

Scarlet Crusade

APRIL RELEASE



**STATBLOCKS FOR 5E
CAMPAIGNS**

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Credits

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Scarlet Crusade

Growing discontent among the common people regarding the methods of the Scarlet Inquisition was becoming a thorn in the side of not only the city's leaders but also the Inquisition itself. Overly focused on repelling the forces of darkness back to their realms, the Crimson Crusade had neglected the issue for far too long. In the past, before La Casa Del Casteli was established, ordinary people feared to open their doors after dusk, dreading the roaming demons. Over decades of conflict, the Scarlet Inquisition managed to drive the forces of darkness away from human lands. However, while the Inquisitors remained vigilant against evil, the common people began to view demons as mere myths rather than an imminent threat.

Nowadays, encountering a wandering demon near Steamforge City is nearly impossible, thanks to Casteli's effectiveness. As a result, the city council receives far more complaints about the Inquisitors and their methods during their hunts than concerns about the influence of darkness. The council decided to act before discontent turned into hatred, which would only strengthen the forces of darkness. They called a meeting with the Aureolium, the leaders of La Casa Del Casteli, to address the problem. After much debate, they concluded that the Scarlet Inquisition must improve its public image and demonstrate that the threat of darkness is more real than people believe.

To avoid disrupting the existing structure of the order, the Aureolium decided that creating a new branch within La Casa Del Casteli would be the best way to achieve their goal. Thus, the House of the Sun came into existence.



Isabella la Sabia

Among the many candidates considered by the Aureolium for the leadership of the House of the Sun, Inquisitor Isabella stood out as the most prominent. Born to an inquisitor father and a city council member mother, she possessed the background and understanding of the issues she would need to address. Eager to take on a new role and responsibilities, Isabella realized that the order had strayed from the path of the Holy Light, and she was determined to guide it back.

Isabella made it a point to attend festivals and gatherings, meeting with the people to learn about their needs, concerns, and how the order could assist them. Under her leadership, she gathered like-minded members of the Scarlet Inquisition who shared her vision of transforming the order for the better and demonstrating to the people that they were more than just a weapon against darkness.

Gradually, the order's image improved in the eyes of the people, which pleased the Aureolium and affirmed their decision. This allowed Isabella to become the political face of the entire La Casa Del Casteli, granting her more freedom to act than any other officer within the order.

Under Isabella's guidance, the House of the Sun not only maintained its dedication to combating darkness but also focused on fostering a positive relationship with the communities they served. As a result, the order's reputation continued to grow, and their presence became a symbol of hope and protection for the people of Steamforge.

Isabella la Sabia

Medium humanoid (human), lawful good

Armor Class 11 (14 with mage armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

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

Saving Throws Wis +5, Cha +7

Skills Insight +5, Investigation +4, Perception +5, Religion +4

Condition Immunities charmed, frightened

Senses passive Perception 15

Languages Common, Celestials

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Divine Sense. Isabella can detect the presence of good or evil celestial, fiend, or undead creatures within 60 ft. of her.

Unbroken Will. Isabella is immune to being frightened or charmed.

Holy Smite (recharge 5-6). When Isabella hits a creature with a weapon attack or a spell attack, she can deal 11 (2d8) radiant damage to the target, in addition to the normal damage.



Actions

Multiattack. Isabella makes two Scepter of Lightning or Lightning Lash attacks.

Scepter of Lightning. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, plus 7 (2d6) lightning damage.

Lightning Lash. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 10 (3d6) lightning damage.

Spellcasting. Isabella casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *light, detect magic, guidance, mending, mage armor*
3/day each: *lesser restoration, dispel magic, scorching ray*

1/day each: *commune, spirit guardians*

Sun's Embrace (1/day). Isabella channels the radiant power of the sun, creating an aura of warmth and light. This aura extends in a 15-foot radius around her and lasts for 1 minute. All friendly creatures within the aura, including Isabella, gain the following benefits:

- **Regeneration:** At the start of each of their turns, the affected creatures regain hit points equal to Isabella's Charisma modifier (minimum of 1). This regeneration does not work on creatures with 0 hit points.
- **Illumination:** The aura sheds bright light in its radius and dim light for an additional 15 feet. This light is considered sunlight.
- **Radiant Strikes:** When an affected creature hits with a weapon attack or a spell attack that deals damage, it can choose to deal an additional 1d8 radiant damage.

