

# ANVIL OF TIME

DUNGEONS & DRAGONS 5TH EDITION CONVERSION BY KENTTI

# ANVIL OF TIME

You can find this adventure on page 13 in the *Dungeon Magazine* #86 by Wizards of the Coast.

## BEGINNING THE ADVENTURE

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See pages 13-14 for the following information. There is **Harland**.

### 2. TEMPLE

See page 16 for the following information. A successful DC 15 Intelligence (Investigation) is required to find the secret doors.

To climb to area 24 requires a successful DC 20 Strength (Athletics) check.

### 3. CORRIDOR

See page 16 for the following information. A successful DC 10 Wisdom (Perception) check or a Passive Perception score of 10 or higher is required to hear the draconians.

### 5. WEST GUARD ROOM

See page 17 for the following information. A successful DC 15 Intelligence (Arcana) check is required to realize that the scraps of cloth were once black wizards's robes.

### 6. CAPTAIN'S POST

See page 17 for the following information. There are four **baaz draconians** in the room. They have disadvantage on all Wisdom (Perception) checks.

### 8. CAPTAIN'S QUARTERS

See page 17 for the following information. There is a **swarm of spiders** in the room.

### 10. HEADMASTER'S CELL

See page 17 for the following information. A successful DC 15 Intelligence (Investigation) check is required to discover the large bone under the bed.

### 11. PRIVY

See page 17 for the following information. A successful DC 15 Intelligence check is required to note that the undead creatures appear to be fighting over something.

There are four **ghouls** in the room.

### 15. THRONE ROOM

See page 17 for the following information. The room is lightly obscured to all creatures outside of 5 feet.

There are five **baaz draconians**.

### 16. CRYSTAL GLOBE

See pages 17-20 for the following information. The door has hardness 5, AC 15, and 30 hp. To break the door requires a successful DC 20 Strength check.

A successful DC 20 Intelligence (Arcana) check is required to decipher the ancient symbols on the device.

There is **Darmath Goodfellow** in the room.

### 17. CODEX LIBRARY

See page 20 for the following information. A successful DC 15 Intelligence (Investigation) check is required to reveal a singed piece of paper.

### 20. UP-DOWN

See pages 20-21 for the following information. A successful DC 20 Intelligence (Arcana) check is required to understand how Up-down operates.

### 24. APPRENTICE QUARTERS

See page 21 for the following information. To climb down requires a successful DC 20 Strength (Athletics) check. On a failure, the character takes 5 (1d6 + 2) bludgeoning damage.

### 30. TRANSFINITE REPEATER

See pages 21-22 for the following information. A successful DC 25 Intelligence (Arcana) check is required to understand the device.

### 33. WINCH ADJUSTMENT ROOMS

See page 23 for the following information. A successful DC 15 Strength check is required to operate the winches.

### 33F. CREATURE

See page 23 for the following information. There is a **phase spider** in the room.

## THE TIME BRIDGE

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See pages 25-26 for the following information. To understand the elves' antiquated mode of speech requires a successful DC 15 Intelligence check by those who know Elvish.

The three Silvanesti warriors are **scouts** with breastplates instead of leather armors (AC 16).

## AGE OF MIGHT (THIRD AGE)

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See page 26 for the following information.

### 1. ENTRY

See pages 26-27 for the following information. There are five **Solamnic knights of the Crown** in the room.

When the PCs enter the room, have the knights make a DC 15 Wisdom check to assume the PCs are not hostile to them. A successful DC 15 Charisma (Persuasion) or Charisma (Deception) check is required to convince that the PCs are not enemies. This check is made at disadvantage if there is a wizard, sorcerer, or warlock in the party.

### 5. WEST GUARD ROOM

See page 27 for the following information. There are four **apprentices of Fistandantilus** in the room.

### 6. CAPTAIN'S POST

See page 27 for the following information. A successful DC 10 Wisdom (Perception) check or a Passive Perception score of 10 or higher is required to hear the mercenaries plundering area 7.

## 7. BARRACKS

See page 27 for the following information. There are four Ergothian mercenaries who are **guards** with scale mail, shield (AC 17) and equipped with longswords instead of spears.

