones of Ulorian and may use their abilities.

Spellcasting. Thaern is a 4th-level spellcaster. Their spellcasting ability is Charisma (spell save 13, +5 to hit with spell attacks). They know the following spells:

Cantrips (at will): *minor illusion, vicious mockery*

1st level (4 slots): *disguise self, guest of honor*, heroism, sleep*

2nd level (3 slots): *enhance ability, invisibility, maddening whispers***

(*see *Deep Magic: High Elven Magic*; **see *Deep Magic: Void Magic*)

ACTIONS

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

Shadow Blind (3/Day). Thaern uses their action to create a band of magical darkness around the head (or heads) of one target creature they can see. That creature must succeed on a DC 13 Dexterity saving throw or be blinded for 1d4 rounds. After using this ability, Thaern may teleport to any unoccupied space within 15 ft.

SONGS OF THE SUMMERLAND

Thaern knows the season songs of the elves and plays them for the right price and audience. The bard rarely sings a song twice for the same creature.

Spring. This song starts quiet and slow—a new bud forming on a branch—but soon rises in pitch and tempo to celebrate nature’s renewal. Willing listeners are cured of any diseases and have all levels of exhaustion removed.

Summer. The summer song is an anthem to the glory of the elves and their realm. Thaern’s voice is stretched to its maximum in this polyphonic chorus of sheer joy. Willing listeners gain inspiration and temporary hit points equal to twice their proficiency bonus.

Fall. A contemplative song that stays in the low range, fading to a whisper in some

verses. Thaern’s voice is steady and strong, finishing with a lyrical tour of the Arbonesse before the great retreat. Willing listeners find their minds calm, granting them one usage of *Legendary Resistance*. After 24 hours, this ability fades whether used or not.

Winter. A peaceful lullaby that induces rest and relaxation. Thaern’s voice soothes like a gentle wind through the evergreens. Willing listeners gain the benefits of a long rest, restoring all Hit Dice instead of the normal half.

RIVER STONES OF ULORIAN

*Wondrous Item, very rare
(requires attunement)*

This magical silk pouch contains three river stones taken from the floor of the River King’s court. The stones are opalescent, worn smooth by the silt and sand carried in the current of the river.

While attuned to this magical item, its bearer may use a bonus action to activate one of the following effects:

- A cloud of magical leaves erupts from the ground under one target creature you can see. The creature must succeed a DC 13 Dexterity saving throw, taking 7 (2d6) slashing damage on a failed save or half as much on a successful one. This ability cannot be used again until you complete a long rest.
- Mist forms around you until the end of your next turn. While the mist is present, attacks against you gain disadvantage. This ability cannot be used again until you complete a long rest.
- A swift-flowing current of water appears at your feet. Your speed is doubled until the end of your next turn. While affected by this ability, you provoke no attacks of opportunity. This ability cannot be used again until you complete a long rest.

ZORANYA VELL

Sorcerous Mercenary Brawler

by Mike Welham

Zoranya Vell at a Glance

Zoranya Vell is a Septime mercenary who, while gifted with sorcerous power, relishes hand-to-hand combat. In that pursuit, she taught herself how to use her gifts to augment her battle prowess.

Background

Rough and Tumble Childhood. Zoranya is the fifth child of merchant parents who lived solely in the port city of Maragia. Smaller than other children her age, she quickly learned the value of training to defend herself from larger children, including her own elder siblings. She also realized there was no such thing as a fair fight, and any advantage she could gain was worth it to score a win. Though she never used her savvy in fights to bully other children, she made sure someone who started a fight with her had reason to reconsider such action in the future.

Lessons about Might. Zoranya's parents spent most of their time with their business, so they never kept tabs on their daughter. Otherwise, they would have tried to steer her away from her confrontational nature. Zoranya developed the view that her parents' gentle demeanor gave others an

opening to take advantage of them. Giving proof to her opinion, Valeran soldiers and sailors often took supplies from her parents' store without paying or severely underpaying, excusing it with the claim of wartime necessity. She decided to take matters into her own hands after one of these shakedowns and robbed the soldiers of the ill-gotten goods as well as the soldiers' wealth out of spite. Zoranya's pride about taking a stand was short-lived however as the soldiers had identified her and returned to destroy her parent's shop.

Burgeoning Sorcerer. Though her parents were able to restore their livelihood, Zoranya fled Maragia partially out of shame but mostly to avoid further retribution against her or her family. Furthermore, she figured she would fix the damage she unwittingly caused by earning money in one of the Seven Cities' mercenary companies. After bouncing from company to company, looking for a competent group with whom she could stake her future, she found Savoc's Marauders, led by self-styled Savoc the Quick. To ensure acceptance into the Marauders, she had to hold her own against the strongest member of the group. Zoranya's initial overconfidence changed to frustration as her opponent kept knocking her to the ground and gloating



afterward. Intending to knock the man down at a moment when he was playing to the rest of the group and ignoring her, she gasped when flames spread out from her outstretched hands, badly burning her opponent. Savoc, impressed with Zoranya's physical and magical skill and despite her injuring one of his company, invited her to join the group.

Growing Dissension. Zoranya's first year with Savoc's Marauders proved fruitful, allowing her to send gold to her parents.

Though she reconciled with her parents and felt safe returning to Maragia, mercenary life suited her, so she remained with Savoc's company. However, the group's leader recently took several job endangering civilians over Zoranya's objections. She has spoken to some of her compatriots who agree with her assessment on the callousness of targeting noncombatants. Rather than leave to find a new group, she hopes to convince Savoc to change his attitude or to usurp him.

Current Goal

Zoranya's immediate goal is to eliminate Savoc and install herself as the mercenaries' leader. She also works to hone her ability to blend close combat with her magical power.

Roleplaying Tips

Sense of Honor. Zoranya is ruthless in combat and takes every advantage she can to win a fight. However, this only applies to opponents able to fight back. She rarely attacks those who seemingly can't defend themselves and often breaks from combat when her foes are obviously unable to continue the fight. She is keenly aware of the impact of her actions on innocent parties and tries to minimize it when possible.