Reactions

Holy Inspiration. Isabella grants an advantage on an attack roll, skill check, or saving throw to a creature she can see within 30 feet.



Inquisitor of the Holy Sun

Inquisitors of the Holy Purge firmly believed that the ends justified the means, remaining focused on their singular mission of hunting down the spawns of darkness. However, there were those among them who felt that the Holy Light should not be a tool of destruction, but a tool of protection. These Inquisitors chose to follow Isabella and joined the ranks of the House of the Sun, altering their oath from “to destroy the darkness” to “protect from the darkness.”

They came to understand that the methods employed by the Holy Purge were misguided, as they left only scars of fear and hatred in the hearts of the people, which ultimately served as invitations for darkness to prey on the weak. New recruits in the ranks of the Holy Sun received the same fundamental training in investigation, sacred arts, and hunting darkness, but their training in social skills placed greater emphasis on diplomacy over intimidation. This benevolent approach not only opened people’s hearts but also strengthened their resistance against darkness.

Under the guidance of the House of the Sun, the inquisitors began to forge strong bonds with the communities they served, fostering trust and goodwill. Their presence became a symbol of hope and protection, shielding the people from the darkness that threatened to consume them. As a result, the House of the Sun flourished, and its message of hope and light spread across the land, shining a beacon of hope in the face of encroaching darkness.



Inquisitor of the Holy Sun

Medium humanoid (human), lawful good

Armor Class 14 (studded leather)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	16 (+3)	14 (+2)	15 (+2)	9 (-1)

Saving Throws Wis +5, Cha +5

Skills Insight +5, Investigation +2, Religion +2

Condition Immunities charmed, frightened

Senses passive Perception 13

Languages Common, understands Celestial

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Divine Sense. The inquisitor can detect the presence of good or evil celestial, fiend, or undead creatures within 60 ft. of him.

Unbroken Will. The inquisitor is immune to being frightened or charmed.

Hound Companion. The hound acts on its own initiative, but otherwise obeys the inquisitor’s commands. As a bonus action, the inquisitor can command its hound to use its reaction to take the Attack, Dash, Disengage, Dodge, or Help action.

Actions

Multiattack. The inquisitor makes two attacks

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

Hand Crossbow. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Spellcasting. The inquisitor casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: light, detect magic, guidance

3/day each: bless, dispel magic, prayer of healing

1/day each: banishment, greater restoration

Bonus Actions

Divine Smite (3/day). As a bonus action, the inquisitor can imbue a weapon attack with divine energy. The next weapon attack deals an extra 9 (2d8) radiant damage against a creature that has an evil alignment.

Reactions

Cleansing Intervention. When the inquisitor sees a creature within 60 feet of him suffering from a condition (blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, or stunned), he can use his reaction to attempt to remove the condition. The target creature makes a new saving throw with advantage against the effect that caused the condition, using the original DC of the effect. If the new saving throw is successful, the condition is removed.

Call to Arms Commoner

The officers of the House of the Sun couldn't bear the thought of sending commoners to the frontline, knowing that even if they survived, they would return home with broken spirits. Isabella understood that eventually, these ordinary people would need to confront the harsh reality and acknowledge that the evil forces had become a myth because La Casa Del Casteli had successfully kept them at bay for years, far from populated lands. She managed to convince the Aureolium that untrained troops would do more harm than good on the frontlines, securing more time and resources to establish a unit comprised of commoners.

With the limited time available, seasoned instructors taught these recruits the basics of weapon combat, teamwork, and defensive maneuvers that could save their lives or those of their comrades. Though they rarely engage in direct combat when deployed, their role as a support unit is enough to remind them of the ongoing war's ever-present reality.

Call to Arms Commoner

Medium humanoid (human), any alignment

Armor Class 12 (hide armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Saving Throws Con +3

Skills Survival +2

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

Proficiency Bonus +2

Brave Heart. The commoner has advantage on saving throws against being frightened.

Actions

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

Shortbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 3 (1d6) piercing damage.

Bonus Actions

Inspiring Shout (1/day). The commoner can use a bonus action to inspire an ally within 30 feet that he can see and the target must be able to hear the commoner, granting them advantage on their next attack roll or saving throw made before the end of the commoner's next turn.

Reactions

Defensive Maneuver (recharge 6). When a creature the commoner can see targets them or an ally within 5 feet with an attack, the commoner can use their reaction to impose disadvantage on the attack roll.

