

THE KING'S ARMY

BY ASHENBOLT

BOLTNINE HOMEBREW



Taken from Battle of Westeros Board Game

SPEARMAN

Medium humanoid (human), unaligned

Armor Class 12 (leather)
Hit Points 11 (2d10)
Speed 30 ft.

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

Senses passive Perception 9
Languages Common
Challenge 1/4 (50 XP)

Unit Loyalty. If another member of the spearman's unit has taken damage since the beginning of his last round, the spearman deals an additional 1d4 with his next spear attack.

ACTIONS

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. Deals 5 (1d8 + 1) damage if two-handed.



Taken from nationstates.net

INFANTRYMAN

Medium humanoid (human), unaligned

Armor Class 14 (studded leather, shield)
Hit Points 17 (3d10 + 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	8 (-1)	10 (+0)	9 (-1)

Senses passive Perception 10
Languages Common
Challenge 1/2 (100 XP)

ACTIONS

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

Defensive Posture. The infantryman holds his shield up defensively, providing half cover to all units behind him and imposing disadvantage on all the next attack made against the infantryman.

INFANTRY

An army is nothing without its foot soldiers. Either in small groups or large armies, men and women travel the King's lands, enforcing laws and maintaining peace.

Modular Units. A unit of the King's Army is composed of 4 to 5 infantryman, 2 to 3 spearmen, 3 to 4 archers, 1 to 2 cavalry scout, and 1 war mage under the leadership of a sergeant. This is the smallest unit of troops that the King deploys into his lands.

Pieces of Whole. The small units of the King's army occasionally come together under the leadership of a high ranking military official. However, due to the sheer number of troops, each group is still under the authority of the sergeant.

CAVALRY SCOUT

Medium humanoid (human), unaligned

Armor Class 12 (leather)

Hit Points 16 (3d8 + 3)

Speed 30 ft., 60 ft. when mounted

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

Skills Animal Handling +3, Perception +3

Senses passive Perception 13

Languages Common

Challenge 1/2 (100 XP)

Scout. A cavalry scout has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Shortsword. *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.



WAR MAGE

Medium humanoid (human), unaligned

Armor Class 11 (14 with mage armor)

Hit Points 25 (5d6 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	14 (+2)	16 (+3)	10 (+0)	10 (+0)

Skills Arcana +6

Senses passive Perception 10

Languages Common, Elvish

Challenge 2 (450 XP)

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

Cantrips (at will): *firebolt, mage hand, message, prestidigitation*
 1st level (4 slots): *burning hands, fog cloud, mage armor, thunderwave*
 2nd level (3 slots): *scorching ray, see invisibility, web*
 3rd level (2 slots): *counterspell, lightning bolt*

ACTIONS

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





ARCHER

Medium humanoid (human), unaligned

Armor Class 12 (leather)

Hit Points 9 (2d8)

Speed 30 ft.

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

Senses passive Perception 9

Languages Common

Challenge 1/4 (50 XP)

Coordination. If there are multiple archers, instead of attacking they may take the Volley action.

ACTIONS

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

Volley. Multiple archers launch a volley of arrows in a target area within 150 feet. All creatures in a 20 foot radius must make a DC 10 Dexterity saving throw. On a failed save, the creature takes 3 (1d4 + 1) damage per archer firing, taking half damage on a successful save.

SERGEANT

Medium humanoid (human), unaligned

Armor Class 16 (half plate)

Hit Points 60 (8d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	10 (+0)	13 (+1)	12 (+1)

Skills Athletics +5, Persuasion +3

Senses passive Perception 11

Languages Common

Challenge 3 (700 XP)

ACTIONS

Multiattack. The sergeant makes two attacks with his greatsword.

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

Rally Troops (Recharge 5-6). The sergeant rallies his troops with a war cry, giving all friendly units with 30 feet advantage on their next attack roll.



WYVERN RIDER

Though only few in number, wyvern riders are known throughout the kingdom. Always on the back of their trusted companions, they can be seen darting through the sky, doing the King's bidding quickly and efficiently.

Chosen. The art of wyvern taming and riding is a closely guarding secret in the kingdom. Once every five years, all the half-elves in the kingdom are inspected by an Overseer. If the Overseer sees potential in the young half-elf, they are presented with a wyvern egg. If the egg hatches before a year has passed, they are accepted as a future wyvern rider and trained, alongside their wyvern, to be vassals of the King.