**Treasure.** There is a *wand of magic missiles*.

## 11. PRIVY

See pages 27-28 for the following information. There is a **Lithebit Winderkin** in the room.

## 13. WARD ROOM

See page 28 for the following information. There is **Merdos Kardan** and three **Solamnic knights of the Crown** in the room.

## 15. THRONE ROOM

See pages 28-29 for the following information. There is **Lord Soth** and two **Solamnic knights of the Crown** in the room.

## 16. CRYSTAL GLOBE

See pages 29-30 for the following information. There is **Fistandantilus' Simulacrum** in the room.

**Trap.** PCs who open either door unleash a terrible blast of fire that explodes in a 10-foot radius from the door. All creatures must make a DC 15 Dexterity saving throw or take 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. All creatures that take damage catch on fire and suffer 3 (1d6) fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

## 19. CHAPEL

See page 30 for the following information. A successful DC 15 Intelligence (Investigation) check reveals a secret compartment.

## 20. UP-DOWN

See page 30 for the following information. There are three **apprentices of Fistandantilus**.

## 21. GUARDIAN STATUE

See pages 30-31 for the following information. There is an **animated armor** in the room that is not equipped with a *wand of shocking grasp*.

**Treasure.** There is no *wand of shocking grasp*.

## 29. GUARDIAN ROOM

See page 31 for the following information. There is Gnodi in the room who is a **ghost**.

## 32. CRYSTAL FOCUS ROOMS

See page 31 for the following information. There is a *spell scroll of Tenser's floating disk* on the floor.

## AGE OF LIGHT

See page 31 for the following information. A successful DC 15 Intelligence (History) check yields the background information.

## 1. ENTRY

See pages 31-32 for the following information. There is Magna, a **young red dragon** in the room.

**Treasure.** The treasure has the following items:

- 1,400 stl and 11,000 sp in loose coinage
- *potion of diminution*
- *spell scroll of grease*, *spell scroll of levitate*, and *spell scroll of unseen servant*
- *goggles of night*
- *flame maul* (works as *flame tongue*)
- four gems: an eye agate (9 gp), tiger eye (12 gp), deep blue spinel (500 gp), and a green Transport Gem

## 2. TEMPLE

See pages 32-33 for the following information. The treasure is an inactive *orb of dragonkind*.

### ORB OF DRAGONKIND

*Wondrous item, legendary*

An *orb of dragonkind* possesses the power to summon evil dragons. Evil dragons who are thus summoned are powerless to resist its call and stay within 150 feet of the device while activated, even when attacked. Creatures attempting to activate this dangerous device, however, must make a successful DC 20 Wisdom saving throw or be *charmed* by the Orb. The *charmed* creature becomes obsessed with the *orb*, protecting it and never allowing others to touch it, attacking them to prevent such use. This *charm* ends only if *dispelled* or someone else seizes control of the globe.

The *orb of dragonkind* found in this adventure has the following additional abilities: *cure wounds* cast at 4th level (3/day), *continual flame* (at will).

## 4. ARMORY

See page 32 for the following information. The treasure has the following items:

- *frost axe*, a battleaxe functioning as *frost brand*.
- *+1 warhammer*
- *+1 longbow*
- three longswords
- four spears
- six shortswords

## 10. HEADMASTER'S CELL

See page 33 for the following information. There is **Lornivan Quistar** in the room.

## 14. KITCHEN

See page 33 for the following information. There are two **minotaurs** in the room.

## 15. THRONE ROOM

See page 33 for the following information. Elisand is a **ghost**.

## 17. CODEX LIBRARY

See pages 33-34 for the following information. There is **Magius** in the room.

**Traps. 01-50:** *Shocking grasp* deals 13 (3d8) lightning damage.

**51-80:** *Conjure Elemental* conjures an **air elemental**.

**81-95:** *Feeblemind*, with save DC 17.

**96-00:** *Disintegrate*, with save DC 17.

**Treasure.** A successful DC 25 Intelligence (Arcana) or Intelligence (History) check is required to read the spines of some of the works.