Knight of the Sun

Although it wasn't explicitly part of the House of the Sun's mandate, Isabella recognized the need to create a unit capable of directly confronting the forces of darkness. This would not only demonstrate that her approach wasn't just for public display, but also serve as a catalyst for change within the entire Scarlet Crusade. Gradually setting aside funds, she developed a training program for a heavy cavalry unit.

The program emphasized rigorous combat training and the incorporation of holy arts to bolster their battlefield effectiveness. Instructors with extensive experience in both martial and divine abilities were brought in to ensure that the unit would be exceptionally well-prepared for the challenges they would face.

As the heavy cavalry unit took shape, word spread of their impressive abilities and unwavering dedication to the cause. Their combination of exceptional combat skills and the divine arts made them a formidable force against the forces of darkness, and soon they were recognized throughout the entire La Casa Del Casteli. In time, Knights of the Sun became a symbol of the transformative power of the House of the Sun's ideals, and their success in the field further solidified the order's standing as a force for good within the Scarlet Crusade.



Knight of the Sun

Medium humanoid (human), chaotic good

Armor Class 20 (plate, shield)

Hit Points 75 (10d8 + 30)

Speed 30 ft. (mounted: 60 ft.)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	10 (+0)	14 (+2)	14 (+2)

Saving Throws Str +6, Con +6

Skills Animal Handling +5, Athletics +6, Insight +5, Perception +5, Religion +3

Senses passive Perception 15

Languages Common

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Divine Sense. The knight can detect the presence of good or evil celestial, fiend, or undead creatures within 60 ft. of him. The inquisitor can detect the presence of good or evil celestial, fiend, or undead creatures within 60 ft. of him.

Aura of the Sun. The knight emanates an aura of divine protection in a 10-foot radius around them. Allies within the aura gain a +1 bonus to their AC and saving throws.

Mounted Combatant. While the knight mounts his horse (use the warhorse statistics and increase its Armor Class to 14) he has advantage on melee attack rolls against any unmounted creature that is smaller than its mount. In addition, if its mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Mounted Charge. If the knight is mounted and he moves at least 20 feet straight toward a target and then hits it with a lance attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

Actions

Multiattack. Multiattack. The knight makes three melee attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Lance. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Bonus Actions

Sun Beam Smite (2/day). When the knight hits with a melee weapon attack, they can choose to unleash a burst of radiant energy as a smite. The target and all creatures of the knight choice within 10 feet of the target must make a DC 14 Dexterity saving throw. On a failed save, a creature takes an additional 3d8 radiant damage, or half as much on a successful save.

Shield of Light (recharge 6). The knight channels divine energy into their shield as a bonus action, enhancing its defensive capabilities. Until the end of their next turn, their AC increases by 2. In addition, when they are hit by a melee attack before the end of their next turn, the attacker must succeed on a DC 14 Constitution saving throw or be blinded until the end of its next turn.

Reactions

Divine Protection (2/day). When a creature the knight can see attacks a target other than the knight that is within 30 feet of the knight, the knight can use their reaction to grant the target a +2 bonus to AC against that attack, potentially causing the attack to miss.

Thalira Silvercrest

Thalira Silvercrest, born into a loving family of silver dragonborns, was raised by parents who were once wandering clerics of Bahamut. Upon her birth, they decided to settle down and chose a small dwarven village as their new home. The villagers welcomed them warmly, as the teachings of Bahamut had much in common with those of the dwarven god Moradin.

Growing up, Thalira was surrounded by her parents' love and spent most of her time in the small Bahamut church they built to serve the local community. The dwarves in the village were skilled in combat, a necessity given the constant dangers of the wilderness. Naturally, Thalira followed suit, learning the art of battle from a young age.

Throughout her childhood, Thalira listened to stories of the world beyond the village, sparking a sense of longing and curiosity in her heart. Despite the safety and comfort of the village, she couldn't shake the feeling that she was missing out on something greater.

As she matured, Thalira recognized that her desire to explore and her devotion to Bahamut were deeply connected. Inspired by her parents, she resolved to become a wandering cleric, spreading the teachings of Bahamut and aiding those in need. With the blessings of her parents and the support of the village, Thalira embarked on a journey that would test her combat skills and faith while fulfilling her curiosity about the vast world outside her village.

Personality Trait. "I can't ignore someone in need, even at my own risk."

Ideal. "Traveling the world and experiencing its many cultures is the key to understanding Bahamut's teachings and the true essence of life."