Two Bodies, One Mind. The wyvern rider bonds with her wyvern on a raw, magical level. Since the moment of the wyvern's birth, the future rider is tasked with raising and caring for the creature until it matures. Through this multi-year process, the two bond and become inseparable, both on and off the battlefield. Those unlucky riders who lost their wyverns, known as *fallen riders*, fly into an inconsolable rage, killing everything in their sight. The only escape that has been found for these lost riders is death, and they are killed quickly before they do irreparable harm to the kingdom.

WYVERN RIDER

Medium humanoid (half-elf), unaligned

Armor Class 17 (studded leather)

Hit Points 119 (14d8 + 56)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	18 (+4)	12 (+1)	15 (+2)	14 (+2)

Saving Throws Dexterity +9, Wisdom +6

Skills Acrobatics +9, Animal Handling +8, Perception +8

Senses darkvision 60ft., passive Perception 16

Languages Common, Elvish

Challenge 9 (5,000 XP)

Bond of Beast and Man. While within 10 feet of her wyvern, the rider has advantage on all Dexterity and Charisma saving throws.

Feral Protector. If the rider's wyvern has taken damage since the rider's previous turn, the rider has advantage on her next attack.

Mark of the Beast. The wyvern rider can cast the spell *hunter's mark* as a bonus action, giving both her and her wyvern the benefits of the spell.

Rage of Loss. If the rider's wyvern dies, the rider transforms into a fallen rider. She gains an additional attack per round with both weapons but falls into an unconsoleable rage, attacking everything in sight.

ACTIONS

Multiattack. The wyvern rider can make two attacks with her lance and one attack with her whip.

Lance. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d12 + 3) piercing damage. If the rider is within 5 feet of her target, he has disadvantage on her attack roll.

Whip. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 7 (1d4 + 5) slashing damage.

BLUE ELF

Medium humanoid (elf), unaligned

Armor Class 13 (16 with *mage armor*)

Hit Points 75 (10d6 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	18 (+4)	14 (+2)	12 (+1)	20 (+5)

Saving Throws Con +7, Cha +8

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elvish

Challenge 5 (1,800 XP)

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

Spellcasting. The blue elf is a 10th level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The blue elf has the following sorcerer spells prepared:

Cantrips (at will): *blade ward, firebolt, message, minor illusion*
1st level (4 slots): *charm person, fog cloud, magic missile, mage armor*
2nd level (3 slots): *hold person, levitate, misty step*
3rd level (3 slots): *blink, fireball, fly*
4th level (3 slots): *confusion, dimension door, ice storm*
5th level (2 slots): *cone of cold, dominate person*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage. Deals 4 (1d8) damage if two-handed.

REACTIONS

Reflect Spell (5/Day). Magic is attracted to the blue elf as if he were a magnet. If a spell is cast targeting the blue elf or another creature within 15 feet, the blue elf can roll a Charisma saving throw against the spellcaster's spell save DC. If the blue elf's roll succeeds, he absorbs the magic, taking no damage, and reflects it back at the caster, including all additional effects and modifiers tied to the spell, using the blue elf's spell save DC and spell attack bonus. This works for spells of all levels and does not consume a spell slot. On a failed save, the spell continues as intended, but deals only half damage.

BLUE ELF

Blue elves are peculiar creatures. Many elves show a natural disposition to magic at an early age; blue elves, however, display this proficiency differently. As these elves reach their teenage years, their skin develops a light blue sheen, a glow which distinguishes them from their peers and all others. Around the same age, they begin showing an aptitude in magic, a few years after other elves.

Primitive Casting. Once a blue elf's magical aptitude is revealed, they immediately begin training at the Magic Academy. However, though they go through the same rigorous training all initiates go through, the blue elves never show an aptitude with offensive spells, excelling instead at domination and manipulative spells.

Magnetic Aura. Blue elves are trained separately from other initiates. This is not meant to segregate them for their skin color or primitive casting. Each blue elf is separated because the magic of others seem to be attracted to him. A spell cast in his vicinity will be redirected towards the elf and spit back at the unintentional assailant. At first, a blue elf has no control over this, but through years of study and training, learns to control this mysterious and powerful ability.