## 19. CHAPEL

See pages 34-35 for the following information. A successful DC 15 Intelligence (Investigation) check reveals a secret compartment in the back of the altar.

There is **Sithalan Qualeni** in the room and the three Silvanesti elves are **scouts** with breastplates instead of leather armors (AC 16).

## 25. APPRENTICE COMMONS

See pages 35-36 for the following information. There is **Huma** and **Arlis Treval** in the room. Huma has a *lesser footman's dragonlance*.

To know that the lance is a *dragonlance* requires a successful DC 10 Intelligence (History) check.

### LESSER FOOTMAN'S DRAGONLANCE

*Weapon (lance), legendary*

You gain a +1 bonus to attack and damage rolls made with this weapon that glows with an inner light. Upon a hit against a dragon, it deals an extra 3d6 piercing damage.

## 28. WEST LABORATORY

See page 36 for the following information. There are two **minotaurs** in the room.

## CONCLUDING THE ADVENTURE

See pages 36-37 for the following information. To recall the previous settings requires a successful DC 25 Intelligence check.

## APPENDIX: MONSTER/NPC STATISTICS

### APPRENTICE OF FISTANDANTILUS

*Medium humanoid (human), neutral evil*

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 18 (4d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	15 (+2)	13 (+1)	9 (-1)

**Skills** Arcana +4, History +4

**Senses** passive Perception 11

**Languages** Common, Magius

**Challenge** 1/2 (100 XP)

**Spellcasting.** The apprentice is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The apprentice has the following wizard spells prepared:

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

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

2nd level (2 slots): *invisibility*

#### Actions

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

### ARLIS TREVAL

*Medium humanoid (Silvanesti elf), lawful good*

**Armor Class** 14 (leather, shield)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

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

**Skills** Medicine +7, Perception +5, Persuasion +3, Religion +4

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Elvish

**Challenge** 2 (450 XP)

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

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

**Spellcasting.** Arlis is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Arlis has the following cleric spells prepared:

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

1st level (4 slots): *cure wounds, guiding bolt, sanctuary*

2nd level (3 slots): *lesser restoration, spiritual weapon*

3rd level (2 slots): *dispel magic, spirit guardians*

#### Actions

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

## 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.

## DARMATH GOODFELLOW

Medium humanoid (human), chaotic evil

**Armor Class** 16 (studded leather)  
**Hit Points** 19 (3d8 + 6)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	14 (+2)	17 (+3)	14 (+2)	8 (-1)

**Skills** Acrobatics +6, Perception +4, Sleight of Hand +8, Stealth +8

**Tools** Thieves' tools

**Senses** passive Perception 14

**Languages** Common, Thieves' Cant

**Challenge** 1 (200 XP)

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

**Sneak Attack (1/Turn).** Darmath deals an extra 7 (2d6) damage when he 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 Darmath that isn't incapacitated and Darmath doesn't have disadvantage on the attack roll.

### Actions

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

**Shortbow.** *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

## FISTANDANTILUS' SIMULACRUM

*Medium illusion, chaotic evil*

**Armor Class** 16 (*bracers of defense*, 19 with *mage armor*)

**Hit Points** 38 (7d8 + 7)

**Speed** 30 ft.

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

**Skills** Arcana +6, History +6, Religion +6

**Senses** passive Perception 11

**Languages** Common, Magius

**Challenge** 4 (1,100 XP)

**Special Equipment.** The simulacrum has *bracers of defense* and *wand of web* which do not melt when the simulacrum reaches 0 hit points.