Obsessive Follow-Through. Experience has taught Zoranya not to leave loose ends in a job. While she won't wantonly kill those who might retaliate against or report her, she takes measures to ensure she will be long gone before any retribution can strike.

Secretive. Zoranya never speaks about her past or divulges familial or romantic entanglements. She welcomes revenge against her but refuses to drag lovers and family into feuds she initiates.

Plot Hooks (Midgard)

Here are some ways to incorporate Zoranya into your campaign:

- Zoranya has been recruiting additional combatants for an assault on a dragonborn column at the Rumelan border. She sizes up the party's capabilities by ambushing them and then relenting if they prove powerful enough or accepting their surrender and a small ransom if they prove unworthy. Depending on her assessment of the party's moral standing, she either directly asks them to kill Savoc or embellishes tales of his cruelty to set wheels in motion.

- Zoranya accepted a side gig to assassinate a minor Capleon noble at the Baron's Trade Fair. The party might be hired to help Zoranya with the job or to prevent her from carrying it out.

Adapting for Other Settings

Zoranya is a mercenary with an odd code of honor and can serve that role without the political involvement associated with the Seven Cities. She could operate as a free agent or as part of a mercenary team, either leading it or aspiring to assume leadership.

ZORANYA VELL

Zoranya, a woman with a deep tan complexion and shorn hair, wears leather armor, which protects her torso but leaves her muscular arms free. She has weapons strapped to her back and wears hand wraps, indicating that she is an accomplished hand-to-hand combatant.

Banterer. Zoranya enjoys fighting and makes it known to her opponents as she gives a lively rundown of combat. She is quick to taunt her foes when they make mistakes, but she also demonstrates approval for well-executed attacks.

Melee First. Scrapping in the streets most of her young adult life led Zoranya to prefer her fists and weapons over magic. This, combined with her strange code of honor, causes her to eschew magic altogether in situations where she believes physical might alone is enough to win.

Self-Preserving. Zoranya fights with gusto, but she knows when she is overmatched. When attempting to escape, she uses defensive magic at her disposal or resorts to threats with powerful spells to persuade her foes to allow her to retreat. If she has allies, she feels remorse for abandoning them but tempers that with the delusion that they should know better to stay in an unwinnable fight.

ZORANYA VELL

Medium humanoid (human), lawful evil

Armor Class 13 (leather armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	10 (+0)	11 (+0)	17 (+3)

Skills Acrobatics +4, Athletics +4, Intimidation +5

Senses passive Perception 10

Languages Common, Dwarvish

Challenge 3 (700 XP)

Concentrate Area Spell. Zoranya can transform a spell with an area effect into one that targets a single creature. When she casts the spell, she makes a melee spell attack against the creature within her reach. On a hit, the target is affected by the spell and receives no saving throw.

Imbue Unarmed Strike. As a bonus action, Zoranya can empower her unarmed attacks with spell power. She can choose a cantrip, which adds 2d4 damage (her choice of either psychic damage or the damage type inflicted by the spell) to her unarmed attacks until the end of her turn. She can instead expend one of her spell slots, which adds 1d6 damage plus 1d6 damage per spell level (damage type chosen as above) to her unarmed attacks for a number of rounds equal to the spell level.

Spellcasting. Zoranya is a 5th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She knows the following spells:

Cantrips (at will): *acid splash*, *poison spray*, *shocking grasp*, GM's choice

1st level (4 slots): *burning hands*, *color spray*, *witch bolt*, GM's choice

2nd level (3 slots): *shatter*, GM's choice

3rd level (2 slots): *lightning bolt*

ACTIONS

Multiattack. Zoranya makes two attacks: two fist attacks or a fist attack and a melee weapon attack.

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

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

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

ELEMENTAL WRAPS

Wondrous item, rare (requires attunement)

You have resistance to your choice of acid, cold, fire, lightning, or thunder damage while wearing these hand wraps.

The wraps have 10 charges. While wearing them, you can use a bonus action to expend 1 or more of its charges to add 1d6 damage per charge to your unarmed attacks until the beginning of your next turn. The damage type is the same you choose for your resistance.

You can change your choice of the wraps' damage type after a short or long rest.

The wraps regain 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the wraps unravel and fall to the ground, which destroys the wraps.

CLOSE COMBAT CASTER (FEAT)

Prerequisite. Intelligence or Charisma 13 or higher

You have learned to focus your spells, so you can target creatures within reach. When you cast a spell that normally has an area of effect, you can instead make a melee spell attack against a target within your reach. On a hit, the target is affected by the spell and receives no saving throw.

Additionally, you no longer have disadvantage on a ranged spell attack roll if you are within 5 feet of a hostile creature that can see you and isn't incapacitated.



YANA HARR

Builder of Bridges

by Jon Sawatsky

Yana at a Glance

Yana is an ambitious and bright-hearted young bookbinder who is slowly being corrupted by an evil tome entitled *The Bridges of Sot'Holon*.

Background

Skilled Bookbinder. Yana spent her childhood learning the craft of bookbinding in Bemmea. By the time she was eleven, her skills rivaled that of her instructors who were at once impressed and jealous of her. She was given the opportunity to bind a new spellbook for an academy wizard who was struck by the girl's attention to detail. Within a few days, she was taken on by the wizard as an apprentice.

Dedicated Student. Though her arrival to the formal study of magic came late (she was twelve), Yana quickly caught up to and surpassed the other apprentices. Her concentration exceeded that of her peers, and she rarely left the crooked halls and cramped rooms of her academy. Yana's dedication to her studies eventually caught the attention of the Sons of Vael Turog who lured her away from her middling master to join them in the Librarium Caelmarath.

Bright-Hearted. For six years, her membership in the Sons of Vael Turog provided Yana the challenges she needed. While some of her peers were attracted to the power of the plagues conjured by the Caelmarathian mages, Yana found herself repulsed by them. It was through her study of plagues that Yana learned what was important to her: hope.