Magical Lightning Rod. The King and his military advisors saw the power of the blue elves and knew that their power can be used to protect the large army under the King's control. Blue elves are used as a magical deterrent, their control of domination and manipulation spells make them the most effective tools at killing enemy magic users.



MITHRIL GUARD

The Mithril Guard is known throughout the kingdom. The personal bodyguards of the king, they follow His Majesty to all destinations, a fearsome and deadly entourage. Little is known about these guards, except that they are tough warriors who are loyal only to the King.

Birthright. The men and women who make up the Mithril Guard are chosen at birth. Their growth is carefully watched, and if the Overseers deem the child fit, he is chosen to become a guard. Once they reach the age of ten, these young children begin training which will last them ten years, during which their bodies and minds will be carved into the perfect king's guard.

Well-Travelled. Every guard travels throughout the kingdom during his training. He spends times amongst the dwarves and the elves, learning their culture, not to be closer to the King's subjects, but so they can think like potential enemies of the King. A Mithril Guard has memorized the layout of the land and is never lost inside the King's domain.

Special Equipment. The Mithril Guard gets its name from the dull green glow of their full plate armor and their great swords. The common people whisper, attributing the glow to magic, others saying that the glow is a visualization of their power. The truth, known only to a select few, is that their armor and weaponry is specially crafted. The unique metal mithril is used to create the weapons and armor of the guard, making his armor stronger and his weapons hit harder. The aftereffect of this special treatment process is the dull green glow ever-present on every Mithril Guard.

MITHRIL GUARD

Medium humanoid (human), unaligned

Armor Class 18 (plate)

Hit Points 115 (11d12 + 66)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	22 (+6)	13 (+1)	14 (+2)	10 (+0)

Senses passive Perception 12

Languages Common, Elvish

Challenge 7 (2,900 XP)

Magical Armor. The guard's armor is made out of a special mithril blend, causing it to be resistant to all magical effects, such as the spell *heat metal*.

Indomitable. The guard is unable to be intimidated.

ACTIONS

Multiattack. The mithril guard can make up to three attacks with his great sword. He can use Sweeping Strike or Trip Attack in place of two of the attacks.

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

Sweeping Strike. The guard swings his sword in a large arc, hitting all creatures in a 5 feet radius. The guard makes an attack roll against all enemies within 5 feet, dealing damage to all targets hit.

Trip Attack The guard chooses one creature within 5 feet and delivers a devastating blow aimed at knocking the target creature prone. The guard makes a weapon attack roll, and on a successful hit, the target creature must pass a DC 16 Dexterity saving throw or be knocked prone.

Image by <http://mabuart.deviantart.com/>



TWIN ASSASSINS OF ELDOR

The small town of Eldor sits on the Eastern edge of the King's lands. Though a small and simple town, Eldor is the birthplace of the two most notorious assassins in the kingdom. Though few know the assassins' birthplace, fewer know they are twins. Two varied and unique half-elf women, the assassins employ a wide variety of methods to do the King's bidding.

ALYNN

When asked to picture an assassin, Alynn is who comes to mind for most people in the King's lands. The most prominent and well-known assassin, Alynn does not hide herself. Instead, she declares her abilities for all, challenging others to attempt to kill her, a task none have succeeded at.

Book by its Cover. Alynn looks like any regular half-elf woman in her early 30s. She has no distinguishing marks or features. Her plain features are one of her greatest strengths, allowing her to slip into the most highly guarded locations unnoticed. Once there, she can easily pass for a human or an elf, leaving all those around her confused.

10,000 Hours. Though not much is known about Alynn's past, everyone knows that she is a master of her craft. She spent the formative years of her life learning the ways of the blade and the shadows, until she was a master of both. Now, she reaps the rewards as one of the most skilled assassins in the kingdom.

SANE

Though Alynn may be the most well-known assassin, she is not the most skilled. That title is reserved for Alynn's twin sister, Sane (pronounced *San-eh*). Very few people know who Sane is, and even fewer have seen her.

Sickness. When Sane was a young girl, she suffered a magical illness of the eye. The cure, powerful fey magic, altered her core being, infusing her blood and body with tinges of fey. Since her recovery, Sane developed magical powers, aggravated and enhanced by the fey magic introduced into her system.