Bond. "I strive to honor my parents and village through my actions."

Flaw. "My curiosity and eagerness to help can lead to dangerous situations."



Thalira Silvercrest

Medium humanoid (dragonborn), lawful good

Armor Class 17 (half plate, shield)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	12 (+1)

Saving Throws Con +4, Wis +5

Skills Insight +5, Nature +2, Religion +2

Damage Resistances cold

Senses passive Perception 13

Languages Common, Dwarvish, Draconic

Challenge 3 (700 XP)

Proficiency Bonus +2

Draconic Ancestry (Silver). Thalira has resistance to cold damage and a breath weapon that deals cold damage.

Actions

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

Hand Crossbow. Ranged Weapon Attack: +2 to hit, range 30/120 ft., one target. *Hit:* 3 (1d6) piercing damage.

Breath Weapon (2/day). Thalira exhales an icy blast in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 7 (2d6) cold damage on a failed save, or half as much damage on a successful one.

Spellcasting. Thalira casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *guidance, light, resistance*

3/day each: *bless, purify food and drink, healing word*

1/day each: *calm emotions, lesser restoration*

Bonus Actions

Blade Barrier (Recharge 5-6). As a bonus action, Thalira can create a barrier of whirling blades around her. The barrier increases her AC by 2 until the start of her next turn. Any creature that starts its turn within 5 feet of Thalira or moves within 5 feet of her for the first time on its turn takes 1d6 slashing damage.

Reactions

Guided Strike (3/day). As a reaction, Thalira can add a +5 bonus to the attack roll of herself or another creature within 30 feet that she can see, potentially turning a miss into a hit. She can choose to do this after seeing the roll but before knowing if it hits or misses.

Nalor Swiftsong

Nalor Swiftsong, a charismatic bard, grew up in a bustling coastal city where the waves crashed against its mighty walls. The lively port attracted merchants, sailors, and travelers from all corners of the world, and Nalor found himself captivated by the stories they brought from faraway lands. This fascination inspired him to pick up a lute and learn the art of storytelling through music, as well as study various forms of entertainment.

One fateful day, while exploring the jagged cliffs and rocky shoreline outside the city, Nalor stumbled upon a wounded bronze dragon wyrmling, hidden among the rocks. With great care, he nursed the creature back to health and named it Zephyr. As the dragon recovered, a bond formed between them, and to Nalor's surprise, the young dragon chose to stay by his side, forging an unbreakable connection between them.

Together, Nalor and Zephyr set out to travel the world, sharing tales and songs of their adventures. Zephyr's presence not only enhanced Nalor's performances with its otherworldly charm but also inspired countless new stories that captivated the hearts of their ever-growing audiences. Their journeys led them to witness breathtaking landscapes, uncover mysteries, and cross paths with fascinating characters.

Personality Trait. "Life's too short to let a good story go untold."

Ideal. "Music and tales have the power to bridge the gaps between people and cultures."

Bond. "Zephyr is not just my companion, but a part of my soul and the heart of my performances."

Flaw. "I have a tendency to exaggerate the truth in my stories, which occasionally lands me in trouble."



Nalor Swiftsong

Medium humanoid (human), chaotic neutral

Armor Class 14 (studded leather)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	13 (+1)	12 (+1)	10 (+0)	18 (+4)

Saving Throws Dex +4, Cha +6

Skills Acrobatics +4, Animal Handling +2, Insight +2, Performance +6, Persuasion +6

Senses passive Perception 10

Languages Common, Draconic, Elvish

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Brass Melody. During a short rest, if Nalor or any friendly creatures who can hear his performance regain hit points by spending hit dice, they regain an extra 1d6 hit points. If Zephyr is also present during the rest, they regain an additional 1d6 hit points for a total of 2d6 extra hit points.

Dragon Companion. Zephyr (use the brass dragon wyrmling statistic and decrease its size to small) is a loyal companion of Nalor, he acts independently always trying to help Nalor in combat sharing his initiative.

Actions

Multiattack. Nalor makes two rapier attacks.

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

Fire Blast. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 7 (2d6) fire damage.

Spellcasting. Nalor casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *dancing lights*, *mage hand*, *vicious mockery*

2/day each: *cure wounds*, *dissonant whispers*

1/day each: *charm person*, *invisibility*

Bonus Actions

Bardic Inspiration (4/day). As a bonus action, Nalor can choose one creature other than himself within 60 feet who can hear him. That creature gains one Bardic Inspiration die (d6). For 10 minutes, the creature can add it to one ability check, attack roll, or saving throw. This can be added after seeing the roll, but before knowing the outcome.

