



ADVENTURE SIDEKICKS

PRINCES OF THE APOCALYPSE



INTRODUCTION

Do you want to run or play *Princes of the Apocalypse* but you only have two or three people in your gaming group? Do you want an easy way to track and level up NPCs and beasts that join the adventure? Do you want to reintroduce allies later in your elemental campaign but aren't sure how to scale their power level? If you answered yes to any of these questions, then this supplement is for you.

ADVENTURE SIDEKICKS

"Adventure Sidekicks: Princes of the Apocalypse" is the twelfth volume in an ongoing series that supplies sidekicks based on the major NPCs and potential allies of each of the DUNGEONS & DRAGONS adventures. On your adventure, the DM might reveal that you've befriended an NPC or other creature that then joins your party as a sidekick. It's up to you and the DM to decide who controls the sidekick in play.

SIDEKICK STAT BLOCKS

A sidekick's game statistics are presented in a box called a stat block, which is essentially a miniature character sheet. A stat block contains things like ability scores and hit points, as well as the actions a sidekick is most likely to take in combat. Like any character, a sidekick can use the action options in the combat rules.

For more information on stat blocks, see the introduction of the *Monster Manual*.

SIDEKICK LEVEL

Your DM will inform you at which level your sidekick starts, usually equal to the average level of the party. As the heroes and their sidekick adventure together, the sidekick gains experience points and reaches new levels the same way a player character does, using the rules found in the *Player's Handbook*.

When a sidekick gains a level, look at the sidekick's progression table, and consult the new level's row, which shows the sidekick's new hit point maximum and features.

If the DM starts a sidekick at a level higher than 1st, use the hit point maximum for its level on the appropriate table on the pages that follow. Also, give the sidekick the features for its current level and any earlier levels on that table.

SIZE

Some sidekicks start as an adolescent version of the creature the sidekick was based on. To reflect this, these sidekicks start as one size and then, at some point in their progression table, grow enough to increase in size.

When size increases, the type of Hit Dice changes. Depending on the sidekick, other benefits may also come with a change in size.

PROFICIENCIES

A sidekick is proficient with any armor, weapons, and tools included in its stat block.

LANGUAGES

If there is a communication problem between the party and their sidekick, such as no shared language, the language barrier may still be overcome. The party must succeed on a Wisdom (Animal Handling) check, or the sidekick on a Wisdom (Insight) check, to make themselves understood.

On a success, the sidekick is able to understand the party well enough to comply with their request or get their general meaning. On a failure, the sidekick defends itself from hostile creatures and acts according to its own desires (as determined by the DM), but otherwise takes no actions.

The DM determines the DC of the skill check, using the following table as a guide.

Task	DC	Example
Very easy	5	"Heel" or "fetch"
Easy	10	"Get that out of your mouth!"
Moderate	15	"Find help in town"
Hard	20	"Heel, even if they hurt me"
Very hard	25	"Give this only to the blond elf"
Nearly impossible	30	"Attack every other gnome"

CREDITS

WRITERS

Marc Anderson | @cyOnknight
Born To Do Stuff | @BornToDoStuff
Adam Hancock | AdamMakesTTRPG
Jos Wijchgel | @DiceyGamesNL

ARTIST

Roselysium | @Roselysium

EDITOR AND LAYOUT ARTIST

Adam Hancock | @AdamMakesTTRPG

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BELRISE CLEARBROOK

1st-level Small humanoid (halfling)

Armor Class 14 (studded leather)

Hit Points 7 (2d6 + 2)

Speed 25 ft.

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

Saving Throws Dex +4

Skills Athletics +3, Deception +4, History +2, Insight +2, Persuasion +4

Damage Resistances poison

Senses passive Perception 10

Languages Common, Dwarvish, Elvish, Halfling, Orc

Brave. Belrise has advantage on saving throws against being frightened.

Halfling Nimbleness. Belrise can move through the space of any creature that is of a size larger than she is.

Lucky. When Belrise rolls a 1 on an attack roll, ability check, or saving throw, she can reroll the die and must use the new roll.

Stout Resilience. Belrise has advantage on saving throws against poison.

Tools. Belrise has navigator's tools.

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

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.



BELRISE CLEARBROOK BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d6 + 3)	Cunning Action. On her turn in combat, Belrise can take the Dash, Disengage, or Hide action as a bonus action.
3rd	18 (4d6 + 4)	Strong Swimmer. Belrise rolls with advantage on Strength (Athletics) checks involving swimming, and she can hold her breath twice as long as normal.
4th	22 (5d6 + 5)	Dark Tide. Under the influence of Elemental Evil, Belrise learns Aquan and gains proficiency in the Intimidation skill.
5th	27 (6d6 + 6)	Ability Score Improvement. Belrise's Charisma score increases by 2. This raises the Charisma modifier and Deception, Intimidation, and Persuasion skill bonuses by 1.
6th	31 (7d6 + 7)	Proficiency Bonus. Belrise's proficiency bonus increases by 1. This raises the saving throw, skill bonuses, and attack bonuses by 1.

BELRISE CLEARBROOK

Stout halfling river trader

Belrise Clearbrook is a merchant who loves life on the water. She is fair in her dealings, though not above a little smuggling to evade what she considers "unfair levies." She used to sail the rivers of the Savage Frontier with her husband and son, until reavers of the Cult of the Crushing Wave attacked them, killing her family and sinking her barge. Stuck in the Dessarin Valley with nothing to lose, her grief and a slight touch of Elemental Evil's corrupting presence fuel a growing thirst for revenge.

Personality. I love the water as much as my family. Without either I am lost.

Ideal. Money doesn't buy happiness, but making money sure feels good.

Bond. The river still flows, and I will see her cleared of all scum.

Flaw. Rules and laws just get in the way, I'd rather make my own.

BELRISE CLEARBROOK

7th-level Small humanoid (halfling)

Armor Class 14 (studded leather)

Hit Points 36 (8d6 + 8)

Speed 25 ft.

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

Saving Throws Dex +5

Skills Athletics +4, Deception +6, History +3, Insight +3, Intimidation +6, Persuasion +6

Damage Resistances poison

Senses passive Perception 10

Languages Aquan, Common, Dwarvish, Elvish, Halfling, Orc

Brave. Belrise has advantage on saving throws against being frightened.

Cunning Action. On her turn in combat, Belrise can take the Dash, Disengage, or Hide action as a bonus action.

Halfling Nimbleness. Belrise can move through the space of any creature that is of a size larger than she is.

Lucky. When Belrise rolls a 1 on an attack roll, ability check, or saving throw, she can reroll the die and must use the new roll.

Stout Resilience. Belrise has advantage on saving throws against poison.

Strong Swimmer. Belrise rolls with advantage on Strength (Athletics) checks involving swimming, and she can hold her breath twice as long as normal.

Tools. Belrise has navigator's tools.

Actions

Extra Attack. Belrise can attack twice, instead of once, whenever she takes the Attack action on her turn.

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

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

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

BELRISE CLEARBROOK BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	40 (9d6 + 9)	Fast Talker. Belrise rolls with advantage on Charisma (Deception, Intimidation, and Persuasion) checks when making a trade or trying to obtain passage.
9th	45 (10d6 + 10)	Ability Score Improvement. Belrise's Charisma score increases by 2. This raises the Charisma modifier and Deception, Intimidation, and Persuasion skill bonuses by 1.
10th	49 (11d6 + 11)	Mariner's Revenge. When Belrise deals damage with a weapon attack, she can choose to deal extra cold damage equal to her Charisma modifier. Once she uses this feature, she can't use it again until she finishes a short or long rest.
11th	54 (12d6 + 12)	Cold Resistance. Life on the water and exposure to the elements has granted Belrise resistance to cold damage.
12th	58 (13d6 + 13)	Rapid Reload. Due to extensive practice, Belrise ignores the loading property of crossbows.
13th	63 (14d6 + 14)	Ability Score Improvement. Belrise's Dexterity score increases by 2. This raises the Dexterity modifier and saving throw, Armor Class, and attack and damage bonuses by 1.
14th	67 (15d6 + 15)	Proficiency Bonus. Belrise's proficiency bonus increases by 1. This raises the saving throw, skill bonuses, and attack bonuses by 1.
15th	72 (16d6 + 16)	Improved Mariner's Revenge. When Belrise uses her Mariner's Revenge feature, the extra damage increases to a number equal to double her Charisma modifier.