Enchanting. Sane is always wearing a cloak which covers her from head to foot. She wears this cloak to hide attention away from her, as her body was scared by the fey magic used to heal her.

Though scarred, Sane is anything but grotesque. The fey magic enhanced her beauty, turning her into one of the most beautiful women in the kingdom. The sight of her uncloaked is enough to cause men and women to stop and gape, momentarily forgetting whatever they were doing.

Siren Tactics. Sane does not take a life lightly, but when she does, she does it carefully. She has learned to control the fey magic in her veins, casting powerful charms and illusions on her targets. Once she has them under her spell, she strikes, quickly and quietly killing them before retreating to the shadows. Her illusions are so powerful, many do not realize what is occurring even as she kills them.





ALYNN

Medium humanoid (half-elf), unaligned

Armor Class 18 (studded leather, dual weilding)

Hit Points 112 (15d8 + 45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	16 (+3)	12 (+1)	12 (+1)	13 (+1)

Saving Throws Dex +9, Int +5

Skills Acrobatics +13, Stealth +13

Senses darkvision 60 ft. passive Perception 11

Languages Common, Elvish

Challenge 10 (5900 XP)

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

Ventriloquist. Alynn is a master of the voice. After listening to a creature speak a single sentence, she gains the ability to imitate their voice perfectly and can even throw her voice up to 100 feet in any direction.

Master Of Shadows. If Alynn spends 1 minute preparing, she can blend into any background. While hiding, she cannot move without risking detection. A DC 25 Perception check will alert creatures to Alynn's presence.

Sneak Attack. If Alynn attacks a surprised creature, or has advantage on her attack, she deals an additional 44 (8d6) damage. She can only deal this damage once per round.

ACTIONS

Multiattack. Alynn can make three attacks with her

scimitars.

Scimitar (dual-wield). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) slashing damage. or 52 (1d6+5+8d6) damage on sneak attacks.

Garrote (Recharges After A Short Or Long Rest). Alynn slips a garrote around the neck of a creature within 5 feet. She makes an attack roll with +7 to hit. On a hit, she slices through their windpipe, causing the creature to start bleeding for 39 (6d6) damage at the beginning of each of their turns until healed. In addition, the creature loses the ability to speak or cast spells with verbal components.

Smoke Bomb (1/Day). Alynn throws a smoke bomb at her feet. All creatures in a 30 foot radius are shrouded in putrid black smoke which provides full cover and restricts all sight to 5 feet. All creatures who start their turn in the smoke, except Alynn, must pass a DC 14 Constitution save or spend the turn coughing.

LEGENDARY ACTIONS

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

Return To Shadows. Alynn slithers back into the shadows, moving up to 10 feet and taking the Hide action.

Backstab (Costs 2 Actions). Alynn maneuvers around one creature within 5 feet until she is behind it. Once here, she makes one attack with her scimitar with advantage. This movement does not provoke opportunity attacks.

Vanish (Costs 3 Actions). Alynn vanishes from sight, reappearing within 30 feet of her original location at the end of the next creature's turn.

SANE

Medium humanoid (half-elf), unaligned

Armor Class 13 (16 with mage armor)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	12 (+1)	20 (+5)

Saving Throws Wis +5, Cha +9

Skills Insight +9, Stealth +14

Senses darkvision 60 ft. passive Perception 11

Languages Common, Elvish

Challenge 11 (7200 XP)

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

Void Eye. Sane's eye has been corrupted by the void. Through it, she can see invisible creatures and cannot be surprised.

Void Blood. If Sane deals force damage to a target, she heals hit points equal to the damage dealt.

Spellcasting. Sane is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Sane has the following warlock spells prepared:

Cantrips (at will): *control flame*, *eldritch blast*, *message*, *friends*

1st level (4 slots): *charm person*, *fog cloud*, *mage armor*, *sleep*

2nd level (3 slots): *detect thoughts*, *invisibility*, *misty step*

3rd level (3 slots): *fly*, *hypnotic pattern*, *major image*

4th level (2 slots): *confusion*, *greater invisibility*

5th level (1 slot): *eyebite*

ACTIONS

Multiattack. Sane can make two attacks with her force dagger.