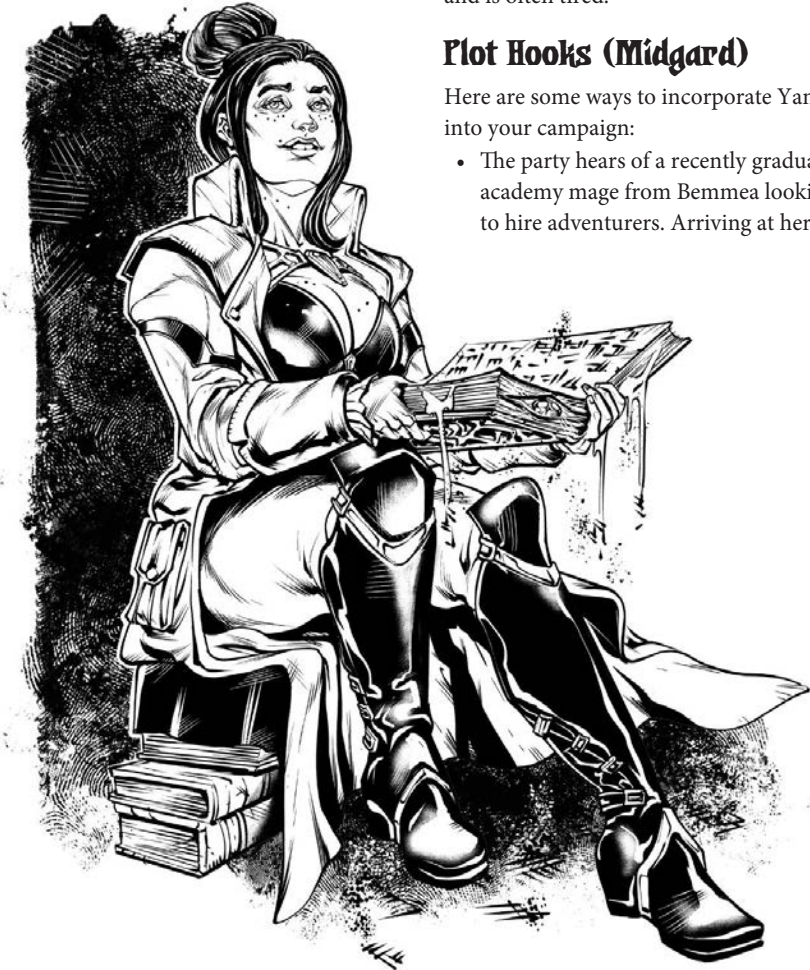
Chosen. In what would be her final year of study in the Librarium Caelmarath, an innocuous historical tome presented itself in a moldering pile of water-damaged manuscripts. Yana found it by chance as she walked by. Its pale-yellow cover, stained by water and time, displayed its title in faded golden script: *The Bridges of Sot'Holon*. The book detailed the construction of bridges in the ancient Caelmarathian cities. Detailed engineering drawings were annotated and accompanied by design notes and brief narratives of how successful the builds were. Despite its mundane subject, Yana found herself enthralled by the book—whose pages entered the young mage's dreams.

Wandering Sage. Yana abandoned her formal training and her studies at the Librarium Caelmarath shortly after discovering *The Bridges of Sot'Holon*. Her dreams led her to the Mage Road and into

the old places of magical power nearby. In her dreams, Yana unlocks great protective magic through the study of the tome and in the collection of magical artifacts. She is currently traveling the Mage Road in hopes of financing her first attempt at building one of the bridges detailed in the book.

Current Goal

Yana wants to acquire the funds and means to build the first bridge detailed in *The Bridges of Sot'Holon*. After gathering what she needs for the project, she must find a proper site for the bridge to be built.



Roleplaying Tips

Genuine. Yana rarely lies or misleads others. She is true to her word and is sincere in her desire to protect Allain. She genuinely believes building the bridges detailed in the book will bring hope to the world.

Awkward. Yana spent most of her teen years in seclusion in the Librarium Caelmarath. She lacks subtlety in her conversations and is easily flustered by situations requiring social skills.

Haunted. The dream incursions are having a cumulative effect on Yana. She stares into empty spaces, becomes distracted easily, and is often tired.

Plot Hooks (Midgard)

Here are some ways to incorporate Yana into your campaign:

- The party hears of a recently graduated academy mage from Bemmea looking to hire adventurers. Arriving at her

camp near some Caelmarathian ruins, they meet Yana who offers them coin in exchange for exploring and making safe the old keep. Her dream visions have led her to this site, where she hopes to acquire a magical chunk of granite to serve as the foundation stone for the first bridge.

- While exploring ruins near Bemmea, the party discovers an injured Yana in some remote corner. She offers the party a magical item to help her escape the place. After the rescue, Yana invites the party to witness the completion of the first bridge along the Mage Road—an act they have unknowingly facilitated in aiding the mage.

Adapting for Other Settings

Rather than protecting her homeland, Yana is driven to build the bridges in hopes of increasing her own arcane power. Spurred on by the evil artifact she carries, the young wizard unknowingly moves the world toward danger as the portals formed by the bridges allow all manner of creatures to cross over. Under the cover of rebuilding ruins for the use of a noble lord, Yana works to enact the will of the book.

The Bridges of Sot'Holon is an evil artifact created by a mad mage of fallen Caelmarath. On the surface, its pages appear to contain information on the building of stone and wood bridges; in truth, the book details diabolical rituals to bridge the mortal world with countless other dimensions. The book is sentient and communicates with its bearer via dreams. The book wants to be used and attempts to influence its bearer to do so; only a powerful arcane master can unlock the secret rituals contained within.

YANA HARR

Yana wears worn traveler's clothes and a faded blue Bemmean cowl and robe. She carries a quarterstaff topped with a small cluster of sapphires. She is of average build with curly brown hair cut close to the scalp.

Driven. Yana's natural ambition is amplified by the evil tome she carries with her. While she does not currently engage in outright evil acts, the influence of *The Bridges of Sot'Holon* may lead her to take extreme actions to ensure the bridges are built.

Hopeful. At her core, Yana is a kind-hearted and hopeful person. She genuinely wants to protect the people of Allain and believes that studying *The Bridges of Sot'Holon* and manifesting them in the world furthers that aim.