Reactions

Double It! When Zephyr damages a target with its breath weapon, Nalor can use his reaction to cast Fire Bolt at the same target.

Fizzle Sparklebrow

Fizzle Sparklebrow, a curious and imaginative gnome, was born in the bustling tinkerer town of Gearhold. Fizzle's family had a long history of skilled inventors and tinkerers, and it was expected that he would follow in their footsteps. However, Fizzle's path took an unexpected turn when he stumbled upon an old spellbook hidden within the family workshop.

Fascinated by the potential of magic, Fizzle became obsessed with mastering the arcane arts. Despite his family's concern, Fizzle showed a natural aptitude for spellcasting, and his magical prowess quickly outgrew the limited scope of the spellbook he'd found. Eager to expand his knowledge, Fizzle decided to leave the comfort of Gearhold and seek out the legendary College of the Arcane in the distant city of Eldarath.

The journey to Eldarath was filled with adventure and danger. Along the way, Fizzle met countless fellow travelers, honed his magical abilities, and used his skills to help those in need. Upon reaching the College of the Arcane, Fizzle immersed himself in his studies, absorbing knowledge from the vast libraries and attending lectures by renowned wizards. His unusual approach to magic earned him both admiration and skepticism among his peers.

After several years of study, Fizzle felt the urge to explore the world beyond the college walls. Armed with his arcane knowledge, he set out on a new adventure. Fizzle's goals were to uncover lost magical artifacts, unlock the secrets of ancient civilizations, and use his unique talents to help those in need.

Now, Fizzle Sparklebrow travels the world, driven by his insatiable curiosity and desire to use his magical abilities for the greater good. His ongoing adventures have led him to discover hidden wonders and face daunting challenges, all the while continuing to grow as a wizard and a hero.

Personality Trait. "Curiosity ignites the flame of knowledge."

Ideal. "Knowledge is power, and it's my duty to share it with others."

Bond. "My spellbook is my most treasured possession; it holds the key to my power."

Flaw. "I can be easily distracted by new and interesting information, sometimes at the worst moments."



Reactions

Uncanny Dodge (1/Turn). Asaya can halve the damage that she takes from an attack that hits her. Asaya must be able to see the attacker.

Fizzle Sparklebrow

Medium humanoid (gnome), chaotic good

Armor Class 13 (16 with mage armor)

Hit Points 52 (8d8 + 16)

Speed 25 ft., (while on the hand: fly 60 ft.)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	19 (+4)	12 (+1)	10 (+0)

Saving Throws Int +7, Wis +4

Skills Arcana +7, History +7, Investigation +7, Sleight of Hand +6

Senses darkvision 60 ft., passive Perception 11

Languages Draconic, Giant, Gnomish

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Gnome Cunning. Fizzle has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Spellcasting. Fizzle is an 11th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). Fizzle has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *prestidigitation*, *shocking grasp*

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

2nd level (3 slots): *levitate*, *locate object*, *misty step*

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

4rd level (2 slots): *dimension door*, *greater invisibility*

5rd level (1 slots): *cone of cold*, *wall of force*

Actions

Fire Bolt. Ranged Spell Attack: +7 to hit, range 120 ft., one target. *Hit:* 20 (3d10 + 4) fire damage.

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

Fizzle Greater Fire Bolt (recharge 5-6). Fizzle can cast a fireball spell through his summoned magical hand, originating from the hand's location. The fireball has a range of 150 feet and a 20-foot radius. Each creature in the area must make a DC 16 Dexterity saving throw, taking 8d6 fire damage on a failed save, or half as much damage on a successful one. The fireball can only be casted when the magical hand is summoned.

Bonus Actions

Fizzle's Flying Hand (4/day). Fizzle can use his bonus action to summon a magical hand (size of a medium creature) that takes the shape of his own hand, which he can alter with hand gestures. The hand has a flying speed of 60 ft. and can carry Fizzle and his equipment. The hand lasts for 1 hour or until dismissed as a bonus action. While the hand is active, Fizzle can use it to grant himself a 1/2 or a 3/4 cover. Only one hand can be summoned at once and the spell ends if Fizzle moves more than 100 feet from the hand.

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