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

Swallow Soul. Sane stares directly at an incapacitated or restrained creature within 30 feet with her void eye, sapping their life energy. The creature must make a DC 17 Wisdom saving throw. On a failed save, the creature takes 49 (14d6) force damage and suffers two levels of exhaustion. On a successful save, the creature takes half damage and does not gain exhaustion.

LEGENDARY ACTIONS

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

Glitterdust. Sane dips into the ethereal realm for a moment. The position of all creatures in a 30 foot radius are revealed to her.

Eye Of The Void. Sane looks directly at one creature with her Void Eye, freezing them in place. The creature must make a DC 17 Wisdom saving throw or be stunned until the end of its next turn.

Force Leech (Costs 2 Actions). Sane targets a wounded creature and saps their life force. The target creature must make a DC 17 Wisdom saving throw. On a failed save, the creature takes (21) 6d6 force damage. On a successful save, the target creature takes half damage.

COMMANDERS OF THE KING'S ARMY

All of the troops under the King report up to one of three commanders. Each of the commanders is a fearsome warrior in his or her own right, having earned the respect of his or her troops through feats of great bravery and intellect.

The largest portion of the army reports up to Tai Feng, a fearsome half-orc warrior turned strategist. Paige Truestrike, a pious woman, leads the King's specialist troops, ranging from the wyvern riders to the mithril guard. The final commander, a powerful spell caster named Nix Riversong, oversees all the spell casters under the King.

COMMANDER PAIGE TRUESTRIKE

Paige Truestrike, a devout worshipper of Arawai, keeps out of the spotlight. A serious and distant woman, Paige operates those under her command with cold efficiency. Not many have seen her in battle, but her skill with the blade is unquestioned.

Humble Beginnings. Not much is known about Paige's childhood. However, she slowly made a name of herself throughout the Kingdom as an adventurer, doing great tasks and finding legendary treasures. She does not speak about her past adventures without coaxing, holding those personal memories dear.

Special Equipment. Through her adventures, Paige has collected a variety of magical equipment. The two most prominent pieces of treasure are her blade, *Frost*, and her animated shield. When asked how she got any of her magical items, she usually just smirks and says, "It was an adventure with friends, in a different time."

Master of the Blade. Paige has not taken up her blade since she became a commander. However, she frequents the practice fields, sparring with all who challenge her. She quickly and effortlessly dismantles all her opponents. Many who spar bet on how long each will last against the commander.

COMMANDER TAI FENG

Tai Feng, once a savage warrior, turned towards commanding others as he aged. In his prime, he was known throughout the kingdom for his impossible feats of battle, defeating a countless number of opponents. Even now, Commander Tai Feng can be seen training with his troops, refusing to lose his abilities to age.

Master of War. Through years of battle in the army, Tai Feng has seen all of the common tactics employed by large armies. With years of experience, Tai Feng has become a master of war, creating devastating maneuvers for his fellow troops to help them crush their enemies.

Thrill of Battle. Though Tai Feng is now a leader of the army, he still likes to get his hands dirty. He is known to go out on scouting missions with troops. Though the King disagrees with his reckless approach, the troops look up to him because he isn't a commander to sit in a tent in the backlines.

COMMANDER NIX RIVERSONG

Nix Riversong is very different from the other commanders. A pale elf, Nix is a master of magic. In addition to leading all of the magical forces under the King, he leads the School of Magic.

Wild Past. Nix, like Commander Paige, is a former adventurer. Unlike his fellow commander, he loves to talk about his adventures and the great feats he has accomplished. For this reason, he is loved by the new troops, who enjoy hearing his grand tales.

Summoner. Nix has developed his own special brand of magic. Spawning off of the school of conjuration, Nix devised spells to summon a wide variety of creatures into the world. He is constantly pulling creatures into the world to show off to students at the School of Magic.





PAIGE TRUESTRIKE

Medium humanoid (human), unaligned

Armor Class 20 (plate, shield)

Hit Points 220 (21d10 + 105)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	14 (+2)	17 (+3)	18 (+4)

Saving Throws Wis +9, Cha +10

Skills Religion +8, Insight +9

Condition Immunities frightened

Senses passive Perception 13

Languages Common, Elvish

Challenge 20 (25000 XP)

Animate Shield. With a whispered word of power, Paige can activate her animated shield, which will begin floating around her. This gives her the bonus of the shield for 1 minute while freeing up both her hands.