YANA HARR

Medium human (humanoid), neutral good

Armor Class 12 (15 with *mage armor*)

Hit Points 64 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Int +7

Skills Arcana +7, History +7, Perception +4

Senses passive Perception 11

Languages Common, Gnomish, Halfling

Challenge 5

Bemmean Excellence. Whenever Yana rolls a 1 or 2 when making a spell attack, she may reroll that attack. She must use the second result.

Chosen of Sot'Holon (1/Day). Any attack, spell, or effect that reduces Yana to 0 hit points or less instead reduces her hit points to 1.

Spellcasting. Yana is an 8th-level spellcaster. Her spellcasting ability is Intelligence (spell save 15, +7 to hit with spell attacks). She has the following spells prepared:

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

1st level (4 slots): *cloak of shadow**, *guiding star**, *mage armor*, *magic missile*

2nd level (3 slots): *bad timing***, *misty step*
3rd level (3 slots): *counterspell*, *Sot'Holon's formula* (see below), *wind wall*
4th level (2 slots): *confusion*, *polymorph*
(*see *Deep Magic: Illumination Magic*; **see *Deep Magic: Chaos Magic*)

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d8 – 1) bludgeoning damage.

Curse of Sot'Holon's (1/Day). Yana chooses one creature she can see and fills its mind with the designs and formulas of Sot'Holon. That creature must succeed a DC 15 Wisdom saving throw or be stunned until the end of their next turn. Additionally, creatures who fail this saving throw have disadvantage on attack rolls made against Yana for 1 minute.

READING THE BRIDGES OF SOT'HOLON

Choose from the table below or roll randomly to determine what happens when a PC tries to read *The Bridges of Sot'Holon*.

READING THE BRIDGES OF SOT'HOLON

- 1 The PC is overwhelmed by a sense of joy and knowledge that lasts for a day.
- 2 The PC is certain they are on the verge of a major breakthrough of some kind for 1 hour.
- 3 During their next long rest, the PC has a vivid dream of crossing a bridge of light.
- 4 The PC spends their next short rest drawing perfect arcs and spheres in the dirt or any nearby markable surface.
- 5 For 1 hour, the PC speaks with a heavy Caelmarathian accent.
- 6 The PC gains the ability to cast *mending* for 24 hours.

CROSSING A BRIDGE OF SOT'HOLON

- 1 Upon reaching the other side of the bridge, the party is sped along a shadow road to a random location in Midgard.
- 2 At the midway point of the bridge, the party is attacked by a hard encounter of devils. If they defeat them, they may pass into the hells, arriving in a random location.
- 3 Upon reaching the other side of the bridge, the party travels back in time to the beginning of the Great Mage Wars; turning around, the bridge is nowhere to be found.
- 4 Shortly after stepping onto the bridge, a portal to the slumbering Anax Apogeion (see *Midgard Worldbook*) opens on the other side.

CROSSING A BRIDGE OF SOT'HOLON

Choose from the table below or roll randomly to determine what happens if the party (or a PC) crosses a completed bridge of Sot'Holon.

SOT'HOLON'S FORMULA

3rd-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a copy of *The Bridges of Sot'Holon*)

Duration: Concentration, up to 1 minute

Drawing on the knowledge contained within *The Bridges of Sot'Holon*, you magically increase your powers of reasoning and deduction. You gain advantage on any Intelligence (Investigation) ability check for the duration of the spell. While concentrating on this spell, your spell attacks deal 7 (2d6) additional force damage.

GALVANIX

Heart of the Storm

by Mike Welham

Galvanix at a Glance

Galvanix is a paper drake dragon mage, specializing in lightning magic, who uses herself as a spellbook. She serves as a war leader for the Mharoti Empire, excelling in skirmishes and other battles requiring quick, decisive action.

Background

Humble Origins. Galvanix's parents served as scribes in Harkesh, and the young paper drake's intense curiosity allowed her to pick up her parents' trade quickly. She often assisted them in smaller tasks. Her parents assumed she would follow in their chosen profession and surpass them but worried about her desire to understand the reasoning behind the writs and orders being scribed. She also sought to expand her knowledge, focusing on spells and arcane secrets.

Bullied by Crimson Drakes. Galvanix's insatiable hunger for learning might not have been enough to change her life's trajectory. However, her treatment by other drakes ultimately drove her down a different path. Her primary tormenters were crimson drakes convinced of their

superiority to the studious paper drake. The bullying drakes habitually intercepted Galvanix as she returned from a nearby library with tomes for her studies. They threatened to burn the books and place the blame on the paper drake, and they often singed her wings with their fire breath. As her ability to wield magic grew, she decided to take a stand. She lost her temper when one of the drakes made good on his threat to destroy a book she carried, and the image of the turisaz rune burned brightly in her mind before she unleashed a fatal bolt of lightning on the bully.

Pilgrimage to the Northlands. Seeing the turisaz rune in her mind's eye and realizing the power it held, at least for her, Galvanix yearned to understand more about the rune and how she could control its power. Ostracism for killing one of her tormenters provided the impetus to leave Harkesh and travel to the Northlands where she hoped to study under practitioners of rune magic. Her search led her to Thunder Mountain where, after overcoming initial suspicion about her presence, she studied and grew in knowledge and power. She discovered an aptitude for combat and aided the residents in repelling and destroying giants.

Rising in the Ranks. After a decade in Thunder Mountain, Galvanix longed for a return to the Dragon Empire. Her combat prowess and magical might gave her confidence to return to the empire and assume a role as a soldier. Her analytical mind gave her insight into tactics that made her stand out among the rank-and-file soldiers. She proved adept at leading small groups in raids where a massive army would prove useless, culminating in the destruction of a cell of Rumelan dissenters. She currently leads a squadron of blitzkrieg units.

Current Goal

Galvanix feels constant pressure to prove the worth of her smaller army units, often at odds with dragons who believe an overwhelming force always wins battles. When she can, she continues her research into lightning-based spells and relics.

Roleplaying Tips

Inquisitive. Galvanix hungers for knowledge, especially regarding magic and magical techniques. She often shares information and her own spells with creatures she should consider beneath her station, assuming the creatures possess wisdom previously unknown to her.