**Spellcasting.** The simulacrum is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The simulacrum has the following wizard spells prepared:

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

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

2nd level (3 slots): *invisibility*, *mirror image*, *suggestion*

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

4th level (1 slot): *ice storm*

### Actions

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

## HARLAN (NEWT) HIGHTALE

*Medium humanoid (human), neutral good*

**Armor Class** 12

**Hit Points** 16 (3d8 + 3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	13 (+1)	9 (-1)	17 (+3)

**Skills** Arcana +3, History +3, Performance +5, Persuasion +5

**Tools** Lute

**Senses** passive Perception 9

**Languages** Common

**Challenge** 1/4 (50 XP)

**Spellcasting.** Harlan is a 3rd-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Harlan has the following bard spells prepared:

Cantrips (at will): *light*, *prestidigitation*

1st level (4 slots): *charm person*, *comprehend languages*, *dissonant whispers*, *sleep*

2nd level (2 slots): *enthral*, *suggestion*

### Actions

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

## HUMA

Medium humanoid (human), lawful good

**Armor Class** 18 (plate)  
**Hit Points** 52 (8d8 + 16)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	15 (+2)	8 (-1)	14 (+2)	13 (+1)

**Saving Throws** Con +4, Wis +4  
**Skills** Animal Handling +4  
**Senses** passive Perception 12  
**Languages** Common  
**Challenge** 4 (1,100 XP)

**Brave.** Huma has advantage on saving throws against being frightened.

### Actions

**Multiattack.** Huma makes two melee attacks.

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

**Lesser Footman's Dragonlance.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (1d12 + 6) piercing damage. Huma has disadvantage when he uses the lance to attack a target within 5 feet of him. Also, the lance requires two hands to wield when Huma isn't mounted.

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

### Reactions

**Parry.** Huma adds 2 to his AC against one melee attack that would hit him. To do so, Huma must see the attacker and be wielding a melee weapon.

## LITHEBIT WINDERKIN

Small humanoid (kender), neutral

**Armor Class** 14 (leather)  
**Hit Points** 14 (4d8)  
**Speed** 25 ft.

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

**Skills** Acrobatics +5, Perception +3, Sleight of Hand +7, Stealth +7  
**Tools** Thieves' tools  
**Senses** passive Perception 13  
**Languages** Common, Kenderspeak, Thieves' Cant  
**Challenge** 1/2 (100 XP)

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

**Fearless.** Lithebit cannot be frightened.

**Kender Nimbleness.** Lithebit can move through the space of any creature that is of a size larger than him.

**Sneak Attack (1/Turn).** Lithebit deals an extra 7 (2d6) damage when he 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 Darmath that isn't incapacitated and Darmath doesn't have disadvantage on the attack roll.

### Actions

**Hoopak.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit* 3 (1d6) bludgeoning or piercing damage, or 4 (1d8) bludgeoning or piercing damage if used with two hands to make a melee attack.

**Hoopak.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

**Taunt.** Lithebit makes a Charisma (Performance) check contested by the target's Wisdom (Insight) check. Lithebit fails the contest if the target can't understand him. If Lithebit wins the contest, the target must use its next action to attack only him with disadvantage. If Lithebit is out of range of 30 feet, it must Move or Dash towards Lithebit. If the target wins the contest, it is immune to Lithebit's Taunt for 24 hours.



## LORD SOTH

Medium humanoid (human), lawful good

**Armor Class** 19 (+1 plate, 21 with *shield of faith*)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	10 (+0)	10 (+0)	17 (+3)

**Saving Throws** Wis +3, Cha +6

**Skills** Animal Handling +3, Persuasion +6, Religion +3

**Senses** passive Perception 10

**Languages** Common

**Challenge** 5 (1,800 XP)

**Aura of Protection.** Whenever Lord Soth or a friendly creature within 10 feet of him must make a saving throw, the creature gains a +3 bonus to the saving throw. Also, friendly creatures within 10 feet of him can't be frightened while Lord Soth is conscious.

**Brave.** Lord Soth has advantage on saving throws against being frightened.

**Special Equipment.** Lord Soth has +1 plate mail of teleport (allows wearer to cast *teleport* 1/day), +1 longsword, and *potion of fire giant strength*.

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

1st level (4 slots): *divine favor*, *searing smite*, *shield of faith*

2nd level (3 slots): *aid*, *branding smite*

3rd level (2 slots): *blinding smite*, *crusader's mantle*, *magic circle*

### Actions

**Multiattack.** Lord Soth makes two melee attacks.

**+1 Longsword.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit* 10 (1d8 + 6) slashing damage, or 11 (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:* 7 (1d4 + 5) piercing damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

**Lay on Hands (Recharges after a Long Rest.)** Lord Soth can touch a creature and restore a number of hit points to that creature, up to 50 hit points.