Aura Of Courage. All allies within 30 feet of Paige are immune to fear affects.

Divine Smite. All of Paige's attacks carry divine power. Each attack deals an additional 1d8 radiant damage. She can increase this damage by expending a spell slot. The damage increases by 1d8 per spell slot level.

Spellcasting. Paige is a spellcaster. Her spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). Paige can use any spell from the Paladin spell list. She has the following spell slots at the listed levels:

1st Level: 4 slots
2nd Level: 3 slots

3rd Level: 3 slots

4nd Level: 3 slots

5nd Level: 2 slots

ACTIONS

Multiattack. Paige can make 4 attacks with her longsword, Frost.

Longsword (Frost). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (1d8+8) cold damage. and 3 (1d8) radiant damage.

Lay On Hands (5/Day). Paige has a blessed healing touch. She can touch one creature within range, or target herself, and heal them for 35 hit points.

Sprout Wings (1/Day). Paige channels her devotion to her goddess, and sprouts angel wings from her back. The wings last for 1 hour and Paige gains a flying speed of 60 feet.

LEGENDARY ACTIONS

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

Dash. Paige moves or flies half of her total movement in a given direction. This does not provoke opportunity attacks.

Find Weakness (2 Actions). Paige quickly inspects one creature, gaining advantage on her next attack roll against the target creature.

Exploit Weakness (3 Actions). Paige looks for a weakness in one creature's armor. She makes a DC 12 Perception check. On a success, if her next attack against that target hits, it will automatically critically hit.

Image from: Mortal Online



TAI FENG

Medium humanoid (half-orc), unaligned

Armor Class 20 (plate, shield)

Hit Points 218 (19d12 + 95)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	12 (+1)	17 (+3)	12 (+1)

Saving Throws Str +11, Con +11

Skills Athletics +11, Intimidation +7

Damage Resistances bludgeoning, piercing, slashing

Damage Vulnerabilities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft. passive Perception 13

Languages Common, Orc

Challenge 18 (20000 XP)

Endless Rage. Tai Feng is always under the effects of Rage, even if he is hiding it from others. He has advantage on Strength checks and Strength saving throws.

Lover Of Battle. Tai Feng has advantage on initiative rolls and can attack on a surprise round.

Relentless Endurance (1/Day). When Tai Feng is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead.

Savage Attacks. When Tai Feng scores a critical hit, he can roll 4 additional weapon damage die for a total of 6 damage die.

ACTIONS

Multiattack. Tai Feng can make three attacks with his great axe.

Greataxe. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (1d12+9) slashing damage.

Aura Of Anger. Each creature within 30 feet under the command of Tai Feng is whipped into a war frenzy. They gain advantage on all attack and spell attack rolls. They are also immune to being frightened. These effects last until the beginning of Tai Feng's next turn.

Slam (Recharge 5-6). Tai Feng makes two attacks with his greataxe before slamming into a target creature. The creature must succeed a DC 20 Dexterity check. On a failed save, the creature is thrown back 15 feet knocked prone, and take 2d8+9 damage.

REACTIONS

Savage Cry. Upon taking damage, Tai Feng can let out a savage war cry at his attacker. The creature must make a DC 20 Constitution save or be frightened of Tai for 1 minute. The creature can make another Constitution saving throw at the end of each his turns to end the effect.



Image from: Legend of the Cryptids

NIX RIVERSONG

Medium humanoid (elf), unaligned

Armor Class 14 (17 with mage armor)

Hit Points 170 (20d6 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	20 (+5)	20 (+5)	15 (+2)	17 (+3)

Saving Throws Int +12, Wis +9

Skills Arcana +12, Insight +9, Perception +9

Senses darkvision 60 ft., passive Perception 19

Languages Common, Elvish

Challenge 21 (33000 XP)

Fey Ancestry. Nix has advantage against being charmed and magic cannot put him to sleep.

Master Of Ice. Nix is a master of all cold magic. All of Nix's summons deal an additional 1d8 cold damage on attacks.