Pyrophobic. Though Galvanix is not any more vulnerable to fire than most dragons, she fears it. She never casts a spell that deals fire damage and bristles with anger when she sees others using fiery magic. When readying for battle, she ensures she has protection from that element.

Mercurial. A pleasant exchange of information can turn in an instant if someone conversing with Galvanix brings up her childhood, questions her intellect, or broaches a topic from a seemingly random array. The drake crackles dangerously with lightning, threatening to unleash it upon

the offender if they are not quick enough to apologize. If placated, she returns to a previous conversational thread as if nothing had happened.

Plot Hooks (Midgard)

Here are some ways to incorporate Galvanix into your campaign:

- The party discovers a minor artifact that harnesses the power of storms, allowing its owner to summon lightning and thunder. Galvanix learns about the party's treasure and seeks to acquire it: first by offering a sizeable sum and then by force if the party refuses her.
- Galvanix has heard rumors of a spell capable of conjuring a powerful lightning storm hidden among ruins in the Southlands. Her increasing duties as one of the empire's war mages prevent her from hunting for the spell. She offers a considerable reward to a group of capable adventurers to uncover the knowledge she seeks.

Adapting for Other Settings

In settings without a consolidated dragon empire, Galvanix has a vendetta against red dragons and other draconic creatures using fire, making her a strange ally against a powerful dragon. She might also be a reclusive hoarder of arcane power, parting with knowledge for equivalently powerful knowledge or dispatching minions to acquire more.

GALVANIX

Galvanix has the sharp edges and translucent skin common to paper drakes, but she has refashioned herself, so the outer edges of her wings look like lightning bolts. Arcane writing replete with turisaz runes cover her skin. Electricity plays along every surface of the drake's body, and her eyes seem to contain miniature thunderstorms.

Living Spellbook. Galvanix has several additional folds of paper containing the spells she has studied and picked up in her travels. She can produce additional sheets of paper upon which she scribes new spells she learns or duplicates of spells she knows.

Eager Learner. The drake is aware she must constantly acquire new knowledge to fully achieve mastery of lightning. Though willing to take what she desires by force, she values negotiating for the information she seeks. In rare cases, she trades spell pages from her own papery flesh for new spells.

Ruthless Commander. Galvanix usually has a retinue of lesser dragons under her command. She shows no remorse about sacrificing her underlings for strategic gains or to cover her escape.

GALVANIX

Small dragon, chaotic neutral

Armor Class 13 (16 with *mage armor*)

Hit Points 92 (14d6 + 42)

Speed 40 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	16 (+3)	18 (+4)	12 (+1)	13 (+1)

Skills Arcana +7

Damage Immunities lightning

Condition Immunities paralyzed, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic, Dwarvish, Elvish

Challenge 6 (2,300 XP)

Duplicate Spellbook Pages (1/Day). Galvanix can spend 1 hour to create a duplicate of

the equivalent of one spell from her body. This inflicts 1d4 damage per spell level of the reproduced spell to the drake.

Refold (Recharge 5–6). Galvanix can fold her body into different sizes and shapes. She can adjust her size by one step in either direction but can't be smaller than Tiny or larger than Medium size. Changes in size or shape don't affect her stats.

Shelve. Galvanix can fold herself into a small, almost flat form, perfect for hiding on bookshelves. She can be recognized as something other than a book by someone who handles the ostensible book (doesn't just glance at it on the shelf) and makes a successful DC 11 Intelligence (Nature or Investigation) check. She can hop or fly (clumsily, by flapping her pages) 5 feet per turn in this form.

Spellcasting. Galvanix is a 9th-level spellcaster. Her spellcasting ability is Intelligence (spell save 15, +7 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *dancing lights*, *mage hand*, *shocking grasp*, *true strike*, GM's choice

1st level (4 slots): *chromatic orb*, *mage armor*, *thunderwave*, GM's choice

2nd level (3 slots): *blindness/deafness*, *shatter*, GM's choice

3rd level (3 slots): *haste*, *lightning bolt*, GM's choice

4th level (3 slots): *lightning shield* (variant fire shield that inflicts lightning damage), *remove insulation* (see below), GM's choice

5th level (1 slot): *cloudkill*

ACTIONS

Multiattack. Galvanix makes one bite attack, one claw attack, and one tail attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 3 (1d6) lightning damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) slashing damage plus 7 (2d6) lightning damage.

Tail (Recharge 5–6). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) bludgeoning damage plus 7 (2d6) lightning damage, and the target must succeed on a DC 13 Constitution saving throw or be incapacitated for 1 round.



Galvanix as a Spellbook

If Galvanix does not lose more than half her hit points from fire damage, her corpse becomes a viable spellbook. The first time a creature attempts to learn or copy a spell from Galvanix, it is targeted with a 9th-level *remove insulation* spell (DC 15). Additionally, a creature affected by *remove insulation* (whether through the spellbook or another source) takes 4d8 lightning damage each round it is in contact with the book (no saving throw).

REMOVE INSULATION

4th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 8 hours

You target a creature within range, and that creature must succeed on a Fortitude saving throw or become less resistant to lightning damage. A creature with immunity to lightning damage has advantage on this saving throw. On a failure, a creature with immunity to lightning damage instead has resistance to lightning damage for the spell's duration, and a creature with resistance to

Galvanix contains the following spells: blindness/deafness, chain lightning, chromatic orb, cloudkill, dancing lights, haste, lightning bolt, lightning shield, mage armor, mage hand, remove insulation (see below), shatter, shocking grasp, thunderwave, and true strike (along with 6 spells of the GM's choice).

lightning damage loses its resistance for the duration. A creature without resistance to lightning damage that fails its saving throw takes double damage from lightning for the spell's duration.

Remove curse or similar magic ends this spell.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, the duration is 24 hours. If you use a spell slot of 8th level or higher, a creature with immunity to lightning damage no longer has advantage on its saving throw. If you use a spell slot of 9th level or higher, the spell lasts until it is dispelled.



BOLGORO NETWEAVER

Wizard on the Run

by Jon Sawatsky

Bolgoro at a Glance

Bolgoro is a charismatic and unscrupulous dwarf whose impulsive nature has entangled him in the affairs of frost giants and shadowy agents of Boreas.