BLACK EARTH GARGOYLE

1st-level Medium elemental

Armor Class 15 (natural armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

Saving Throws Str +4, Dex +3, Con +5

Skills Acrobatics +3, Sleight of Hand +3, Stealth +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Terran

False Appearance. While the gargoyle remains motionless, they are indistinguishable from an inanimate statue.

Actions

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

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



BLACK EARTH GARGOYLES BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	22 (3d8 + 9)	Cunning Action. On the gargoyle's turn in combat, they can take the Dash, Disengage, or Hide action as a bonus action.
3rd	30 (4d8 + 12)	Expertise. The proficiency bonus is doubled for any ability check the gargoyle makes with either Acrobatics or Stealth.
4th	37 (5d8 + 15)	Ability Score Improvement. The gargoyle's Dexterity score increases by 2. This raises the Dexterity modifier and saving throw and the skill bonuses by 1. Assassinate. During its first turn, the gargoyle has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the gargoyle scores against a surprised creature is a critical hit.
5th	45 (6d8 + 18)	Proficiency Bonus. The gargoyle's proficiency bonus increases by 1. This raises the saving throws, Sleight of Hand skill bonus, and attack bonuses by 1. The Acrobatics and Stealth skill bonuses are raised by 2.
6th	52 (7d8 + 21)	Did That Thing Move? When an attacker that the gargoyle can see hits them with an attack, they can use their reaction to halve the attack's damage against themselves. Multiattack. The gargoyle makes two attacks on their turn: one with their bite and one with their claws.

Adventurers investigating the Sacred Stone Monastery, or uncovering the truth behind the Black Earth cult, come across a series of statues tastefully placed in a Garden of Stone. Most of these statues are the work of Marlo Urnrayle, a medusa and current leader of the Black Earth cult.

Walking amongst the statues with a gargoyle mask, or accompanied by a member of the Black Earth Cult, elicits no reaction from the statues.

Two of the statues, however, are not statues at all, but are actually gargoyles in disguise. While one gargoyle is still loyal to its earthen masters, the other is not. The gargoyle, named for the direction they're facing, can be convinced to join the adventurers, given some convincing and on the grounds that they be "entertained."

BLACK EARTH GARGOYLE

7th-level Medium elemental

Armor Class 15 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

Saving Throws Str +5, Dex +5, Con +6

Skills Acrobatics +8, Sleight of Hand +5, Stealth +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Terran

Assassinate. During its first turn, the gargoyle has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the gargoyle scores against a surprised creature is a critical hit.

Cunning Action. On the gargoyle's turn in combat, they can take the Dash, Disengage, or Hide action as a bonus action.

False Appearance. While the gargoyle remains motionless, they are indistinguishable from an inanimate statue.

Actions

Multiattack. The gargoyle makes two attacks on their turn: one with their bite and one with their claws.

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

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

Dropped Stone (Recharges after a Short or Long Rest). If the gargoyle begins their turn at higher elevation than a creature, they can attempt to grapple it. If they succeed, they can fly into the air with their remaining movement. The target can attempt to break the grapple on its turn.

On their next turn, the gargoyle can release the creature, so a creature without a flying speed takes bludgeoning damage from falling.

Reactions

Did That Thing Move? When an attacker that the gargoyle can see hits them with an attack, they can halve the attack's damage against themselves.

The following are personalities that you can assign to the Black Earth gargoyle:

NORTH WIND

Black Earth gargoyle (they/them)

Personality. North has known these fleshy things since the great fleshy thing came to this place and bound North to their service. If you want to survive, you will do as North says.

Ideal. North is patient. They can wait a long, long time. Enough time for you to see North is right.

Bond. The fleshy things, North could crush in one claw. Yet, they give North what North wants. This is good.

Flaw. North is like stone from earth. Hard to make North think another way.

EAST WIND

Black Earth gargoyle (they/them)

Personality. East likes to watch their prey squirm. East can wait until the prey takes their last, gasping breath.

Ideal. East wants to see the big snake man cower in fear. East wants to tear out his insides. Slowly.

Bond. East sees cruelty in fleshy things. East likes this. We share common earth.

Flaw. East sometimes takes too long to eat. Prey turns to dust in East's claws. This displeases East.

WEST WIND

Black Earth gargoyle (they/them)

Personality. West likes when the fleshy things fight! Yes! Fight more!

Ideal. West wants to see fleshy things kill more, make more food for West. West's belly is so empty.

Bond. West likes to see the fleshy things kill. Make mask-wearing fleshy things scream. West likes the sounds.

Flaw. West wants to see fleshy things fight all the time. Kill! Entertain West!

SOUTH WIND

Black Earth gargoyle (they/them)

Personality. South likes having talky friends to be around. East was so boring. They made South fall asleep for a long time.

Ideal. South wants to play with all the fleshy things, even when they say South plays too hard.

Bond. South wants fleshy things to make South happy. South will keep fleshy things happy too!

Flaw. Fleshy things say South plays too much. Fleshy things don't have mouths to say bad things about South anymore.

BLACK EARTH GARGOYLES BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	67 (9d8 + 27)	Ability Score Improvement. The gargoyle's Dexterity score increases by 2. This raises the Dexterity modifier and saving throw, skill bonuses, and attack and damage bonuses by 1. Unnatural Grace. When the gargoyle is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.
9th	75 (10d8 + 30)	Four Arms. The gargoyle sprouts two additional stone arms from their body. They can make three attacks on their turn: one bite attack and two claw attacks.
10th	82 (11d8 + 33)	Ability Score Improvement. The gargoyle's Dexterity score increases by 2. This raises the Dexterity modifier and saving throw, skill bonuses, and attack and damage bonuses by 1.
11th	90 (12d8 + 36)	Improved Dropped Stone. The gargoyle can use the Dropped Stone feature twice.
12th	97 (13d8 + 39)	Ability Score Improvement. The gargoyle's Dexterity score increases by 2. This raises the Dexterity modifier and saving throw, skill bonuses, and attack and damage bonuses by 1. Reliable as a Rock. The gargoyle has refined their skills to near perfection. Whenever they make an ability check that lets them add their proficiency bonus, they can treat a d20 roll of 9 or lower as a 10.
13th	105 (14d8 + 42)	Empowered Earth. As an action, the gargoyle can increase their stature, turning themselves into a towering stone monstrosity. The gargoyle's size becomes Large, and they can make five attacks: one with their bite, and four with their claws. This effect lasts for five rounds. Once the gargoyle uses this feature, they cannot use it again until they finish a long rest.
14th	112 (15d8 + 45)	Black Earth Impostor. The gargoyle has spent enough time observing the Cult of the Black Earth that they can reliably imitate the writing, speech, and behavior of the average cultist, enough to ward off suspicion until they're ready to strike. To the casual observer, the gargoyle's ruse is imperceptible. If a creature thinks that something is amiss, the gargoyle has advantage on Charisma (Deception) checks to avoid detection.
15th	120 (16d8 + 48)	Blindsense. The gargoyle has blindsense out to 10 feet.