Spellcasting. Nix Riversong is a 20th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). Nix Riversong has the following wizard spells prepared:

Cantrips (at will): *chill touch, dancing lights, frostbite, gust, ray of frost*

1st level (4 slots): *absorb elements, charm person, fog cloud, mage armor*

2nd level (3 slots): *misty step, web, see invisibility*

3rd level (3 slots): *counterspell, sleet storm, stinking cloud*

4th level (3 slots): *arcane eye, conjure minor elementals, ice*

storm

5th level (3 slots): *cloudkill, wall of stone, conjure elemental*

6th level (2 slots): *flesh to stone, wall of ice*

7th level (2 slots): *force cage, teleport*

8th level (1 slot): *control weather*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 3 (1d6+0) bludgeoning damage.

Summon Minor Creature. Nix channels his magic to summon a creature to fight for him. He can summon any creature CR 7 or lower as long as it is not an undead. The creature lasts for 1 minute or until it dies. It takes its turn directly after Nix's.

Summon Major Creature (3/Day). Nix delves into powerful magic to summon a greater creature. Nix can summon any creature CR 15 or lower as long as it is not undead. The creature lasts for 10 minutes or until it dies. It takes its turn directly after Nix's.

LEGENDARY ACTIONS

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

Summon: Move! Nix directs one of his summons to move up to its movement speed. This movement does provoke opportunity attacks.

Summon: Attack! (2 Actions). Nix commands one of his summons to attack an enemy creature.

THE KING AND QUEEN

King Paúl Shapechanger and Queen Adria Durrone lead the kingdom. Though Paúl is King, he is actually not a royal, having married then Princess Adria Durrone many years ago. Since the death of Adria's father, King Paúl took the throne besides his wife.

KING PAÚL SHAPECHANGER

King Paúl fell into royalty. He began like many do, a young adventurer eager to make his name in the world. During one of these adventures, he met the Princess Adria Durrone and fell instantly in love. Since becoming King, he has led the kingdom in what he hopes is a fair and just way.

Shapechanger. Though his peculiar last name, King Paúl is not a shapechanger. His curious name comes from a rumor, that Paúl spent time as a half-orc. The tale says that he died during a great battle, only to be resurrected by a friendly druid as a half-orc. Angered with the new body, he undertook a long journey to return to his natural elven form.

KING PAÚL

Medium humanoid (elf), unaligned

Armor Class 18 (plate)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Saving Throws Wis +6, Cha +4

Skills Perception +6, Intimidation +7

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elvish, Orc

Challenge 7 (2900 XP)

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

Royal Immunity. King Paúl is immune to the spell *crown of madness*.

ACTIONS

Multiattack. King Paúl makes two attacks with his greataxe *Songbringer*

Songbringer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (1d12+5) thunder damage.

Call Lightning. King Paúl calls down lightning to strike one creature within 30 feet. The target creature must succeed on a DC 14 Wisdom saving throw or take 28 (8d6) thunder damage. On a successful save, the creature takes half damage.

QUEEN ADRIA DURRON

The Queen, a born royal, spent most of her youth living the life of a princess. Though she excelled at nuances and mannerisms expected of a royal princess, she thirsted for adventure. When she met the adventurer Paúl Shapechanger, she was enchanted by his stories and his adventuring nature.

Ruler of the People. Though her husband is the ruler of the kingdom, it would not run without Queen Adria. Her many classes as a child taught her how to be a good ruler, tough yet kind. However, her greatest strength lies in her ability to inspire people with her words and small smiles. Queen Adria's natural leadership allows her to sit in the background, helping and guiding the King as he rules the people of her family's kingdom.

QUEEN ADRIA

Medium humanoid (half-elf), unaligned

Armor Class 15 (studded leather)

Hit Points 88 (16d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	13 (+1)	14 (+2)	18 (+4)

Saving Throws Dex +6, Cha +7

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish

Challenge 8 (3900 XP)

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

Disarming Smile. Queen Adria is well versed in royal politics. She has advantage on all Charisma checks and saving throws.

ACTIONS

Multiattack. Queen Adria makes two attacks with her rapier, *Whisper*

Whisper. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) poison damage.

Inspire! (5/Day). The Queen inspires one of her loyal subjects, giving them advantage on their next attack roll with a bonus d8 to hit.