Background

Born on the Docks. Bolgoro grew up on the docks of Stannasgard. His father, a net maker and general laborer, was slain by Visandred the Horse-Eater in one of the dragon's fiery assaults on the city. The young Bolgoro vowed to avenge his father's death but could not abandon his mother who needed the coin he earned to keep the family fed. Bolgoro learned that his quick wit and outgoing nature could be used to his advantage in these early years.

Fire and Loss. In an attack that would inspire King Shipkeeper himself to take action, the red dragon Visandred descended on the docks of Stannasgard and nearly destroyed the entire district. Bolgoro was badly burned in the attack, but his mother and brother both lost their lives. The dwarf now contended with the reality that Visandred had slain his entire family.

Driven to Train. Bolgoro joined the Stannasgard army shortly after the tragic events. He learned to fight with axe, sword, and shield. He spent his nights under the tutelage of a dwarven practitioner of ring magic who lived near the sea. The affable dwarf's anger was properly channeled by his training, and his hatred for dragons became the foundation of his success in the martial and arcane arts.

Revenge Denied. Before his training allowed him to hunt the dragon that slew his family, King Shipkeeper declared the monster dead. Upon hearing the news, Bolgoro was struck with a crippling melancholy. For a year, the dwarf stopped his training and his studies—helping weave nets at the newly built docks instead. Bolgoro drank and fought—throwing fists at bar patrons and his ghosts alike. Bolgoro abandoned Stannasgard and went North.

Bolgoro's Return. For eleven years, the dwarf wandered the Northlands. This period remains unrecorded, though remote communities along the Bleak Wastes report a dwarf matching his description serving as both hero and mercenary in the region. Then Bolgoro suddenly returned to Stannasgard bearing a staff twice his

height—a ring staff, though not of dwarven origins. The dwarf told a dubious tale of discovering frost giants who had stolen the secrets of ring magic and, with prayers to Boreas, forged rings of their own. Bolgoro claimed to have stolen the staff from a powerful frost giant before fleeing. As quickly as he returned, Bolgoro disappeared again—heading south at great speed.

Hunted. Today, Bolgoro travels through Midgard, never staying in one place for more than a week. He wields the frost giant staff in hopes of unlocking its powers and secrets. All the while, the cold reach of Boreas pursues him in the form of frost wraiths who seek to return the staff to the giants of the Northlands.

Current Goal

Bolgoro has not yet unlocked the true powers of the frost giant's staff. His goal is singular: wield the staff to understand it, thereby increasing his own power and ability to fight the evils of the world.

Roleplaying Tips

Crass. Bolgoro left what manners he had in the Bleak Wastes. He is direct, uncouth, and entirely without pretense. He openly mocks those who speak eloquently.

Melancholic. The dwarf goes through prolonged periods of depression and melancholy. During this time, he is listless, combative, and unreliable.

Bold. Bolgoro has faith in his abilities and is often found leading expeditions into dangerous places or battling against enemies others might flee from.

Plot Hooks (Midgard)

Here are some ways to incorporate Bolgoro into your campaign:

- The party stumbles onto a battle between Bolgoro and the frost wraiths of Boreas while traveling through the wilderness. Pleading for aid, the dwarf presents an opportunity for the PCs to anger Boreas themselves by slaying the wraiths. Bolgoro explains the wraiths will keep coming and offers the party a magic ring for escort to points farther South.
- The party learn Bolgoro's tale while staying in Stannasgard and are approached by the ring mage who once trained the dwarf. Aglirond the Salted offers the party a powerful magical item to track down Bolgoro and give him a simple silver band. Over several weeks, the party tracks the dwarf until they find him in Zobeck, quarreling with guards outside a tavern. Giving him the band, the dwarf's spirits are raised, and he asks them to escort him back to Stannasgard to mount an expedition to slay the returned dragon, Visandred.

Adapting for Other Settings

With the exception of his training in ring magic, Bolgoro is easily worked into most campaign settings. He might act as the catalyst for adventure, offering the party treasure to assist him in slaying some great beast or exploring dangerous ruins. Replace the ring magic with any similar crafting-based magic.

Rather than being pursued by the undead agents of Boreas, Bolgoro is instead wanted for crimes committed in the throes of a melancholic episode. The party are hired as bounty hunters to bring the dwarf to justice.

BOLGORO NETWEAVER

Bolgoro wears patched chain mail armor and a thick, fur-lined cloak made from grey cloth. On his back is a massive iron staff with three silver rings at its head. The bottom of staff is adorned with a sharpened white dragon tooth.

Wanderer. Bolgoro's pursuers keep him on the move. He stays ahead of them by taking strange and unpredictable routes from one place to another. Bolgoro is as likely to be encountered in the depths of some ruin as he is in the streets of populated centers.

Alone. The dwarf travels alone most of the time. This makes it easier to escape the frost wraiths should they find him. Occasionally he attaches himself to a caravan or expedition if it suits his purpose.

BOLGORO NETWEAVER

Medium dwarf (humanoid), neutral good

Armor Class 15 (chain mail; 17 when wielding the *Bastard Staff of Ulvirist*)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

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

Saving Throws Con +5, Int +7

Skills Athletics +6, Arcana +7

Senses darkvision 60 ft. passive Perception 10



Languages Common, Dwarvish, Halfling
Challenge 8

Bearer of the Bastard Staff of Ulvirist. Bolgoro is attuned to the *Bastard Staff of Ulvirist* (see below). He may use its abilities freely. Bonuses from the staff are included in this stat block.

Champion of the Northlands. Bolgoro's weapon attacks score a critical hit on a roll of 19 or 20.

Ring of Regeneration. Bolgoro is a practitioner of ring magic and is attuned to a *ring of regeneration* which heals him for 1d6 hit points every 10 minutes.

Spellcasting. Bolgoro is a 7th-level spellcaster. His spellcasting ability is Intelligence (spell save 16, +8 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *hoarfrost** (2d4 cold damage), *ray of frost* (2d8 cold damage), *shocking grasp*, *true strike*

1st level (4 slots): *disguise self*, *expeditious retreat*, *ringstrike**, *shield*

2nd level (3 slots): *darkness*, *locate object*, *spider climb*

3rd level (3 slots): *fear*, *haste*, *tongues*

4th level (1 slot): *spinning axes**

(*see *Deep Magic: Ring Magic*)

ACTIONS

Multiattack. Bolgoro makes two attacks with the Bastard Staff of Ulvirist.