Improved Empowered Earth. When the gargoyle uses the Empowered Earth feature, it lasts for one minute.



CALIDIA

1st-level Medium humanoid (human)

Armor Class 14 (studded leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Saving Throws Dex +4

Skills Acrobatics +4, Deception +4, Performance +4, Persuasion +4, Stealth +4

Senses passive Perception 10

Languages Common, thieves' cant

Fuel Resourcefulness. Calidia is adept at alchemically preparing fuels for her fire performances from any flammable material. She has no trouble finding supplies in most circumstances and can prepare fresh fuels during a short or long rest.

Tools. Calidia has alchemist's supplies and juggling torches.

Actions

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

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

Fire Breathing (Recharges after a Short or Long Rest). Calidia can use a torch or other source of open flame to produce a 5- by 30-foot line of fire that deals 7 (2d6) fire damage to all creatures within range. A successful DC 12 Dexterity saving throw halves the damage. Calidia is immune to the fire damage of her own attacks.

CALIDIA

Human fire performer (she/her)

Calidia is a traveling entertainer. She has many impressive skills like tumbling and sword eating, but she specializes in fire performances like breathing fire and juggling torches. Originally from Yartar, Calidia travels wherever there is celebration, whether it's a carnival for the masses or the private party of a wealthy merchant or lower nobility.

This access to all layers of society makes her an interesting asset to the Zhentarim and the Hand of Yartar, and while she doesn't directly engage in their shifty practices, keeping these parties apprised of useful information and gossip she learns during her travels has been a nice supplement to her income.

Now that travel is getting dangerous in the Dessarin Valley, she certainly wouldn't mind sticking with some well equipped adventurers. The fact that their exploits against the elemental cults may be of interest to her employers, well, that's just an added benefit.



Personality. I like to be the center of attention. If all eyes aren't on me, I'm doing something wrong.

Ideal. The most important thing in life is the freedom to go wherever I want.

Bond. I proudly wear my mother's hairpin when performing. It's the only thing I have of her.

Flaw. I don't take criticism very well and sulk when someone berates my performances.

CALIDIA BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8 + 3)	Cunning Action. On Calidia's turn in combat, she can take the Dash, Disengage, or Hide action as a bonus action.
3rd	22 (4d8 + 4)	Expertise. Calidia's proficiency bonus is doubled for any ability check she makes that uses either Acrobatics or Performance.
4th	27 (5d8 + 5)	Dazzling Performance. As an action, Calidia displays a marvelous feat of performance art, such as eating fire or swallowing her sword. All enemies who can see her must succeed on a DC 12 Wisdom saving throw or become charmed or frightened (Calidia's choice) until the end of her next turn.
5th	33 (6d8 + 6)	Ability Score Improvement. Calidia's Dexterity score increases by 2. This raises the Dexterity modifier and saving throw, Armor Class, Acrobatics and Stealth skill bonuses, and the attack and damage bonuses by 1.
6th	38 (7d8 + 7)	Proficiency Bonus. Calidia's proficiency bonus increases by 1. This raises the saving throw bonus; Deception, Persuasion, and Stealth skill bonuses; DCs of the Dazzling Performance and Fire Breathing features, and attack bonuses by 1. The Acrobatics and Performance skill bonuses are raised by 2.

CALIDIA

7th-level Medium humanoid (human)

Armor Class 15 (studded leather)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

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

Saving Throws Dex +6
Skills Acrobatics +9, Deception +5, Performance +8, Persuasion +5, Stealth +6
Senses passive Perception 10
Languages Common, thieves' cant

Cunning Action. On Calidia's turn in combat, she can take the Dash, Disengage, or Hide action as a bonus action.

Fuel Resourcefulness. Calidia is adept at alchemically preparing fuels for her fire performances from any flammable material. She has no trouble finding supplies in most circumstances and can prepare fresh fuels during a short or long rest.

Tools. Calidia has alchemist's supplies and juggling torches.

Actions

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

Juggling Torches. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) fire damage.

Dazzling Performance. Calidia displays a marvelous feat of performance art, such as eating fire or swallowing her sword. All enemies who can see her must succeed on a DC 13 Wisdom saving throw or become charmed or frightened (Calidia's choice) until the end of her next turn.

Fire Breathing (Recharges after a Short or Long Rest). Calidia can use a torch or other source of open flame to produce a 5- by 30-foot line of fire that deals 10 (3d6) fire damage to all creatures within range. A successful DC 13 Dexterity saving throw halves the damage. Calidia is immune to the fire damage of her own attacks.



CALIDIA BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	49 (9d8 + 9)	Cone of Fire. Calidia can choose to use her Fire Breathing feature to produce a 15-foot cone of fire that deals the same damage as normal.
9th	55 (10d8 + 10)	Ability Score Improvement. Calidia's Charisma score increases by 2. This raises the Charisma modifier; Deception, Performance, and Persuasion skill bonuses; and DC of the Dazzling Performance feature.
10th	60 (11d8 + 11)	Evasion. If Calidia is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.
11th	66 (12d8 + 12)	Fuel Efficiency. Calidia can use her Fire Breathing feature twice.
12th	71 (13d8 + 13)	Proficiency Bonus. Calidia's proficiency bonus increases by 1. This raises the saving throw bonuses; Deception, Persuasion, and Stealth skill bonuses; DCs of the Dazzling Performance and Fire Breathing features, and attack bonuses by 1. The Acrobatics and Performance skill bonuses are raised by 2.
13th	77 (14d8 + 14)	Ability Score Improvement. Calidia's Dexterity score increases by 2. This raises the Dexterity modifier and saving throw, Armor Class, Acrobatics and Stealth skill bonuses, and the attack and damage bonuses by 1.
14th	82 (15d8 + 15)	Shaped Fire Breathing. When Calidia uses her Fire Breathing feature, she can choose a number of affected creatures equal to her Dexterity modifier. The chosen creatures automatically succeed on their saving throws, and they take no damage if they would normally take half damage on a successful save.
15th	88 (16d8 + 16)	Ring of Fire. Calidia can spin around while her Fire Breathing ability to produce a 10-foot-radius, 10-foot-tall cylinder of fire around her that deals the same damage as normal.



CRUSHING WAVE CULTIST

1st-level Medium humanoid (any race)

Armor Class 16 (chain shirt, shield)

Hit Points 13 (2d8 + 4)

Speed 30 ft., swim 30 ft.

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

Saving Throws Con +4

Skills Athletics +5, Perception +3, Survival +3

Senses passive Perception 13

Languages Common, Elvish

Underwater Adaptation. The cultist can breathe air and water.

Actions

Sharktoothed 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. Against an unarmored target, the cultist deals an extra die of damage with this sword.