Alternatively, Lord Soth can expend 5 hit points from his pool of healing to cure the target of one disease or neutralize one poison affecting it.

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

### Reactions

**Parry.** Lord Soth adds 3 to his AC against one melee attack that would hit him. To do so, Lord Soth must see the attacker and be wielding a melee weapon.

## LORNIVAN QUISTAR, "GUARDIAN OF TIME"

Medium humanoid (Silvanesti elf), neutral good

**Armor Class** 18 (chain mail, shield)

**Hit Points** 10 (3d8 - 3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	8 (-1)	14 (+2)	13 (+1)	15 (+2)

**Skills** Arcana +6, History +6, Perception +3, Performance +4, Persuasion +3, Religion +6

**Tools** Flute

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Elvish

**Challenge** 1/2 (100 XP)

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

**Spellcasting.** Harlan is a 3rd-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Harlan has the following bard spells prepared:

Cantrips (at will): *light*, *prestidigitation*, *vicious mockery*

1st level (4 slots): *cure wounds*, *detect magic*, *longstrider*, *sleep*

2nd level (2 slots): *hold person*, *invisibility*

### Actions

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

## MAGIUS

Medium humanoid (human), lawful neutral

**Armor Class** 13 (16 with *mage armor*)  
**Hit Points** 45 (10d8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	10 (+0)	20 (+5)	15 (+2)	9 (-1)

**Saving Throws** Int +8, Wis +5  
**Skills** Arcana +8, History +8, Nature +8  
**Senses** passive Perception 12  
**Languages** Common, Magius  
**Challenge** 6 (2,300 XP)

**Special Equipment.** Magius has *spell scroll of cloudkill*, *spell scroll of cone of cold*, *spell scroll of conjure elemental* and *spell scroll of fire shield*.

**Spellcasting.** Magius is a 10th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). Magius has the following wizard spells prepared:

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

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *Tenser's floating disc*

2nd level (3 slots): *arcane lock*, *detect thoughts*, *Melf's acid arrow*, *see invisibility*

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

4th level (3 slots): *arcane eye*, *stoneskin*

5th level (2 slots): *dominate person*, *wall of force*

### Actions

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

## MERDOS KARDAN

Medium humanoid (human), lawful good

**Armor Class** 18 (chain mail, shield, 20 with *shield of faith*)  
**Hit Points** 45 (6d8 + 18)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	9 (-1)	16 (+3)	10 (+0)	17 (+3)	11 (+0)

**Skills** Arcana +2, Medicine +5, Persuasion +2, Religion +2  
**Senses** passive Perception 13  
**Languages** Common  
**Challenge** 3 (700 XP)

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

**Spellcasting.** Merdos is a 6th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Merdos has the following cleric spells prepared:

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

1st level (4 slots): *cure wounds*, *guiding bolt*, *sanctuary*, *shield of faith*

2nd level (3 slots): *enhance ability*, *lesser restoration*, *spiritual weapon*

3rd level (3 slots): *dispel magic*, *spirit guardians*

### Actions

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

## SITHALAN QUALENI

Medium humanoid (Silvanesti elf), neutral good

**Armor Class** 16 (chain mail)  
**Hit Points** 33 (5d8 + 15)  
**Speed** 30 ft.

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

**Skills** Perception +3  
**Senses** darkvision 60 ft., passive Perception 13  
**Languages** Common, Elvish  
**Challenge** 1/2 (100 XP)

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

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

### Actions

**Multiattack.** Sithalan makes two attacks.

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

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

## SOLAMNIC KNIGHT OF THE CROWN

Medium humanoid (human), lawful neutral

**Armor Class** 20 (plate, shield)  
**Hit Points** 13 (3d8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	11 (+0)	13 (+1)	9 (-1)	15 (+2)

**Senses** passive Perception 9  
**Languages** Common  
**Challenge** 1 (200 XP)

### Actions

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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