Bastard Staff of Ulvirist. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Overhead Smash. Bolgoro raises the massive staff over his head and brings it down with force. Bolgoro makes one *Bastard Staff of Ulvirist* attack with advantage. If the attack hits, the creature must succeed a DC 16 Constitution saving throw or be stunned until the end of their next turn.

THE BASTARD STAFF OF ULVIRIST

Weapon (quarterstaff), very rare (requires attunement, must be able to cast 1st-level wizard spells to attune)

One end of this heavy iron staff is pierced by three silver rings the size of dinner plates; the rings move freely and make an audible

chiming noise as the bearer moves. The other end of the staff is tipped with the fang of an ancient white dragon, held in place by thick cords of sinew. The staff is nearly twice the length of a normal quarterstaff, and its bearer must have a Strength score of at least 14 to make weapon attacks with it, though they can attune to it even if they do not meet this requirement.

The staff belongs to a frost giant named Ulvirist who extracted the secrets of dwarven ring magic from a captive dwarf. The wizard died in the process but not before the giant learned to imbue three large silver rings with the power of the Bleak Wastes. The staff was stolen by a dwarven hero from Stannasgard with whom it remains. Ulvirist implored the frost giant priest of Boreas to help return his staff, and so were the agents of the cold god sent to retrieve it.

While attuned to this staff, you gain a +1 to ranged spell attack rolls, +1 to melee weapon attack and damage rolls made with the staff, and the DC to save against your spells increases by one. Melee weapon attacks made with the staff are considered magical and have a reach of 10 ft. Additionally, you gain access to the following spells, which you can prepare as though transcribed into your spellbook. You lose knowledge of these spells if you become unattuned to the staff, and you may not copy them into your spellbook: *hoarfrost*, *ringstrike*, and *spinning axes*.

Sunder the Glacier. Your ringstrike spell's damage dice increase to 1d12.

FROST WRAITH OF BOREAS TEMPLATE

The frost wraiths of Boreas are wraiths with the following modifications:

- 14 AC
- 82 (11d8 + 33) hit points
- Immunity to cold damage
- Life Drain attacks do an additional 7 (2d6) cold damage
- Challenge rating 6
- Can cast *locate creature* (1/day)

REGAR NERYAN

Arcane Knight, Unknowing Fey Agent

by Mike Welham

Regar Neryan at a Glance

Regar is a centaur whose magical awakening along the shadow roads drove him to become an arcane knight, complete with a lance he uses as a magical implement. He serves as a Runkelstad war mage.

Background

Rothenian Born. Regar is the eldest son of the chieftain of the nomadic Gathering Storm Clan. The centaur clan has a reputation for banditry, but it is not as bloodthirsty as other clans. Even as a youngster, Regar felt pangs of guilt when he had to dispatch a stubborn foe and relief when his clanmates allowed innocents to escape. He felt pressure to harden himself to the fate of their marks and enemies, especially since he would assume leadership of the clan when his father died.

Shadow Road Journey. During a battle with shadow fey with which the Gathering Storm Clan had initiated combat to gain their wealth and magic, one of the shadow fey opened a portal to a shadow road through which her compatriots could escape. Regar, leading the charge at the time, was steps ahead of his clanmates and entered the shadow road alone in pursuit. The shadow fey could have slain the solitary centaur. However, they decided to stage an

elaborate prank on Regar with the end goal of throwing his clan into disarray. Regar stumbled through a hedge maze, reaching the center after two days of searching. There he witnessed an elaborate yet realistic illusion detailing an ancient fey creating the first centaurs by fusing humans and horses together. The centaur, awestruck by this revelation, pledged loyalty to this unknowable being, incidentally forming a pact with it and setting Regar down the warlock's path. The delight of the shadow fey with the potential chaos caused by Regar quickly shifted to surprise when, as the centaur returned to the Rothenian Plains, he spontaneously declared he would protect the weak and uphold virtue as a sign of his fealty. He further declared he would not divulge the "secret" of the centaurs' creation.

Newly Minted Knight. The excursion took several days for Regar, but he appeared less than an hour after he left. Regar understood his newfound outlook conflicted with his clan's and reasoned the best course of action would be to leave, never to return. Remembering the centaurs' numerous clashes with Magdar Kingdom knights, the centaur decided to make the kingdom his new home where he could act as a stalwart defender of the innocent. Within eight months of applying for knighthood in the Order of the Undying Sun and despite some

initial skepticism from the senior knight to whom Regar served as squire, he became a war mage, proving equally capable in combat and in spellslinging.

Trusted Mentor. Regar has grown as a knight, his blending of martial and magical might giving him an uncommon perspective within the order. While his squires had misgivings at the outset of their service, they found the centaur a source of wise counsel. When Regar leaves service as a knight, he hopes to settle down in Runkelstad where he can become an instructor at the College of Wands.

Current Goal

Regar is at a crossroads, deciding whether to retire and teach the next generation of knights or to end his career—and perhaps his life—on a glorious crusade against the dragonkind of the Mharoti Empire.

Roleplaying Tips

Honorable. Regar always keeps his promises, sometimes to his detriment. He carefully weighs the outcomes of making a promise before committing to it. The sole exception is during the heat of combat where spontaneity overtakes him. He is quick to give his word on the battlefield, but he ensures he sticks to even the most reckless pledge.

Meditative. Contrasting with his impetuous nature in battle, Regar spends time deliberating on points of conversation, especially when they turn to philosophical matters. Those who mistake his delay in responding as stupidity are surprised when he provides an elegant solution to a problem or provides a welcome bit of advice.

Secret's Burden. Regar's oath to his patron included keeping the knowledge about the centaurs' "origin" to himself. If the subject of centaurs and their place in the world comes up, Regar quickly changes the subject out of fear he might accidentally reveal information he shouldn't.