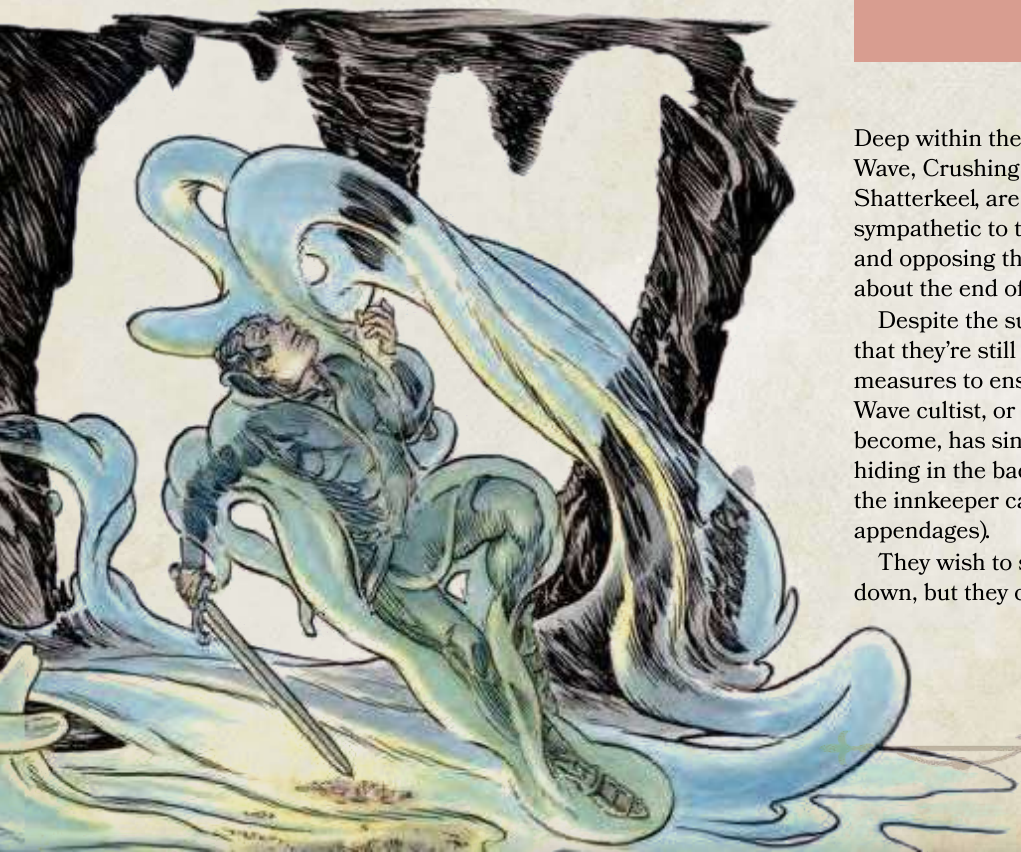
Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Reactions

Protection. The cultist imposes disadvantage on the attack roll of a creature within 5 feet of it whose target isn't the cultist. The cultist must be able to see the attacker.

WATER CULTISTS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	Second Wind. The cultist can use a bonus action on their turn to regain hit points equal to 1d10 + their level. If they do so, they can't use this feature again until they finish a short or long rest.
3rd	26 (4d8 + 8)	Improved Critical. The cultist's weapon attacks score a critical hit on a roll of 19 or 20. Seadog's Feint. If the cultist takes the Dodge action, they can make an attack roll against a creature within melee range. If they succeed, the target cannot attack the cultist on its next turn. If the cultist uses this feature, they can't use it again until they finish a short or long rest.
4th	32 (5d8 + 10)	Ability Score Improvement. The cultist's Strength score increases by 2. This raises the Strength modifier, Athletics skill bonus, and melee attack and damage bonuses by 1.
5th	39 (6d8 + 12)	Proficiency Bonus. The cultist's proficiency bonus increases by 1. This raises the Constitution saving throw, skill bonuses, passive Perception, and attack bonuses by 1.
6th	45 (7d8 + 14)	Extra Attack. The cultist can attack twice, instead of once, whenever they take the Attack action on their turn.



Deep within the recesses of the Temple of the Crushing Wave, Crushing Wave cultists, under the leadership of Gar Shatterkeel, are hard at work bringing forth monsters sympathetic to their cause, keeping curious parties at bay, and opposing the other elemental cults in order to bring about the end of the world as we know it.

Despite the success of his followers, Gar is loath to believe that they're still loyal to his cause and has recently taken measures to ensure that no one betrays him. This Crushing Wave cultist, or rather, the lobster-like creature they have become, has since escaped from the temple and can be found hiding in the backroom of whatever tavern permits them (if the innkeeper can get past their horrific appearance and appendages).

They wish to see the Cult of the Crushing Wave taken down, but they can't do it alone.

CRUSHING WAVE CULTIST

7th-level Medium humanoid (any race)

Armor Class 16 (chain shirt, shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Con +5

Skills Athletics +7, Perception +4, Survival +4

Senses passive Perception 14

Languages Common, Elvish

Improved Critical. The cultist's weapon attacks score a critical hit on a roll of 19 or 20.

Second Wind (Recharges after a Short or Long Rest). The cultist can use a bonus action on their turn to regain hit points equal to 1d10 + 7.

Underwater Adaptation. The cultist can breathe air and water.

Actions

Extra Attack. The cultist can attack twice, instead of once, whenever they take the Attack action on their turn.

Sharktoothed Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 8 (1d10 + 4) slashing damage if used with two hands. Against an unarmored target, the cultist deals an extra die of damage with this sword.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Reactions

Protection. The cultist imposes disadvantage on the attack roll of a creature within 5 feet of it whose target isn't the cultist. The cultist must be able to see the attacker.

Seadog's Feint (Recharges after a Short or Long Rest). If the cultist takes the Dodge action, they can make an attack roll against a creature within melee range. If they succeed, the target cannot attack the cultist on its next turn.

Tides' Ward (2/Day). If the cultist or a creature they can see within 5 feet is hit by an attack, they can roll 1d8 if they're wielding a melee weapon or a shield. Roll the die, and add the number rolled to the target's AC against that attack. If the attack still hits, the target has resistance against the attack's damage.

SARA GLENDARAH (THE AMNESIAC)

High elf former paladin (she/her)

Once a member of the aspiring adventuring band the Phandalin Pals, Sara Glendarah championed her chosen god, Helm, through encounters with goblins, worgs, and more. She was a beacon of light and a shield to her comrades, gently guiding them towards the heroic path, careful not to press too far when the situation called for restraint. Given enough time, she could have become a paragon for good.

As it was, she and the rest of her party were overcome by Crushing Wave cultists while investigating Rivergarde Keep. Had Sara the will of her friends, she might have shared their fate in the Drowning Chambers. Instead, she was given a new life and purpose by the sea hags, memories of her adventuring days stripped from her mind.

Sara cannot remember how she escaped Rivergarde Keep or much of her life before the Drowning. All that abides in her is a hunger for revenge.

Personality. Let's see if those tricks I picked up from the Reavers do us any good.

Ideal. The creatures that made me like this need to be punished. I don't know how, I don't know when, but they should. It's only right.

Bond. I think I have family in Waterdeep. It's so hard to remember things, you see.

Flaw. I can't be seen like this, not in polite company. Isn't there an overcoat or something you can give me?





WATER CULTISTS BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	58 (9d8 + 18)	A Fair Fight's Hardly Ever Fair. If the cultist and their allies are outnumbered by enemy creatures within 30 feet, the cultist can roll a Charisma (Deception) check to distract the creatures (DC 10 + the number of enemies). If the check succeeds, the cultist and their allies can move without provoking opportunity attacks until the cultist's next turn.
9th	65 (10d8 + 20)	Flood's Strength. The cultist can reroll a saving throw that they fail. If they do so, they must use the new roll. After using this feature, the cultist cannot use it again until they finish a long rest.
10th	71 (11d8 + 22)	Overwhelming Tide. When they use the Attack action on their turn and hit a creature that is Large or smaller with a weapon attack, the cultist can force the target to make a DC 15 Strength saving throw. If the target fails, it is knocked back 15 feet and falls prone.
11th	78 (12d8 + 24)	Big, Meaty Claws. The cultist has advantage on attack rolls against a creature they are grappling. Additionally, they can use their action to try to pin a creature grappled by them. To do so, make another grapple check. If they succeed, the cultist and the target are both restrained until the grapple ends.
12th	84 (13d8 + 26)	Ability Score Improvement. The cultist's Strength score increases by 2. This raises the Strength modifier, Athletics skill bonus, DC of the Overwhelming Tide feature, and attack and damage bonuses by 1.
13th	91 (14d8 + 28)	Improved Flood's Strength. The cultist can use the Flood's Strength feature twice, instead of once. Toughened Shell. After many fights, the cultist's lobster-like shell has completely hardened, providing extraordinary damage resistance. The cultist's AC can't be less than 18, regardless of what kind of armor it is wearing.
14th	97 (15d8 + 30)	Proficiency Bonus. The cultist's proficiency bonus increases by 1. This raises the Constitution saving throw, skill bonuses, passive Perception, DC of the Overwhelming Tide feature, and attack bonuses by 1.
15th	104 (16d8 + 32)	Regenerative Lobster Flesh. The cultist can repurpose themselves to replace lost parts. Whenever they lose a limb or significant body part (including their head), they can choose to regrow it as a reaction. Regrowing a lost limb or body part requires them to lose body mass elsewhere to form the limb. They take 10 bludgeoning damage, ignoring all resistances and immunities, when they use this feature. They can also choose to sever a limb and grow it back as a reaction when they are grappled, or when something has affected one of their limbs. If they remove a limb in this way as a reaction to being grappled, they remove the grappled condition.

TOCHE ESSKOR (THE CAPTAIN)

Water genasi sailor (he/him)

Originally from Saltmarsh, Toche Esskor was once a successful merchant, sailing the Sword Coast on his ship *The Mermaid's Smile*. For many years, Toche and the *Smile* were associated with quality goods, delivered ahead of schedule to ports such as Neverwinter, Waterdeep, and even out to the peninsula of Chult. His crew might have not taken well to such high expectations, sure, and there was that one time he was nearly thrown overboard. But such was the life of honest seafaring folk like himself.

On his 75th birthday, Toche gave up the high seas and traveled east, eventually settling down with a small river boat in the village of Womford. For Toche, retirement would be sailing up and down the River Dessarin. It would be perfect—no crew to manage, no deadlines to keep. Sadly, he would never see the happiest years of his life.

On his first outing along the River Dessarin, Toche was captured by merrow and taken to the depths beneath Rivergarde Keep. Cursed by sea hags loyal to Gar Shatterkeel, the genasi was able to just barely escape his captors, find a boat, and flee from the keep. He would not be anyone's lackey, not today, not ever.

Though Toche may be physically changed, the former merchant captain's fighting spirit is still alive and well, and he intends to help anyone who wishes to take down the Crushing Wave.

Personality. Yeh lead th' way? Not to hurt that pride a' yours, lad, but you couldn't steer a ship even if a lighthouse was right beside yah.

Ideal. Nothin' matters to me more than bein' on the open sea, steal—I mean, givin' to the less fortunate.

Bond. I could count on one hand the loyalest a' me crew. Rest a' them need ta learn to listen.

Flaw. Gold makes the world go round, so the saying goes. Same can be said fer me.

DELLE AZGIRN (THE FARMER'S DAUGHTER)

Mountain dwarf farmer (she/her)

Delle Azgirn comes from a long line of Red Larch farmers, although recent developments, such as the opening of stone quarries on land owned by the Azgirns, have forced her family to look for income by other means. Her parents believe they're being unfairly targeted by Red Larch's elders, but they have no evidence with which to prove it.

At one time, Delle's parents wanted her to marry the nearby Magaran clan's boy, a churlish lad who took more interest in the quarries than Delle. When the time was right, Delle thought, she would run away with her true love, a halfling and recent arrival to Red Larch named Carlas Emberwright. For a whole summer, she and Carlas made plans, agreeing to steal away on the last caravan bound for Waterdeep. It would have been a perfect storybook ending for Delle, with a new life in a fast-moving town to boot.

Little did Delle know that Carlas was an agent working in secret on the Crushing Wave's behalf. Instead of Waterdeep, Delle found herself at Rivergarde Keep, changed into something she did not recognize as herself.

All this can be fixed, Delle believes, with the help of some adventurers willing to venture into Rivergarde Keep. Can't it?

Personality. Are you here to save me? Save the morality speech for later. I'm not interested.

Ideal. I dream of leaving all this behind and traveling to Neverwinter, or somewhere on the Sword Coast.

Bond. My parents will get this sorted out, and myself cured of this...condition. You'll see.

Flaw. This can all be fixed, can't it? I'm not going to be hideous forever.



ETERNAL FLAME CULTIST

1st-level Medium humanoid (any race)

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Saving Throws Wis +4

Skills Arcana + 4, Intimidation + 3, Religion +4

Senses passive Perception 12

Languages Common, Ignan

Spellcasting. The cultist's spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The cultist has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *produce flame*