Plot Hooks (Midgard)

Here are some ways to incorporate Regar into your campaign:

- Word reaches Regar about Clan Rhoet's plan to attack the Gathering Storm clan. He can't take a regiment of knights to stop the attack and instead hopes to find companions to thwart Clan Rhoet. With Regar's father dead as a result of the battle, Regar faces the decision to assume leadership of his former clan or return to service as a knight.
- The Queen of Night and Magic has suffered diminished might as Regar unwittingly advances his patron's plots. She sends shadow fey to ascertain the patron's identity and assassinate the centaur if necessary. The characters have an opportunity to save Regar's life during an assassination attempt.

Adapting for Other Settings

Regar could be a rarer NPC in other settings where centaurs are less common. In such settings or in those without a nation formally centered on knights and a chivalric code, Regar serves as an itinerant wanderer who fights injustice wherever he finds it.



REGAR NERYAN

Regar stands 9 feet tall from hoof to the top of his head. He protects his torso with chain mail, and plate barding covers his lower body, leaving his lower legs and tail exposed. He has short dark hair shot through with streaks of gray, and his tail, fashioned into a neat ponytail, has similar coloration. The tip of the lance he wields crackles with eldritch energy.

Impulsive Action. When combat starts, Regar is eager to join the fray. Intricate plans that include the centaur often go awry as he executes his tasks moments ahead of schedule. Oddly, this has not cost him in battle nor has his recklessness resulted in his allies' deaths or injuries.

Relenting Combatant. Regar takes his oath to protect the innocent seriously and accepts surrender from his foes. He also refuses to attack opponents who can't defend themselves, at least in his estimation.

Spell-Charged Lance. The centaur has no qualms with augmenting his lance with spells he delivers with a touch or as part of an attack. He believes he is justified in using his talents in righteous battle.

REGAR NERYAN

Large monstrosity, lawful good

Armor Class 16 (chain mail)

Hit Points 221 (26d10 + 78)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	10 (+0)	14 (+2)	21 (+5)

Saving Throws Con +7, Wis +6, Cha +8

Skills Athletics +7, Perception +6, Survival +6

Condition Immunities charmed

Senses passive Perception 16

Languages Centaur, Common, Sylvan

Challenge 10 (5,900 XP)

Charge. If Regar moves at least 30 feet straight toward a target and then hits it with a lance attack on the same turn, the target takes an extra 19 (3d12) piercing damage.

Innate Spellcasting. Regar's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). He can innately cast the following spells, requiring only verbal components:

1/day each: *conjure fey, forcecage, glibness*

Pact Weapon Lance. Regar's lance attacks are magical.

Spellcasting. Regar is a 16th-level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). He knows the following spells:

Cantrips (at will): *blade ward, friends, true strike*, GM's choice

5th level (3 slots): *blink, calm emotions, dispel magic, dominate beast, dominate person, faerie fire, greater invisibility, hold monster, phantasmal force, plant growth, seeming, sleep, witch bolt*, GM's choice

ACTIONS

Multiattack. Regar makes two attacks: one with his lance and one with his hooves.

Lance. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 16 (2d12 + 3) piercing.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Imbue Lance (Recharge 4–6). As a bonus action, Regar casts one of his spells, charging his lance with the spell. If he hits a target creature with his lance, the spell also affects the creature. If Regar uses his lance attack just to deliver the spell, he has advantage on the attack roll and deals no damage. The spell fades at the beginning of his next turn.

Pact of the Blade. Regar creates his pact weapon, a lance, in his empty hand. If the lance is more than 5 feet away from Regar for 1 minute or more, the weapon disappears. If he uses this ability while the lance is present, the new lance replaces the existing one.

REACTIONS

Reflect Charm. When a creature attempts to charm Regar, he can turn the charm back on the creature, which must succeed on a DC 17 Wisdom saving throw or be charmed by Regar for 1 minute or until the creature takes damage.

SPELL IMBUEMENT

3rd-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

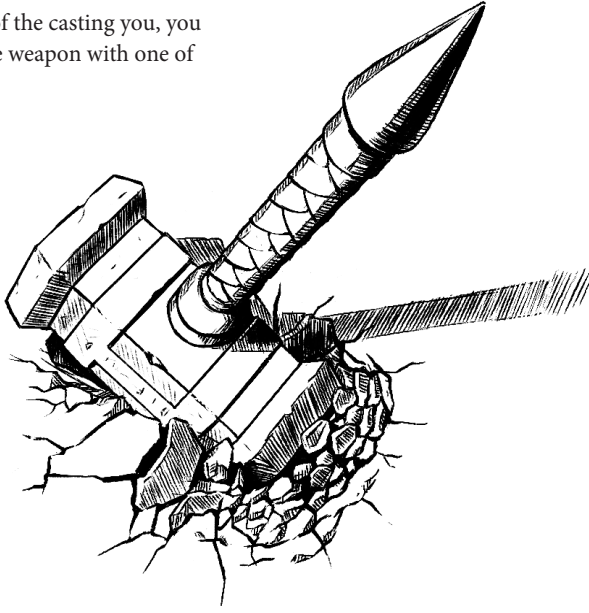
Components: V, S, M (copper wire)

Duration: 8 hours

For the duration of the casting you, you can imbue a melee weapon with one of

your spells that targets a single creature.

A weapon can only hold one spell in this way. The weapon's wielder can use a bonus action to discharge the spell on a successful hit, which ends the spell for that weapon.



SURPRISE STRIKE (ELDRITCH INVOCATION)

Prerequisite: 5th level, Pact of the Blade feature

If your pact weapon is a ranged weapon, you do not have disadvantage on the attack roll if you are within 5 feet of a hostile creature who can see you and isn't incapacitated. If your pact weapon is a melee weapon, you

can throw it (range 10/30). The first time you use this feature with the melee weapon during a particular combat, you have advantage on the attack roll.

RETURN TO ME (ELDRITCH INVOCATION)

Prerequisite: 9th level, Pact of the Blade feature, Surprise Strike feature

When you throw a melee weapon using Surprise Strike, you can use a bonus action to recall the weapon to your hand. You can't

do so again until you complete a short or long rest.

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