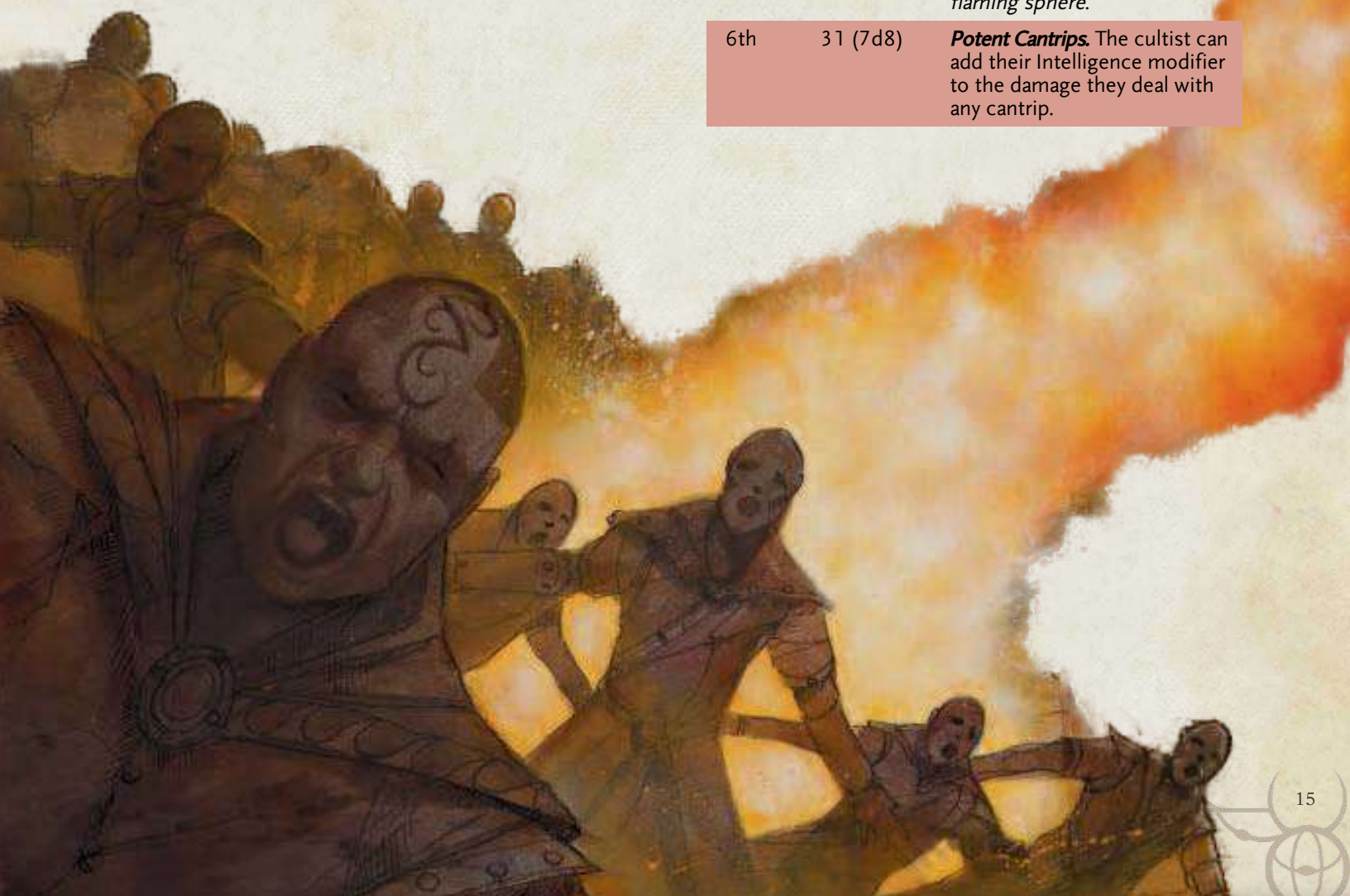
1st level (2 slots): *detect magic*

Actions

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

FIRE CULTISTS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d8)	Spellcasting. The cultist learns the 1st-level spell <i>burning hands</i> .
3rd	18 (4d8)	Spellcasting. The cultist gains one 1st-level spell slot. The cultist also learns the 1st-level spell <i>faerie fire</i> .
4th	22 (5d8)	Ability Score Improvement. The cultist's Intelligence score increases by 2. This raises the Intelligence modifier, spell save DC, spell attack bonus, and Arcana and Religion skill bonuses by 1. Spellcasting. The cultist learns the <i>light</i> cantrip.
5th	27 (6d8)	Proficiency Bonus. The cultist's proficiency bonus increases by 1. This raises the saving throw bonus, skill bonuses, spell save DC, and attack bonuses by 1. Spellcasting. The cultist gains one 1st-level spell slot and two 2nd-level spell slots. The cultist also learns the 2nd-level spell <i>flaming sphere</i> .
6th	31 (7d8)	Potent Cantrips. The cultist can add their Intelligence modifier to the damage they deal with any cantrip.



ETERNAL FLAME CULTIST

7th-level Medium humanoid (any race)

Armor Class 12 (leather armor)

Hit Points 36 (8d8)

Speed 30 ft.

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

Saving Throws Wis +5

Skills Arcana + 6, Intimidation + 4, Religion +6

Damage Resistances fire

Senses passive Perception 12

Languages Common, Ignan

Potent Cantrips. The cultist can add their Intelligence modifier to the damage they deal with any cantrip.

Spellcasting. The cultist's spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The cultist has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *fire bolt*, *light*, *produce flame*

1st level (4 slots): *burning hands*, *detect magic*, *faerie fire*

2nd level (3 slots): *continual flame*, *flaming sphere*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.



FIRE CULTISTS BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	40 (9d8)	Ability Score Improvement. The cultist's Intelligence score increases by 2. This raises the Intelligence modifier, spell save DC, spell attack bonus, and Arcana and Religion skill bonuses by 1. Spellcasting. The cultist gains one 3rd-level spell slot and learns the 3rd-level spell <i>fireball</i>.
9th	45 (10d8)	Sculpt Spells. When the cultist casts an evocation spell that affects other creatures that they can see, they can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws, and they take no damage if they would normally take half damage on a successful save. Spellcasting. The cultist gains one 3rd-level spell slot.
10th	49 (11d8)	Spellcasting. The cultist learns the 3rd-level spell <i>protection from energy</i>.
11th	54 (12d8)	Spellcasting. The cultist gains one 3rd-level spell slot and one 4th-level spell slot and learns the 4th-level spell <i>fire shield</i>.
12th	58 (13d8)	Ability Score Improvement. The cultist's Intelligence score increases by 2. This raises the Intelligence modifier, spell save DC, spell attack bonus, and Arcana and Religion skill bonuses by 1. Spellcasting. The cultist gains one 4th-level spell slot.
13th	63 (14d8)	Spellcasting. The cultist learns the 4th-level spell <i>wall of fire</i>.
14th	67 (15d8)	Spellcasting. The cultist gains one 4th-level spell slot and one 5th-level spell slot and learns the 5th-level spell <i>flame strike</i>.
15th	72 (16d8)	Empowered Evocations. The cultist can add their Intelligence modifier to the damage roll of any evocation spell they cast. Spellcasting. The cultist gains one 5th-level spell slot.

LAILA CLEVES (THE INFILTRANT)

Human Lord's Alliance agent (she/her)

Laila is an ambitious mage in her late twenties, originating from Waterdeep. She always had a preference for fire magic, so the Lord's Alliance tapped her to infiltrate the Eternal Flame cult to assess how much of a threat they are. She got out before she got in too deep and took the initiative to find allies who could help take down the cult to impress her superiors.

Personality. I don't take half measures. When it comes to it, I eliminate my opponents, burn their belongings, and ruin their reputation.

Ideal. I want to excel at every mission and rise to the top. One day, I'll be the one giving the orders.

Bond. My reputation means everything to me.

Flaw. I take credit for other people's work if I think I can get away with it.

RALDOS (THE DISILLUSIONED)

Tiefling mage (he/him)

Raldos is a former student of Vanifer from her time in Baldur's Gate and is secretly in love with her. Soon after she left to form the Eternal Flame cult, he followed her to the Sumer Hills to join her once again. But Raldos didn't have the stomach for the cult's violent work. He refused to kill someone when ordered to, so Vanifer ordered his death instead. Heartbroken, he barely escaped with his life. Now he is looking for a way to eliminate the cult, though he himself isn't sure whether his purpose is revenge or to redeem his love.

Personality. People underestimate me because of my gentle and calm attitude.

Ideal. Knowledge is the best tool to become stronger and get ahead in life.

Bond. Vanifer.... I will see you again.

Flaw. I don't know what I'll do if I come face to face with Vanifer, nor what I will do afterwards.

VESRIN FAERORIS (THE DISGRACED)

High elf corrupted druid (he/him)

Vesrin used to be a druid, hailing from the High Forest. Through his long life, he started to resent the rise of civilizations and longed for the power to return the world to how it used to be in ancient days, covered in forests. This desire left him vulnerable to the corruption of Elemental Evil, leading him to forsake his druidic teachings and to the Cult of the Eternal Flame. He gained much power, but after a while, he realized that nature would suffer more from the cult's work than it would civilization. He left as soon as he could and is now looking for allies to stop this immediate threat, even going as far as venturing into the cities and villages to do so.

Personality. The enemy of my enemy is my ally.... For now.

Ideal. I will sacrifice anything and everything to return the world to how it should be.

Bond. The High Forest. Though I can never return there, I will protect it with my life.

Flaw. I respond to threats with excessive force.



GRIFFON

1st-level Medium monstrosity

Armor Class 12

Hit Points 13 (2d8 + 4)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	2 (-4)	13 (+1)	8 (-1)

Saving Throws Wis +3

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages understands Common but cannot speak it

Keen Sight. The griffon has advantage on Wisdom (Perception) checks that rely on sight.

Actions

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

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



GRIFFONS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	Unshakable Bond. The griffon imposes disadvantage on the attack roll of a creature within 5 feet of it whose target isn't the griffon. The griffon must be able to see the attacker.
3rd	34 (4d10 + 12)	Growth Spurt. The griffon grows to Large in size. The griffon's Hit Dice are now d10s and the damage of its claws attack increases to 10 (2d6 + 3). In addition, its Constitution score increases by 2, raising the Constitution modifier by 1.
4th	42 (5d10 + 15)	Ability Score Improvement. The griffon's Strength score increases by 2. This raises the Strength modifier and attack and damage bonuses by 1.
5th	51 (6d10 + 18)	Feather Fall. If the griffon's ally falls or leaps from the griffon's back, the ally can cast <i>feather fall</i> anytime before hitting the ground. This feature cannot be used again until the griffon finishes a short or long rest. Proficiency Bonus. The griffon's proficiency bonus increases by 1. This raises the saving throw, skill bonus, passive Perception, and attack bonuses by 1.
6th	59 (7d10 + 21)	Multiattack. The griffon makes two attacks: one with its beak and one with its claws.

d8 Personality Trait

- The humanoid to whom I've bonded thinks they're in charge. Silly little thing.
- Wild griffons eat horses, and I really try hard not to. Really, I do.
- Any griffon can stab or slash an enemy to death. I like to drop them from great heights instead.
- My eagle head and forelegs are always molting, and I'm just a mess.
- I'm proud as a peacock and like to show off my impressive wingspan.
- Unlike most griffons, I'm striped like a tiger in back and plumed like a Philippine eagle in front.
- I'm grumpy in the morning until I have a raw carcass in my beak.
- If I can help it, I never back down from a fight.

GRIFFON

7th-level Large monstrosity

Armor Class 12

Hit Points 68 (8d10 + 24)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Saving Throws Wis +4

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages understands Common but cannot speak it

Barding Proficiency. The griffon is proficient with light and medium barding. Wearing barding does not affect its base or flying speed.

Feather Fall (Recharges after a Short or Long Rest). If the griffon's ally falls or leaps from the griffon's back, the ally can cast *feather fall* anytime before hitting the ground.

Keen Sight. The griffon has advantage on Wisdom (Perception) checks that rely on sight.

Unshakable Bond. The griffon imposes disadvantage on the attack roll of a creature within 5 feet of it whose target isn't the griffon. The griffon must be able to see the attacker.

Actions

Multiattack. The griffon makes two attacks: one with its beak and one with its claws.

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

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

GRIFFONS BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	76 (9d10 + 27)	Ability Score Improvement. The griffon's Dexterity and Wisdom scores each increase by 1. This raises the Dexterity modifier, Wisdom modifier and saving throw, Armor Class, skill bonus, and passive Perception by 1.
9th	85 (10d10 + 30)	Proficiency Bonus. The griffon's proficiency bonus increases by 1. This raises the saving throw, skill bonus, passive Perception, and attack bonuses by 1.
10th	93 (11d10 + 33)	Dive Attack. If the griffon is flying and dives at least 30 feet toward a target and then hits with a bite attack, the attack deals an extra 10 (3d6) damage to the target.
11th	102 (12d10 + 36)	Multiattack. The griffon makes three attacks: one with its beak and two with its claws.
12th	110 (13d10 + 39)	Ability Score Improvement. The griffon's Strength score increases by 2. This raises the Strength modifier and attack and damage bonuses by 1.
13th	119 (14d10 + 42)	Proficiency Bonus. The griffon's proficiency bonus increases by 1. This raises the saving throw, skill bonus, passive Perception, and attack bonuses by 1.
14th	127 (15d10 + 45)	Flyby. The griffon doesn't provoke an opportunity attack when it flies out of an enemy's reach.
15th	136 (16d10 + 48)	Stunning Cry. The griffon emits an ear-piercing screech. Each creature within 30 feet of it that can hear it must succeed on a DC 13 Wisdom saving throw or be frightened of it for 1 minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the griffon's Stunning Cry for the next 24 hours.

HOWLING HATRED

CULTIST

1st-level Medium humanoid (any race)

Armor Class 18 (plate)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

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

Saving Throws Con +4, Wis +2
Skills Arcana +2, Deception +4, Persuasion +4, Religion +2
Senses passive Perception 10
Languages Auran, Common

Elemental Touched. Those deep enough in the Howling Hatred cult are blessed with elemental power and use Charisma as their spellcasting ability (spell save DC 12).

Actions

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

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

GUST

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You seize the air and compel it to create one of the following effects at a point you can see within range:

- One Medium or smaller creature that you choose must succeed on a Strength saving throw or be pushed up to 5 feet away from you.
- You create a small blast of air capable of moving one object that is neither held nor carried and that weighs no more than 5 pounds. This object is pushed up to 10 feet away from you. It isn't pushed with enough force to cause damage.
- You create a harmless sensory effect using air, such as causing leaves to rustle, wind to slam shutters closed, or your clothing to billow impressively in a breeze.

CULTISTS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	Howling Hatred Initiate. Initiates to the cult learn the <i>gust</i> cantrip.
3rd	26 (4d8 + 8)	Parry. As a reaction to being targeted by a melee attack, the cultist adds 2 to its AC against that attack. To do so, the cultist must see the attacker and be wielding a melee weapon.
4th	32 (5d8 + 10)	Ability Score Improvement. The cultist's Charisma and Strength scores each increase by 1. This raises the Strength and Charisma modifiers, Deception and Persuasion skill bonuses, spell save DC, and the greatsword attack and damage bonuses by 1.
5th	39 (6d8 + 12)	Proficiency Bonus. The cultist's proficiency bonus increases by 1. This raises the saving throws, skill bonuses, spell save DC, and attack bonuses by 1.
6th	45 (7d8 + 14)	Multiattack. The cultist makes two melee attacks or makes one melee attack and casts <i>gust</i> on their turn.

INVESTITURE OF WIND

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Until the spell ends, wind whirls around you, and you gain the following benefits:

- Ranged weapon attacks made against you have disadvantage on the attack roll.
- You gain a flying speed of 60 feet. If you are still flying when the spell ends, you fall, unless you can somehow prevent it.
- You can use your action to create a 15-foot cube of swirling wind centered on a point you can see within 60 feet of you. Each creature in that area must make a Constitution saving throw. A creature takes 2d10 bludgeoning damage on a failed save, or half as much damage on a successful one. If a Large or smaller creature fails the save, that creature is also pushed up to 10 feet away from the center of the cube.

HOWLING HATRED

CULTIST

7th-level Medium humanoid (any race)

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

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

Saving Throws Con +4, Wis +2
Skills Arcana +3, Deception +6, Persuasion +6, Religion +3
Senses passive Perception 10
Languages Auran, Common

Elemental Touched. Those deep enough in the Howling Hatred cult are blessed with elemental power and use Charisma as their spellcasting ability (spell save DC 14).

Innate Spellcasting. The cultist's innate spellcasting ability is Charisma. They can innately cast *gust* at will. In addition, they can cast the *gust of wind* spell but cannot do so again with this feature until they finish a short or long rest.

Actions

Multiattack. The cultist makes two melee attacks or makes one melee attack and casts *gust* on their turn.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

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

Reactions

Parry. The cultist adds 2 to their AC against one melee attack that would hit them. To do so, the cultist must see the attacker and be wielding a melee weapon.

CULTISTS BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	58 (9d8 + 18)	Ability Score Improvement. The cultist's Strength score increases by 2. This raises the Strength modifier and greatsword attack and damage bonuses by 1.
9th	65 (10d8 + 20)	Galeforce Strike. When the cultist hits a Medium or smaller creature with a melee attack, they can force that creature to make a Strength saving throw. On a failure, the target is pushed up to 10 feet away.
10th	71 (11d8 + 22)	Improved Gusts. When the cultist casts the <i>gust</i> cantrip, it can now affect Large or smaller creatures and move objects of up to 15 pounds. Additionally, when they cast <i>gust of wind</i> , the spell no longer requires concentration to maintain it from round to round.
11th	78 (12d8 + 24)	Blustery Deflection. As a reaction to a ranged weapon attack that hits the cultist, they can attempt to deflect it. When they do so, the damage is reduced by 1d10 + 10. If they reduce the damage to 0, the cultist can choose to create one effect from the <i>gust</i> cantrip.
12th	84 (13d8 + 26)	Ability Score Improvement. The cultist's Charisma score increases by 2. This raises the Charisma modifier, Deception and Persuasion skill bonuses, and spell save DC by 1.
13th	91 (14d8 + 28)	Proficiency Bonus. The cultist's proficiency bonus increases by 1. This raises the saving throws, skill bonuses, spell save DC, and attack bonuses by 1.
14th	97 (15d8 + 30)	Multiattack. The cultist makes three melee attacks or makes two melee attacks and casts <i>gust</i> on their turn.
15th	104 (16d8 + 32)	Right Hand of the Howling Hatred. The cultist can tap into immense power. They can cast the <i>investiture of wind</i> spell but with a 1-minute duration. They cannot cast this spell again with this feature until they finish a short or long rest.



VELD KNURRSON

1st-level Medium humanoid (human)

Armor Class 17 (chain shirt, shield)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	11 (+0)	13 (+1)	11 (+0)

Saving Throws Con +4

Skills Athletics +5, Perception +3, Survival +3

Senses passive Perception 13

Languages Bothii, Common

Fueled By Drink. Veld has had a history of frequenting local taverns and draining them of their stores of alcohol. Allegedly, this helps keep his combat prowess in tip-top shape. Whenever Veld ingests ale, beer, or other alcoholic beverages, for the next two hours, he does not attack at disadvantage when using his Totem Channel features.

Tools. Veld has a hunting trap and woodcarver's tools.

Uthgardt Heritage. Veld has knowledge of the Elk tribe's territory, in addition to the terrain and natural resources of the surrounding area. He can find twice as much food and water when foraging in these lands. Veld can also call on the hospitality of the Elk tribe.

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.

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

VELD KNURRSON BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	Second Wind. Veld can use a bonus action on his turn to regain hit points equal to 1d10 + his level. If he does so, he can't use this feature again until he finishes a short or long rest.
3rd	26 (4d8 + 8)	Blood Calls For Blood. If he is hit with a weapon attack, Veld can immediately make an attack with disadvantage against the attacking creature if it is within range. On a hit, the creature takes damage equal to the damage it dealt to Veld.
4th	32 (5d8 + 10)	Improved Critical. Veld's weapon attacks score a critical hit on a roll of 19 or 20.
5th	39 (6d8 + 12)	Ability Score Improvement. Veld's Strength score increases by 2. This raises the Strength modifier, Athletics skill bonus, and the attack and damage bonuses by 1.
6th	45 (7d8 + 14)	Extra Attack. Veld can attack twice, instead of once, whenever he takes the Attack action on his turn. Proficiency Bonus. Veld's proficiency bonus increases by 1. This raises the saving throw, skill bonuses, passive Perception, and attack bonuses by 1.



VELD KNURRSON

7th-level Medium humanoid (human)

Armor Class 17 (chain shirt, shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	13 (+1)	11 (+0)

Saving Throws Con +5

Skills Athletics +7, Perception +4, Survival +4

Senses passive Perception 14

Languages Bothii, Common

Fueled By Drink. Veld has had a history of frequenting local taverns and draining them of their stores of alcohol. Allegedly, this helps keep his combat prowess in tip-top shape. Whenever Veld ingests ale, beer, or other alcoholic beverages, for the next two hours, he does not attack at disadvantage when using his Totem Channel features.

Improved Critical. Veld's weapon attacks score a critical hit on a roll of 19 or 20.

Second Wind (Recharges after a Short or Long Rest). Veld can use a bonus action on his turn to regain hit points equal to 1d10 + 7.

Tools. Veld has a hunting trap and woodcarver's tools.

VELD KNURRSON

Human Uthgardt barbarian (he/him)

Adventurers working against the elemental cults are likely to encounter nomadic barbarians, known as the Uthgardt tribes, in their adventures. Veld Knurrson is one such individual, originally hailing from the Elk tribe. While most Elk Uthgardt are known for being fierce raiders and savage killers and generally shun civilization, Veld has found that tavern life is preferable to hunting in the wild.

Veld has grand plans, of course, and dreams of one day disposing of Rond Vaarson, the Elk tribe's great chief. Until that day comes, he plans on eating and drinking as much as he likes in the nearest dive that tolerates his presence. Perhaps you can convince him that adventuring will help him achieve what he wants?

Personality. Did you insult me just then? Heh, don't worry about it. I'll just crush the skull of the next cultist we meet and pretend it's yours.

Ideal. I'm going to make a name for myself in these parts, with or without my clan. Watch, you'll see.

Bond. Show me that you can keep your head in battle, and you'll have earned my friendship for life.

Flaw. Whoever said "Swing first, talk second" better not have been talking about me! Alright, it's kind of accurate.

Uthgardt Heritage. Veld has knowledge of the Elk tribe's territory, in addition to the terrain and natural resources of the surrounding area. He can find twice as much food and water when foraging in these lands. Veld can also call on the hospitality of the Elk tribe.

Actions

Extra Attack. Veld can attack twice, instead of once, whenever he takes the Attack action on his turn.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Totem Channel. Veld can channel his tribe's totem animal, the elk, in combat.

- **Elk Stomp (Recharges after a Short or Long Rest).** When Veld stomps the ground, any creature within a 15-foot cone in front of him must make a DC 15 Dexterity saving throw. If they fail, they fall prone and can only take a single action or bonus action until Veld's next turn.

Reactions

Blood Calls For Blood. If he is hit with a weapon attack, Veld can immediately make an attack with disadvantage against the attacking creature if it is within range. On a hit, the creature takes damage equal to the damage it dealt to Veld.



VELD KNURRSON BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	58 (9d8 + 18)	I Cut You Open, You Talk. When Veld would make a Charisma (Intimidation) check against a creature, he can choose to instead make a melee attack and deal half damage. On a hit, deal the damage and consider the skill check a success, but on a miss, Veld automatically fails the skill check.
9th	65 (10d8 + 20)	Indomitable. Veld can reroll a saving throw but must use the new result. If he does so, he can't use this feature again until he finishes a long rest.
10th	71 (11d8 + 22)	Totem Channel: Elk Swing. Veld can channel his tribe's totem animal, the elk, in combat. Veld can take an action to swing his melee weapon in a circle around himself, making an attack with disadvantage against each creature within 5 feet. If he successfully hits a creature with this feature, it takes double the damage it would normally take from the attack and is knocked prone. Veld cannot use this feature again until he finishes a short or long rest.
11th	78 (12d8 + 24)	Skin Like Stone. Veld's skin adopts an earthen gray hue, much like stone. Veld gains resistance to piercing and bludgeoning damage.
12th	84 (13d8 + 26)	Improved Channel: Elk Stomp. Veld gains two additional uses of his Elk Stomp feature.
13th	91 (14d8 + 28)	Ability Score Improvement. Veld's Strength score increases by 2. This raises the Strength modifier, Athletics skill bonus, and the attack and damage bonuses by 1. Earthen Rage. Veld can roll two, instead of one, extra damage dice on a critical hit with a melee attack.
14th	97 (15d8 + 30)	Improved Channel: Elk Swing. Veld gains two additional uses of the Elk Swing feature.
15th	104 (16d8 + 32)	Proficiency Bonus. Veld's proficiency bonus increases by 1. This raises the saving throw, skill bonuses, passive Perception, and attack bonuses by 1.

Totem Channel: Elk Ram. Veld can channel his tribe's totem animal, the elk, in combat. Veld can take an action to move up to his speed in a straight line. If he does, he makes an attack with disadvantage against each creature in his line of movement. Each creature that is hit by this attack is knocked back 5 feet to a square of Veld's choosing. Veld cannot use this feature again until he finishes a short or long rest.

